

# **FREEDOM** 3RD EDITION

## **CITY**



**A CAMPAIGN** **MUTANTS &**  
**SETTING FOR** **MASTERMINDS**



# FREEDOM CITY

**A CAMPAIGN SETTING FOR MUTANTS & MASTERMINDS 3RD EDITION**

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**Special Thanks** to John Maniha, for compiling the Freedom City timeline, and to all the players, Gamemasters, fans, and creative contributors of Mutants & Masterminds, who have helped to turn Freedom City from a dream into a reality. Let Freedom ring!

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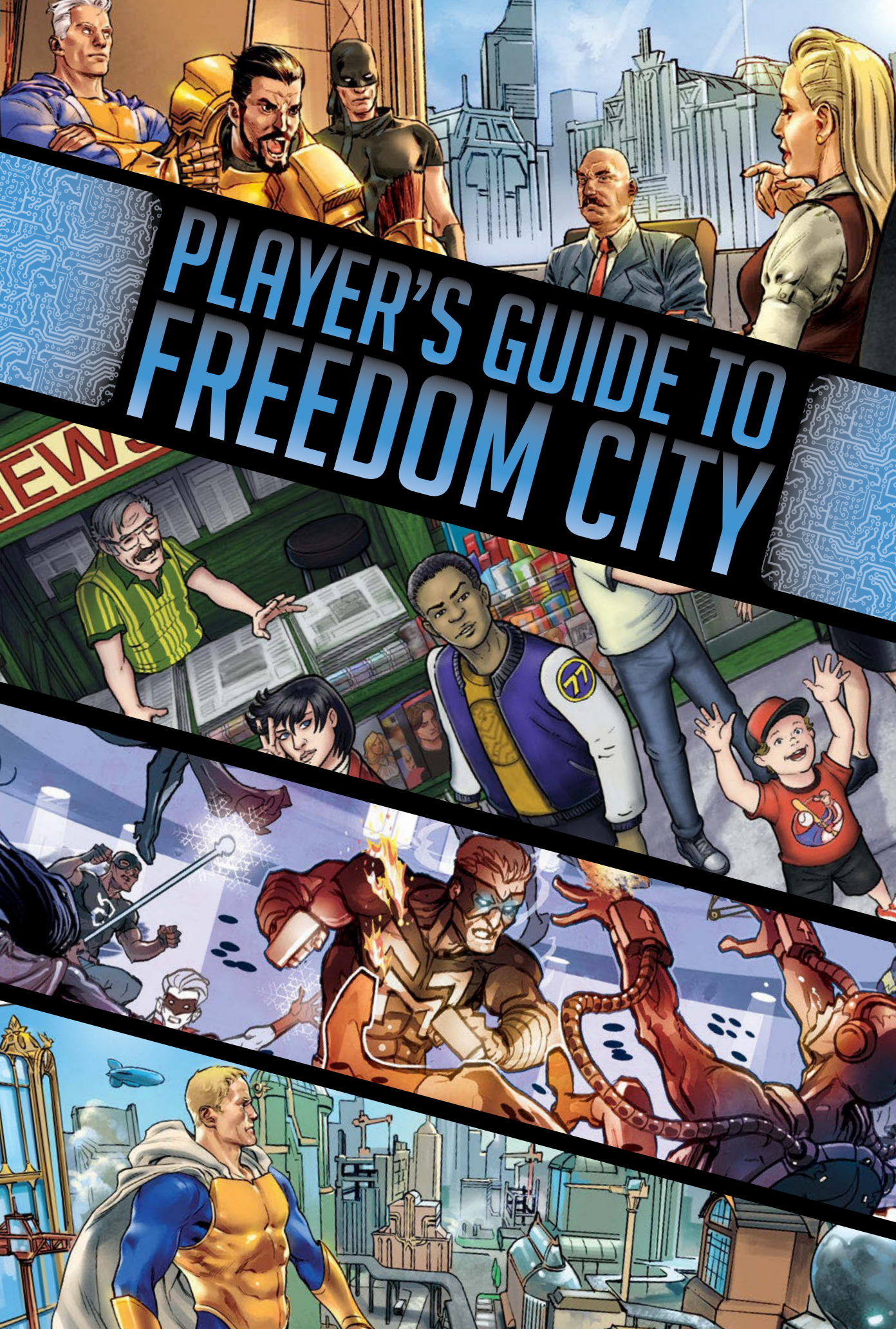
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# PLAYER'S GUIDE TO FREEDOM CITY



# WELCOME TO FREEDOM CITY!

*Freedom City* is a setting for superhero adventures using the third edition of the *MUTANTS & MASTERMINDS* superhero roleplaying game, although it's suitable for use with any superhero RPG. Freedom City is a fictional metropolis located on the east coast of the United States of America. In the tradition of the great fictional comic book cities, the exact location of the city is left somewhat vague, allowing Gamemasters to place it anywhere they like in their own world.

Players can use this book as a source of character ideas, background elements, subplots, supporting characters, and foils for their heroes. They can also use the superheroes in this book as examples or background elements when creating their own heroes.

Gamemasters can use Freedom City as a setting for a *MUTANTS & MASTERMINDS* series, or take elements of the city and transplant them to a new location or a different setting. The book is full of people ranging from social workers and media personalities to Mob bosses and mayors, all ready to be dropped into a setting or adventure.

*Freedom City* provides numerous locations, which can be used as part of the city or incorporated into another city in the GM's game. There are businesses, government offices, hotels, casinos, hospitals, restaurants, tourist attractions, and numerous other places Gamemasters can borrow for use in their own games.

Finally, *Freedom City* has dozens of characters: heroes, villains, and some in between. There are also superhero teams, solo villains and villain teams, criminal organizations, and a government super-agency, all ready for use in any *MUTANTS & MASTERMINDS* game. As such, this book is sub-divided into four major "books" dedicated to its different uses.

**Book 1: The Freedom City Player's Guide** provides an overview of the city: its history, geography, culture, important sites, and all the essential information a visitor or resident would have, useful in getting a feel for Freedom City and creating characters rooted there. It includes a number of different series frameworks for types of *M&M* games set in Freedom City and a specific look at the variety of super-powered origins common to the city.

## SPOILER WARNING!

Important though it may be, Freedom City is still just one city. Recent events have brought its "sister city" on the West Coast into greater prominence, as detailed in the Emerald City sourcebook, and the Atlas of Earth-Prime provides some details on the world beyond Freedom City and Emerald City, including many "lost worlds" and hidden civilizations on Earth. The Cosmic Handbook goes into detail about the universe (indeed, the omniverse) beyond Earth-Prime, including alien races, galactic civilizations, and cosmic powers. All of these books together offer a wealth of information about the Earth-Prime universe.

**Book 2: The Secrets of Freedom City** is a Gamemaster guide to all of the behind-the-scenes information about the city: its hidden history, the truth about various rumors and seemingly ordinary places and people, the inner workings of its government and criminal underworld, and details on the heroes who call Freedom City home.

**Book 3: Heroes of Freedom City** looks at various heroes suitable for use in Freedom City, from the world-spanning Freedom League to local heroes like the Atom Family. Gamemasters can use these characters as supporting cast in a series or examples for players.

**Book 4: Villains of Freedom City** is a rogues gallery of super-criminals and threats looming over the city, foes for your *MUTANTS & MASTERMINDS* heroes to combat as they adventure in Freedom City. They range from powerful criminal syndicates and alliances to petty crooks and madmen.

## BASIC PREMISES

Throughout this book, certain assumptions are made about Earth-Prime (the world of Freedom City) and how it works. Gamemasters should feel free to tinker with these premises as desired, but should be aware that changing them can alter the feel of the setting. These basic premises parallel the classic comic book superhero worlds in many ways.

People with super-powers have existed throughout Earth's history, but costumed heroes and villains with superhuman powers have been public figures since the late 1930s. Freedom City in particular is an epicenter for superhumans, but they are found in other places around the world. Nearly every sort of super-power or gimmick found in the comic books can and does exist in the world of Freedom City. Despite this, the world on the surface is still very much like our own and most of the history and society from our world also exists there.

Virtually any type of character or plot from superhero comic books can (and probably does) exist in Freedom City. All the various superhuman origins, powers, and themes co-exist in the setting. There is magic, super-science, aliens, lost worlds, gods, megalomaniacal supervillains, and more. You can find more details in **Chapter 4** of the *Player's Guide*. Although everyone has heard about superheroes and villains, and probably seen them (on TV, if nothing else), most people in Freedom City still live fairly ordinary lives, despite the occasional invasion from outer space or similar threat.

Earth-Prime as a whole has a fairly "four-color" comic book style: While characters and stories deal with some real and personal drama and issues, the whole as a whole is a fairly positive one where the essential concepts of superheroics are accepted without any question, as unrealistic as they might be sometimes in the real world.

# Freedom City



*Your Honor,*

*Here's the proof of the new  
publicity brochure the PR office  
put together. Give it a look and  
see if you see any issues. We need  
corrections by Friday to make it  
for the tourism expo. Thanks!*

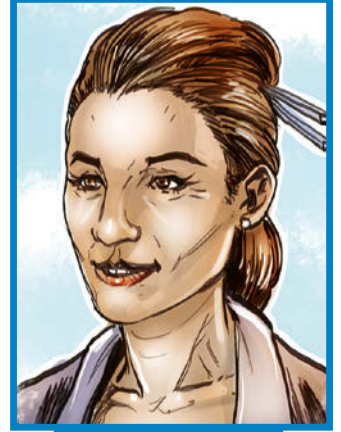
*Edward*

*A Super Place to Visit!*



# From the Desk of Calliope Summers

*Don't we have a better  
headshot than this for  
me in the files? I really  
hate this one...*



THE HON. CALLIOPE SUMMERS

**Freedom.** Just the sound of that word sends a thrill up the spine and gladdens the heart, as our city and our nation were founded upon the ideals of Freedom, and they can still be found here, in spite of many challenges and trials. I had the good fortune to travel extensively in my youth and young adulthood, visiting great cities around the world from New York to London, Paris, Hong Kong, and many more, but I am proud to call Freedom City my home, the city of my heart.

From the parks of Riverside under the watchful eye of the Sentry Statue to the high-rises and mansions of Parkside, from the Promenade of Hanover to South River's Boardwalk, I know this city like no other. I've been privileged to see Freedom's highs and lows, taking in a performance at the Beaudrie Opera House and cheering on the Comets at the Liberty Dome to the devastation of the Terminus Invasion and the courage demonstrated by ordinary citizens on that fateful day.

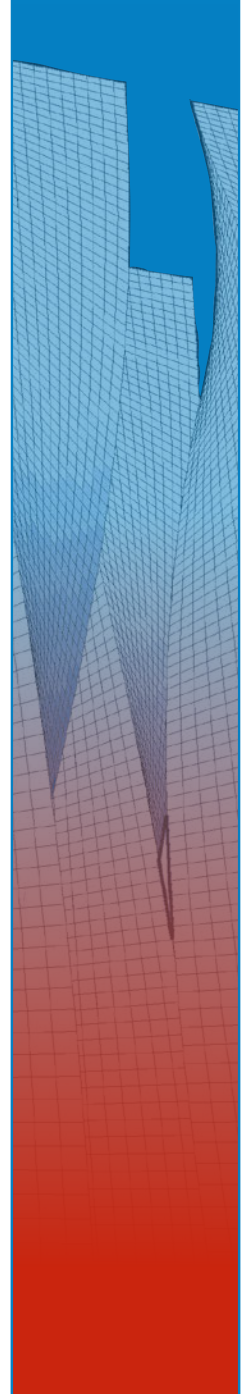
For Freedom City is no ordinary place. I know that many feel a strong sense of civic pride, but I say this with the weight of history at my back. Freedom City has known trials and tribulations, but also the kinds of wonders that have drawn people from far and wide to visit and, often, make their lives here. Everyone in Freedom remembers their first "sighting," when the shadow of a caped figure passed overhead, perhaps, or leapt from building to building. "Superhero spotting" is something of a spectator sport in our city; and why not, since Freedom City boasts the greatest number of costumed heroes in the world.

With all their high-flying celebrity, it can be easy to forget, however, that those heroes are a part of our community, too. Many of them have lived, fought, and even died here protecting Freedom City and its people. We can also overlook the many other citizen-heroes of our fair city, those who do not wear costumes or have great powers at their disposal, but who nonetheless do whatever they can for this city and its people. They are our police officers, fire fighters, medical personnel, social workers, teachers, and countless civil servants who make Freedom City a place I am proud to call home—a city of heroes.

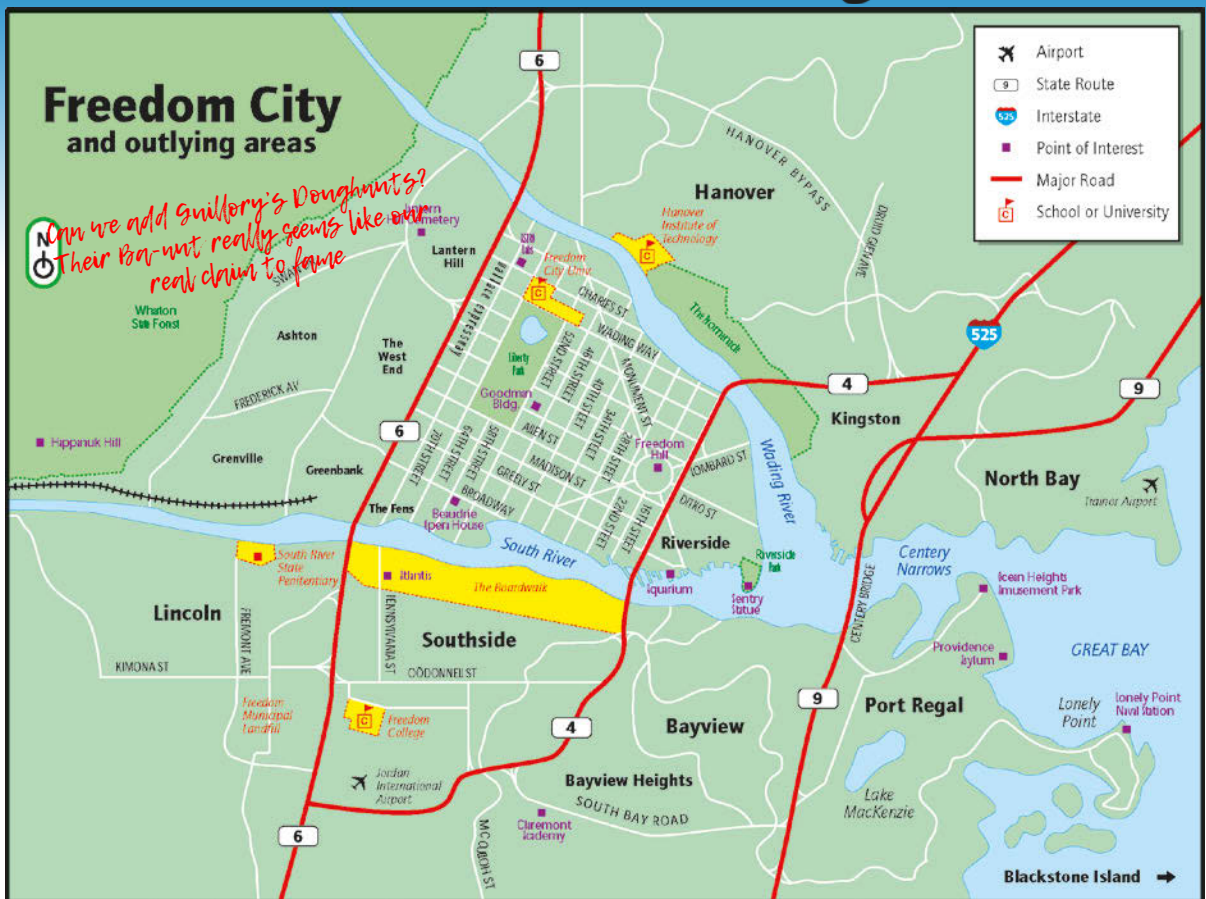
So, whether you're here to visit and enjoy the many wonders Freedom City has to offer, or you've heard our city's siren call and come to stay, welcome! Enjoy all that Freedom has to offer, and may our city help to bring out the hero in *you!*

Best wishes,

**The Hon. Calliope Summers,**  
Mayor of Freedom City



# Freedom City At A Glance



Freedom City is situated along the coast at the confluence of the Wading and South Rivers where they flow into Great Bay, which makes its way through the Centery Narrows out into the ocean. The Interstate passes close by the city along the coast, providing easy access to all points of the city by land.

The heart of Freedom—downtown—lies between the rivers, while the entire metropolitan area spans both sides of the rivers. Southside can be found on the far bank of the South River. Northward is Hanover, a largely college and technical community, home to a number of small businesses. To the west are a collection of suburbs and national forest with unspoiled natural terrain and opportunities for camping, hiking, and other outdoor activities. The downtown peninsula rises gradually toward Lantern Hill, while the land south of the South River rises toward low hills in Bayview and the areas south of the Jordan Airport. Parts of the seaside around the Centery Narrows and Great Bay rise a short distance above the water, with some seaside cliffs in spots.

Downtown Freedom City generally follows a grid pattern. East-west streets have the names of prominent individuals honored by Freedom City. North-south avenues are numbered, starting from Riverside and heading west to the Wallace Expressway. Alleys running between buildings in the downtown area are common, and are generally numbered separately from streets.

In outlying areas like Lantern Hill, Hanover, and Southside, streets tend to meander. There are also more one-way streets, cul-de-sacs, and multi-street intersections. These streets are older, so they are often narrower, and finding your destination can be a bit more difficult if you don't know your way around.

***Freedom City is a thriving metropolis of modern buildings and architecture. It is home to millions, with more moving into the area each day, drawn by the promise of a new life in a city filled with new jobs and new challenges. Freedom is one of the largest cities in the United States, and one with a promising future, a city of tomorrow, and a city of heroes!***





## The Waterfront



## Riverside

## Downtown

The central area of Freedom City features ultra-modern buildings, many of them created by Dr. Metropolis, "grown" out of pre-existing materials shaped by his powers. The remaining buildings in the city use the finest modern construction methods and materials, making downtown Freedom one of the greatest North American metropolises.

The downtown area is far from sterile and "planned," however. Buildings show a variety of architectural styles, and there are a number of parks and tree-lined streets, giving the city a pleasant, colonial charm in many areas, contrasting with the modern structures and conveniences.

## The Waterfront

The city's waterfront is located along the tip of the peninsula, lined with piers that handle Freedom City's shipping traffic, along with warehouses storing goods being shipped in and out of the city. The Waterfront is considerably cleaner and more prosperous than many similar areas in other eastern cities, a source of civic pride.

The piers feature several fine seafood restaurants as well as the Freedom Aquarium, a

### PLACES OF INTEREST

- Ditko Street
- The Freedom School for the Arts
- The Never-Ending Story
- Riverside Park and the Sentry Statue
- The Midnight Hour Nightclub

modern tourist attraction and scientific research facility. Pier Two has been converted into a shopping center with a number of local stores and restaurants.

The city's labor unions are quite influential on the Waterfront, and most of the dockside workers are union members. Thus far this has caused no disputes, since workers are well paid and working conditions are good. The police department has expressed some concern over smuggling from Southside working its way up into the Waterfront and keeps a close watch on shipments moving in and out of the docks.

## Riverside

South of the Waterfront is the bohemian, Old World charm of Riverside. The area features several small parks, tree-lined streets, and brickwork buildings. The neighborhood is popular with young people, particularly students and artists, for its relatively low rents and loft apartments and studios. Riverside is becoming pricier, but not as quickly as parts of Midtown or the western suburbs.

The rest of the neighborhood features small shops and restaurants, often catering to the avant-garde. There are vegetarian restaurants and bistros; craft boutiques; pagan, New Age, and gay and lesbian bookshops; comic book stores; game stores; and so forth. Meadow Street is the main thoroughfare where many of these places can be found.

### PLACES OF INTEREST

- Freedom Aquarium
- Infinity Nightclub
- Pier Two Shopping Center



*Wading Way*



*Midtown*

A number of the side streets in Riverside, such as Ditko Street, are closed to all but foot traffic and the ever-present locals wearing roll-erblades, making them popular places for afternoon strolls and shopping. In the evening, Riverside offers a number of bars, coffee-houses, and nightclubs, many with open-mike nights showcasing local talent.

Riverside Park, along the waterfront, is home to one of Freedom City’s greatest landmarks—the massive Sentry Statue, dedicated to the fallen hero Centurion.

## Wading Way

Running along the north-ern side of the downtown area is Freedom’s busi-ness district, centered on Wading Way. The street is lined with brokerage houses, banks, investment companies, and other businesses, all of which exchange billions of dollars on a daily basis.

Like the rest of the downtown area, the busi-ness district benefits from the city’s ultra-mod-ern infrastructure, particularly information and communication networks carrying the tremen-dous load of calls, faxes, and e-mails going in and out every minute. The district’s buildings are some of the tallest in the city, towers of glass and steel featuring some novel architec-tural styles and techniques, courtesy of Dr. Me-tropolis and some of the world’s most famous architects.

### PLACES OF INTEREST

- Eastern Seaboard Bank Building
- Pyramid Plaza
- Rath & Stromberg Plaza

The city monorail runs along the outside edge of the business district, carrying many to and from work each day, and most of the office buildings have extensive underground parking garages. Street parking can be difficult to find, and the streets are nearly always lined with cars. The sidewalks bustle with businesspeople, often talking on cell phones, as they make their way between offices, as well as messengers and other people going about their business.

The so-called “Golden Row” of the business dis-trict has some of the tallest buildings in Freedom. It includes Rath & Stromberg Plaza, built by the investment corporation; the Eastern Seaboard Bank Building, a towering structure of steel and blue-tinted glass; and the massive Pyramid Plaza—a trio of triangular office towers set at the corners of a triangular plaza. The triple-towers are the tallest buildings in the city. The area also features numerous stores, mostly high-priced na-tional chains like Macy’s and Neiman Marcus.

## City Center

The heart of the down-town area, City Center rises around Centennial Circle, a traffic circle where the city’s diagonal roads converge. City Center is home to Federal Plaza and governmental build-ings, including the towering Federal Building. It is also the location of City Hall and Freedom Hall, the local headquarters of the Freedom League.

### PLACES OF INTEREST

- City Hall
- Federal Plaza
- Freedom Hall
- Freedom Public Library
- Pinnacle Path Headquarters





*Darkside*



*The North End*

## Midtown

The central area of Freedom City, bounded by the monorail lines, Liberty Park, and City Center, is called Midtown. Among other things, it is the largest downtown residential area and features a number of high-rise apartment buildings and condominiums.

Midtown is also home to shopping, with the massive Millennium Mall and numerous other stores. There are a number of fast-food restaurants, as well as more upscale establishments, small bistros, and the restaurants of the fine hotels in the area. One of the most popular eateries in Midtown is the original Champion's franchise, located next door to the Super Museum.

On the spiritual side, Midtown has a number of churches, including St. George's Cathedral, located on 52nd Avenue across from Liberty Park. That avenue features expensive townhouses and private clubs, such as the Cape and Cowl Club and the Midnight Society.

Finally, Midtown is the location of the Goodman Building, the home and headquarters of the world-famous Atom Family.

### PLACES OF INTEREST

The Cape & Cowl Club *(members and their guests only!)*

Castle Comics  
Champion's

Freedom Ledger Building

Freedom City Historical Museum

The Goodman Building

Legends

Millennium

The Midnight Society Mansion

The Millennium Mall

St. George's Cathedral

The Super Museum

## The North End

The North End lies north of Liberty Park and the monorail line, centered on the campus of Freedom City University and focused on high-tech companies like ASTRO Labs. Small businesses catering to students and people in the tech industry are found throughout the area, including computer stores, clothing shops, and small cafés and coffeehouses. It's a contrast to nearby Lantern Hill.

## Parkside

The strip of land between Route 6 and Liberty Park, hemmed by the North End and the Theatre District, is called Parkside. It resembles Midtown, but tends to combine the high-tech feel of the North End with the artistic sensibilities of the Theatre District.

Parkside is home to a number of high-rise apartments and condominiums overlooking Liberty Park, priced for those with money to burn. Most are home to up-and-coming businesspeople working in the North End and Wading Way, along with some well-off artists and media personalities. A Parkside address is a sure sign of someone who's arrived on the Freedom City scene.

### PLACES OF INTEREST

ASTRO Labs

Hunter Museum of Natural History

Freedom Medical Center

Freedom City University

### PLACES OF INTEREST

GBN Building

Liberty Park

Kirby Fine Arts Museum



## The Theatre District

Parkside is also known as the home of the Globe Broadcasting Network building, not far from Liberty Park. GBN is one of the largest media outlets in the world, owned by New Horizon Media, Inc.

### Theatre District

South of Parkside is the Theatre District, a neighborhood of small apartment buildings clustered around a number of local theatres and clubs featuring some the best nightlife in Freedom City. Entertainment ranges from Broadway-style plays and opera to rock concerts and avant-garde productions of performance art.

The emphasis in the Theatre District is on performance; gallery shows and the like tend to take place in Riverside. Many young actors and performers live in the area, although some complain the rents are becoming too expensive for them. The truly successful move up to Parkside when they hit the big time.

The eastern edge of the Theatre District, where it meets City Center, is home to the massive Liberty Dome, which holds sporting events and concerts. The Theatre District also features many

small restaurants and eateries, open late to cater to the after-show crowds.

### The Fens

The Fens are a corner of the Theatre District on the shore of the South River. Originally a marshy area, it was filled in years ago to allow for the expansion of the city and to eliminate disease-carrying insects. Now a new sort of disease is infecting the Fens, as the area becomes progressively more low rent with each block away from the heart of the Theatre District and toward the river and Greenbank.

The Fens are home to sleazy porn theaters and adult bookstores, a large number of waterfront bars, and relatively cheap housing; more than a few have commented that it is unfortunate the Fens have been largely spared the damage inflicted on the rest of the downtown area by super-battles. Of any of the areas of Freedom City, it's one that should be leveled. Still, the Fens are cleaner and less dangerous than they have been in the past. The FCPD has undertaken increased vigilance in the area, and the city is doing what it can to "clean up" the Fens.

*Let's rework the Fens entry to talk up its "local charm." I think they'd appreciate that a little more.*

#### PLACES OF INTEREST

- Beaudrie Opera House
- The Liberty Dome



**"With Dr. Metropolis around, by the time the Department of Public Works hears about some damage and sends a crew, it may have already fixed itself!"**

— Councilman Tom Golf, Hanover





*Hanover*



*Kingston*

# North Freedom

North of the Wading River, Freedom City is strongly influenced by the image of "the city of the future" combined with an appreciation for the structures of the past. North Freedom is made up of communities involved in education and high technology, along with some of the wealthiest and most influential areas of the city.

## Hanover

The largest area of North Freedom is Hanover, covering nearly as much area as downtown. Much of Hanover is focused on small high-technology businesses, particularly Internet "e-business". This is enhanced by the presence of the Hanover Institute of Technology, one of the nation's most prestigious schools for technical education.

New business opportunities have helped revitalize Hanover, and property values continue to climb as considerable urban renewal has taken place with the conversion of old structures and the building of new

- PLACES OF INTEREST**
- The Albright Institute
  - Daily Word offices
  - The Fourth World
  - Freedom City Correctional Facility
  - Greeley Street
  - Hanover Institute of Technology
  - Hanover Square
  - Hanover Zoo
  - Jameson Airport
  - The Machine
  - Master Lee's School of Self Defense
  - The Promenade
  - Schuster Auditorium
  - USNet office park

housing, shopping, and other facilities. The district has a "college town" feel to it, with the area near the HIT campus catering to the needs and interests of students and young technical professionals.

## Kingston

The Kingston area, tucked between Route 4 and the Interstate, is more upper middle class than Hanover, progressing away from student living to places owned by technology professionals. Despite being close to the city, Kingston still retains a suburban feel, something local residents value and fight to maintain. Property values have increased over the years, but people in Kingston resist over-development, wanting to keep the charm and pleasant aspects of their community intact.

## North Bay

From the bay-shore to Route 9 is the North Bay area, a posh district of expensive waterfront homes and historic mansions owned by some of Freedom City's wealthiest families. North Bay features exclusive yacht clubs and beachfront property, with few stretches of public beach. During the holiday season, North Bay's stately mansions are beautifully decorated, and there are tours to see them.

- PLACES OF INTEREST**
- North Bay Yacht Club
  - Trainor Airport

*See forger: "the residents of North Bay are a constant drain on the Mayor's time." Save me from my overly entitled constituents!*



## North Bay



## Lantern Hill

# West Freedom

The area of the city west of the Wallace Expressway comprises West Freedom. It's a contrast between old and new, progress and old-fashioned ways of doing things. It includes some of the older intact neighborhoods of Freedom City, as well as newly developed areas that expanded the outskirts of the city.

The area of the city west of the Wallace Expressway comprises West Freedom. It's a contrast between old and new, progress and old-fashioned ways of doing things. It includes some of the older intact neighborhoods of Freedom City, as well as newly developed areas that expanded the outskirts of the city.

## Lantern Hill

The north side of the peninsula along the Wading River rises to a hill that is the site of some of the oldest settlement in the Freedom area. Lantern Hill was built up in Revolutionary times and became one of the most exclusive neighborhoods for judges, bankers, and the "old money" of Freedom City.

These days, Lantern Hill isn't as exclusive as it used to be. The garden apartments and row houses are still wonderful examples of 18th and 19th century architecture, many of them having undergone modern renovations. The neighbor-

### PLACES OF INTEREST

Lantern Hill Cemetery  
St. Stephen's Church

hood has a distinctly colonial flavor with narrower, tree-lined streets, brick-front buildings, and small garden plots or window boxes of flowers.

Lantern Hill is home to a number of historical sites, from the home of Revolutionary War hero Major Joseph Clark to the Lantern Hill Cemetery and one of Freedom's oldest houses of worship, St. Stephen's Church. It is better known as the haunt of the mysterious Lantern Jack, mystic watchman of Freedom since the days of the Revolutionary War.

## The West End

Flowing down from Lantern Hill toward Greenbank is the West End of Freedom City. The West End was originally a number of small ethnic communities settled around the end of the 19th century. Today, they have blended together into an overall community, although pockets of the original cultures can still be found, along with a number of newcomers to the area.

It's a boisterous, mostly lower middle-class, area. Row houses and apartment buildings are common, along with garden-style apartments with common courtyards. Due to cheap housing in its infancy, the West End became home to Irish, Italian, Greek, and Jewish immigrants. African-Americans, Hispanics, and Asians followed in later years. The West End features the best ethnic restaurants in the city, particularly delis and pizza places.

### PLACES OF INTEREST

Ashton Mall  
The Secret Bar  
St. Sebastian's  
Temple Ben David  
Trinity Hospital





## The West End



## Greenbank

Unfortunately, the West End still sees a fair amount of crime, particularly from gangs, and organized crime retains a stronghold here despite the best efforts of the FCPD. Culturally, the West End is squeezed in between Parkside and the new developments like Ashton. This leaves the area with little room to grow, and some feel Freedom City's growth will eventually mean the end of the older neighborhoods as they're torn down to make way for new developments.

*Not really sure the organized crime angle will be a good draw for tourism.*

### Greenbank

Greenbank, in between the West End and the South River, was best known as a railroad stop where goods moved in and out of the Freedom City area. It is filled with warehouses, rail yards, and shipping companies where a lot of West Enders used to work.

These days, Greenbank is a fairly depressed area. Freedom City doesn't see as much rail-traffic as it used to, and many of the old warehouses are closed down. The recent extension of a maglev track for a new high-speed bullet train into the city has improved conditions in Greenbank and created new jobs. Still, the area is a haven for criminals and organized crime,

and the city government hopes new prosperity will help to clean it up.

Greenbank is centered on the old Union Rail Yards, where trains move in and out of the city. It's occasionally used for smuggling and clandestine meetings, so the police—and heroes like Foreshadow—keep a watchful eye on it. The rail yards make a great place for a super-battle, with plenty of things for heroes to throw around or get thrown into. Abandoned warehouses, train yards, and roundhouses have also served as hideouts and headquarters for heroes and villains alike.

### Ashton & Grenville

The bedroom communities of Ashton and Grenville are fairly new, having grown up over the past twenty years. Both are clean, modern suburban communities only barely keeping up with the demand for new homes from the people moving into the Freedom area. Although some think the new communities are too uniform, with their six or seven styles of single-family homes, most find Ashton and Grenville pleasant, with new neighborhoods, schools, shopping, and the like. Many of Freedom's middle class families live in the area, with more moving in all the time.



**"Hunting for former secret lairs in Greenbank is one of Freedom City's lesser-known 'tourist attractions,' one that the police department would like to discourage. Play it safe!"**

— Barbara Kane, Freedom City Police Commissioner



*Ashton/Grenville*



*The Boardwalk*

## South Freedom

South Freedom lies on the other side of the South River from the downtown area and is the area that may face the greatest challenges in Freedom's future. Parts are affluent or middle class, but others are stricken with poverty and plagued by crime, particularly the influence of organized crime. Wealth and poverty stand side by side in the area, and the government hopes to make a difference there; it only remains to be seen if it can.

### The Boardwalk

South Freedom is best known for the Boardwalk, running along the shore of the South River between the Wallace Expressway and Route 4. The Boardwalk is lined with hotels and casinos, since gambling is legal in the area (but not in other parts of Freedom City, by local ordinance). Originally built during the heyday of gangsters in the 1920s, some of the hotels show their age while others have been recently rebuilt or renovated.

Money pours into the Boardwalk from local people and thousands of tourists from all across the country. Local government and law enforcement are well aware the Boardwalk is riddled with Mob corruption and influence, but efforts

#### PLACES OF INTEREST

- Atlantis
- The Golden Calf
- Our Lady of Mercy
- The Paradise
- The Southside Palace

to close it down are met with stiff resistance because of the substantial amounts of income the city earns from taxing gambling and other recreational activities along the Boardwalk. Where the police are often stymied, heroes like Foreshadow have made greater progress.

### Southside

South of the Boardwalk is the Southside district of the city, bounded by Route 4 to the east and Route 6 to the west. Southside is mostly middle- and lower-middle class, but growing pockets of poverty and crime have been eating away at the community for years. Much of the housing near the Boardwalk has dropped in value as crime and gang activities have increased. Many parts of Southside have seen crack houses and meth dealers spring up, get rooted out by the police, then show up somewhere down the street. Areas of low-income housing seem to breed crime, and people are careful about avoiding parts of Southside at night.

The southernmost area of Southside remains the safest and most middle-class, centered on the Freedom College campus and Jordan International Airport. However, property values near the airport tend to be fairly low, creating a buffer zone of cheap housing. Freedom College is an

#### PLACES OF INTEREST

- DeCosta Construction
- Eclipse
- Freedom College
- Jordan International Airport
- Freedom Juvenile Hall
- Rocket Records





## Southside

accredited state college with a reputation as a “party school,” and some local businesses—legal and otherwise—cater to the interests of college students looking for a good time.

Even Southside is seeing the impact of the prosperity of Freedom City, with more money going into public works and new construction, but there are concerns the contractors and construction companies getting that money are influenced by organized crime, merely strengthening their position in Southside.

## Lincoln

West of Southside is the neighborhood of Lincoln, built up in the 1950s and 60s. Lincoln has been a predominantly African-American area from the beginning and remains so today, although with a fair number of Hispanics and other ethnic groups. People living here often work in places along the Boardwalk, but many youths become involved in gangs and criminal activities as a way out of the poverty of the neighborhood.

### PLACES OF INTEREST

City Landfill  
Joseph Clark High School  
Lincoln Youth Center  
South River State Penitentiary  
Southside Botanica



## Bayview

## Bayview

A bit east of Southside, between Route 4 and the Interstate, is the community of Bayview, bounded by South Bay Road on one side and the South River on the other. Bayview is a more affluent community than Southside, resembling Kingston, on the other side of the narrows. It goes from waterfront property with a spectacular view of the Centery Narrows and Riverside toward the higher ground near South Bay Road, known as Bayview Heights. Property in Bayview is more expensive than average, and there is community concern about crime filtering in from Southside. Neighborhood watches are becoming more common, along with contracts with Stronghold Security.

### PLACES OF INTEREST

Bayview Waste Treatment Plant  
The Claremont Academy

## Port Regal

Port Regal is similar in many respects to North Bay, but is somewhat less affluent; some of the old mansions and Victorian-era homes have been sold to businesses or turned into bed-and-breakfast inns. Port Regal clusters around Lake MacKenzie and the pen-

### PLACES OF INTEREST

Lake MacKenzie  
Providence Asylum  
Ocean Heights Amusement Park



***“Lincoln has always had its own local heroes, from the Black Avenger to Sonic, who looked out for the neighborhood and its people just as much as for the rest of the city.”***

— Langston Albright, founder of the Albright Institute



*Port Regal*



*Lonely Point*

insulas jutting out into the bay. The lake area features more upscale homes, particularly those with lakefront property. The lake is a popular place for recreation during the summer and fall, replete with boating and other water activities.

Further north, the demographics become solidly middle-class, with the Ocean Heights amusement park located at the end of the peninsula. Off an out-of-the-way seaside road stands Providence Asylum, the sprawling Victorian mansion of the Phillips family that became a mental hospital in the early twentieth century and continues in that role today. Some of Freedom City's most infamous criminals are committed there.

## Lonely Point

The most isolated point of land in Freedom, Lonely Point is named for its rocky and desolate terrain. There are sandbars and scrub plants, but little else along the narrow peninsula. Lonely Point is home to a United States Naval base, and a single road leads out there from Port Regal. The Naval base sometimes serves as a drop-off or pickup point for prisoners moving to and from Blackstone Island, and often works in cooperation with the Space Control Center on Star Island.

### PLACES OF INTEREST

- Lonely Point Naval Base
- Blackstone Prison
- Star Island

## Getting Around the City

Many Freedomians get around by driving; the city is relatively car friendly, although there are the occasional traffic problems, particularly in the downtown area. Freedom City offers several other transportation options, as well as ways of getting into and out of the metro area.

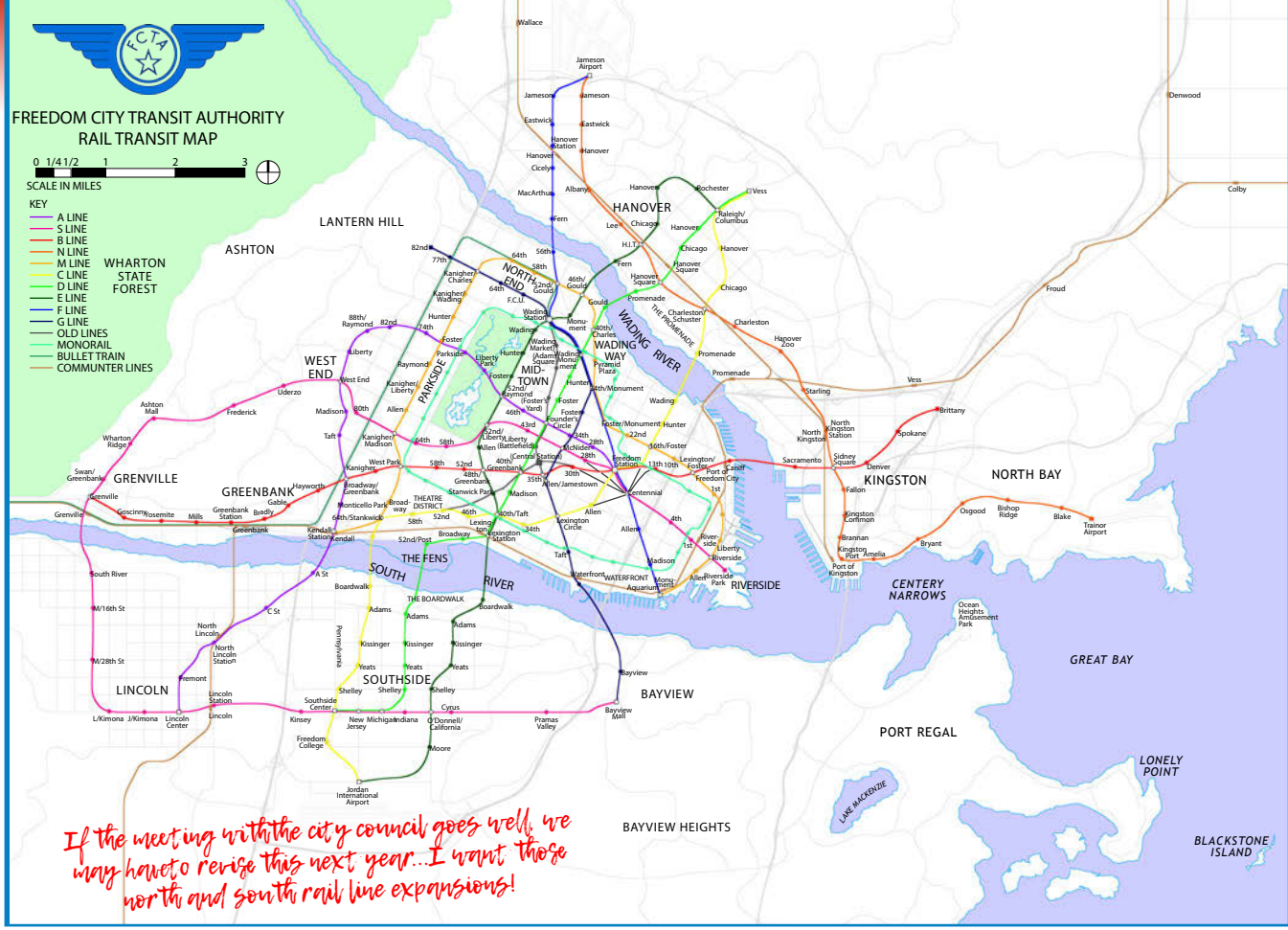
### Freedom City Transit Authority (FCTA)

The city government is justifiably proud of the Freedom City Transit Authority, or FCTA. The system handles mass transit in the metropolitan area using a combination of buses, subways, and a monorail line. The city prides itself on having an efficient mass transit system in widespread use, reducing traffic congestion on the city streets. Any part of Freedom

City's metro area is reachable by public transportation (and possibly a bit of walking). City buses run throughout the metro area with frequent stops, and a new fleet of buses was put into service only a few years ago.

The Freedom subway system underwent heavy reconstruction and renovation after an attack by the Terra-King and his Sub-Terran minions. A number of subway tunnels collapsed or were so badly damaged it was considered safer to seal them off. The assistance of several heroes, particularly Dr. Metropolis, permitted the excavation of newer tunnels and stations. Freedom City currently has one of the most modern and efficient subway systems in the country. The trains run throughout the metro area, to the outskirts of the city, with regular stops. Letters (A





**The Freedom Rail system covers almost the entire metropolitan area, allowing convenient, efficient travel throughout. A larger version of this map can be found in any FCTA facility, as well as online at the FCTA website. Free yourself with Freedom Rail!**

through E) designate the different subway lines. Centennial Station in City Center is the oldest subway station in the city, opened during Freedom City's centennial celebration in 1889.

The pride and joy of the FCTA is the city's monorail system, running in a ring around the downtown area, carrying passengers quickly around the city. The monorail runs on an elevated track two stories above street level, with regular stops at streetside platforms or even inside some buildings. Two tracks run in parallel, allowing trains to run in both directions at once. The monorail is a popular means for tourists to see the city, as well as inexpensive public transportation.

**Bridges & Highways**

Four bridges connect central Freedom City to outlying districts. The Lindroos Bridge connects Kingston to the business district, while the Pramas Bridge runs from Riverside to Bayview, with Route 4 connecting

them. To the west, the Mangold Bridge crosses the Wading River from Hanover into the North End and Lantern Hill, while the Mona-Glenn Bridge crosses the South River from Greenbank to Lincoln with the two connected by the Wallace Expressway.

The long Centery Bridge stretches across the Centery Narrows, allowing the state highway to cross between Great Bay and the city. The bridge affords a spectacular view of Freedom City, and is high enough not to interfere with water traffic entering or leaving the Narrows. Unfortunately, the Centery Bridge is also a popular target for criminals, terrorists, and giant sea monsters.

**Taxis**

Many different taxi services operate in Freedom. The city government takes pains to ensure the city's taxis are clean and efficient. The primary cab companies in the city are the red and white Liberty Cabs, ubiquitous Yellow Cabs, and F.C. Taxi, the green and black taxis driven by Freedom College students, whose

*Freedom City - A Super Place to Visit!*

fares help in funding the college and paying the drivers' tuitions. The newest and smallest of the cab companies is NETaxi, a USNet affiliated service providing sleek silver cabs with PDA and laptop ports and wireless hookups so no one—especially USNet employees—misses a meeting or an e-mail while stuck in traffic.

## Railroads

A Union Railroad freight yard is located on the outskirts of the metro area in Greenbank, where tracks run along the South River. Boxcars arrive here from all over the country bound for various destinations. Warehouses in Greenback handle freight entering and leaving the city, although some of them are derelict these days. Some conceal hidden bases or serve as meeting places for criminal activity.

A new passenger bullet train also stops in Freedom and is a popular way for tourists to arrive in the city in style. The train rides on a maglev track, and stops at a restored 1930s Art Deco style train station on the outskirts of the downtown area in the city's North End.

## Boats and Ships

The Freedom Port Authority handles all shipping in and out of the city. The docks along the waterfront see all kinds of ships, from fishing boats and tugs to cargo-haulers and tankers to cruise ships and private watercraft. Warehouses hold cargo until it is shipped off elsewhere. The Mob is rumored to control a portion of all dockside business, and several warehouses have proven to hold contraband being smuggled in or out of the country. Parts of the waterfront are home to cheap pool-halls and dives frequented by sailors.

## Airports

Three airports handle air-traffic entering and leaving Freedom City. Most visitors to the city arrive by car or by air these days, and the city's largest airport has steadily expanded over the years.

**Jordan International Airport**, located south of the metro area, provides commercial air service to most U.S. cities, Canada, Mexico, and several cities in Europe. Short commuter flights to nearby cities, popular with business travelers, depart on a regular basis.

The original airport was opened in 1927, expanded and upgraded in 1962, and again a few years ago to handle the increased air traffic. The terminals have been extensively renovated and expanded, and

## THE PHANTOM CAB

One unusual taxi service also shows up in Freedom City. Since colonial times, Freedomians in trouble and in desperate need of transport have found themselves confronted by a mysterious cab—be it a horse and buggy or the most modern of automobiles—which gets them quickly and safely out of harm's way. While in the driver's presence, folks never feel any unease, and in fact are calmed by his quiet confidence. Only afterwards do they think of him and his cab as a strange visitation. Locals refer to it as "the Phantom Cab" and to its driver as "Max." No one knows where the Phantom Cab comes from, or where it goes; it seems to appear when and where it's needed for reasons of its own.

all major U.S. airlines are represented here, along with a number of independents. The airport has a new eight-story concrete parking garage, along with kiosks, restaurants, and gift shops located in the main terminal.

**The Jameson Airport**, on the northern outskirts of the city, has three runways, 50 hangars, and some 150 aircraft tie-downs. Charter services to nearby cities can be found here. The airport is popular as a business travel alternative, as well as the primary landing and departure site for private aircraft.

**The Trainor Airport**, north of Great Bay, is a single-runway facility with some 100 aircraft tie-downs serving mostly private aircraft owners and private charter flights. Local pilots often refer to it as the "trainer airport" because of the number of people taking flying lessons and the number of private planes there.

Several private helicopter companies based at the Jameson and Trainor airports offer charter services for short trips, including quick hops from the airports to downtown Freedom or out to the estates of Port Regal. Jordan International only has helipads and service for emergency response helicopters, in order to keep their always-busy airspace clear. Several of the major buildings in the city have helipads, including GBN Tower and Federal Plaza. The police department uses helicopters and small zeppelins for aerial patrols, and the major television news stations in the city all have their own helicopters.

Lonely Point Naval Station has its own runway and facilities, but they are restricted to military planes and helicopters except in emergencies.



# Freedom City

**IN THE WORDS OF THE PEOPLE WHO LIVE HERE!**



**"Freedom City offers some of the best shows in the world, both in the Theatre District and occasionally in the skies overhead. Either way, it's memorable!"**

— Amy Feng, Action News 3

**"The Mob History tour on the Boardwalk is a great family activity if you're not much of a gambler or don't want to take your kids into a casino. Freedom's always had some of the most colorful criminals!"**

— Julie Streeter, Freedom City Ledger Reporter



*Remind me to "thank" Julie for this one.*



**"My family's been investing in Freedom City for over a century, and whether it's work, play, or self-improvement, this town has always hit the bullseye"**

— Fletcher Beaumont II, Publisher

**"Freedom City is a place with a long, complicated, often messy history. But it has always been a city that knows that it can do better. It's a city where one person can make the world a better place"**

— Joan Enrikson, World-Renowned Painter



**"Nobody sees Freedom City the way I see Freedom City, and I can tell you, there's no other place like it in the world. Some come visit, enjoy yourself and keep your eye on the sky!"**

— Roger Omak, Sky Eye One for WFAN

*Really, Ed? The crazy Sky Eye guy? I know the deadline was short, but couldn't you do better than that?*

# CHAPTER 1: FREEDOM CITY HISTORY



**F**reedom City has a long and rich history. It has been at the center of superhuman activity in the world since the beginning, and the presence of superheroes and villains in the city has shaped its development and character for nearly a century.

## THE FOUNDING OF FREEDOM

Freedom City began with the quest for independence, when Puritan colonists from England and the Netherlands arrived in the New World in 1630. They founded a small, walled town at the confluence of two rivers on a great bay, named it Freedom, and began to trade with the local Native American tribes like the Happanuk. Eventually, the settlers came into conflict with the natives as Freedom grew, and they fought a number of skirmishes. The settlement proved successful, leading more people to make the difficult ocean crossing from Europe, and bringing trouble along with them.

## PROPHET'S CRUSADE

In the late 1600s, Freedom was home to the Reverend Elijah Prophet, a famous monster hunter and witch finder. Prophet was the driving force behind a 1694 witch-hunt in Freedom that lasted for nearly two years. Among the accused was Henri "Lupus" LeBlanc, a Frenchman accused of being a lycanthrope, who supposedly fled the authorities with the aid of "demons and evil spirits."

Although LeBlanc was never captured, a dozen other people were tried and hanged for witchcraft and consorting with the Devil. Prosecutor Lucius Cabot argued eloquently and forcefully to convict the accused, although historians believe the victims were entirely innocent. Thankfully, Freedom's witch hysteria burned itself out by the turn of the century, and Elijah Prophet moved on to other places and other hunts.

## FREEDOM AND INDEPENDENCE

By the mid-1700s, Freedom had grown considerably, the original settlement expanding along with additional settlements like Bayview, Hanover, Kingston, and Port Regal. The area became a focus for anti-British sentiment among the colonists. True to its name, Freedom was strongly on the side of the American Revolution.

The Revolutionary War brought the city and the world its first costumed heroes. A mysterious young woman known as Lady Liberty fought Tory spies and British soldiers, wearing a distinctive red, white, and blue costume like the uniform of a Colonial soldier, complete with tri-cornered hat, blue cloak, and a domino mask to conceal



her identity. She became a rallying cry for Colonial forces, and stories of her saving doomed rebels spread like wildfire.

There were tales of Lantern Jack, who haunted the nighttime streets of Lantern Hill carrying a ghostly, glowing lamp with him. The stories said he was the ghost of a patriot hanged by the British, his lantern shining with the light of vengeance and liberty. Others claimed he was a traitor to the Revolution, cursed to wander the Earth. These stories were often dismissed as tall tales, but more than a few people saw a shadowy figure carrying a lantern in the fog late at night, then found Redcoats dead the next morning, looks of terror frozen on their faces.

From the New England colonies, people talked about Minuteman, a masked colonial soldier with the strength of ten men who always seemed to arrive in the nick of time, vanishing just as quickly and mysteriously thereafter.

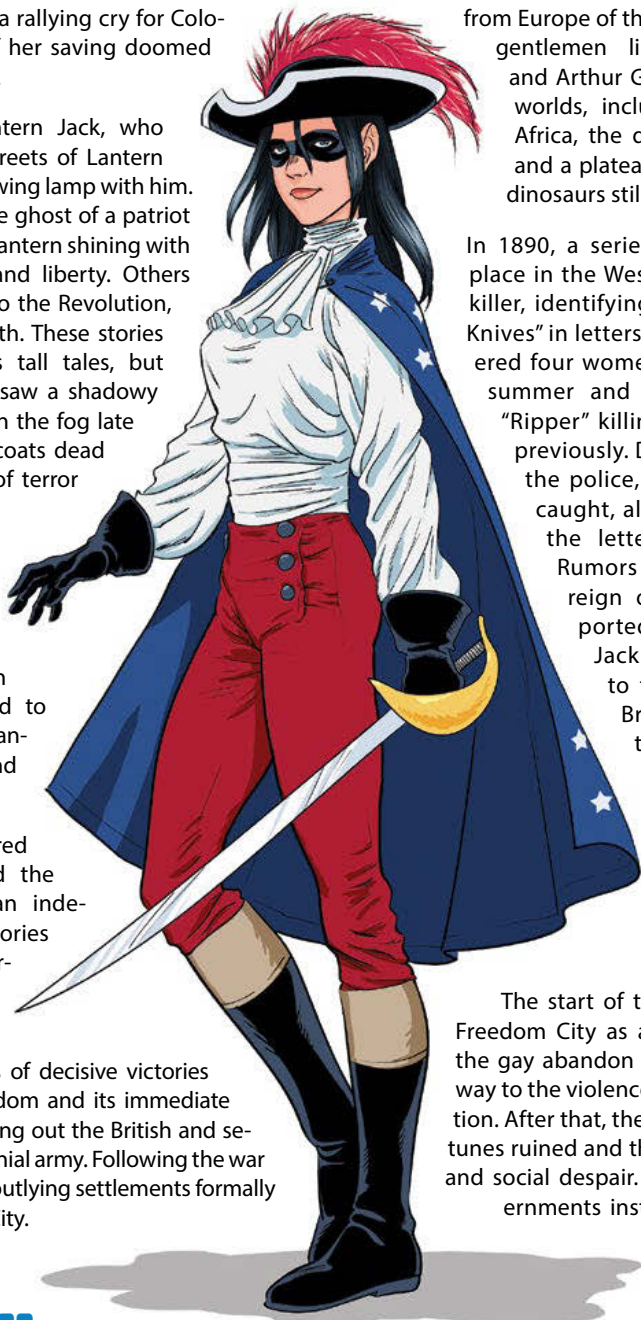
These heroes disappeared with the war's end and the achievement of American independence, but their stories were remembered, inspiring generations to come.

In 1779, Colonial Major Joseph Clark won a series of decisive victories over British forces in Freedom and its immediate neighbors, eventually driving out the British and securing the area for the colonial army. Following the war in 1789, Freedom and the outlying settlements formally incorporated as Freedom City.

## FREEDOM BY GASLIGHT: THE 1800S

The nineteenth century saw continued growth and development for the city. Freedom City University was established in 1825, and the city became a bustling port as well as a center for learning and the arts. That same year Henry Beaumont began publishing *The Freedom Ledger*, the city's first daily newspaper. The outlying districts of the city were largely defined, and the new West End and Southside neighborhoods began to grow with the influx of immigrants from Europe.

Stories found their way to Freedom City about the western frontier. They included "dime novel" tales of the exploits of mysterious masked men like the Pale Ranger, the Silver Sheriff, and the Indian magician Broken Crow of Magic Mesa, along with the Dust-Devil, Eagle Rider, el Gaucho, Madame Colt, and others. Similar stories came



from Europe of the exploits of extraordinary gentlemen like Professor Challenger and Arthur Gordon Pym exploring lost worlds, including Dakana in darkest Africa, the depths of the inner earth, and a plateau in South America where dinosaurs still roamed.

In 1890, a series of grisly murders took place in the West End of Freedom City. A killer, identifying himself only as "Jack-a-Knives" in letters to the local press, butchered four women over the course of the summer and autumn, similar to the "Ripper" killings in London two years previously. Despite the best efforts of the police, the murderer was never caught, although the killings—and the letters—eventually stopped. Rumors attribute the end of the reign of terror either to a reported appearance by Lantern Jack on nearby Lantern Hill or to the presence of a famed British consulting detective and his associate, on holiday in Freedom City at the time.

## DAWN OF A NEW CENTURY

The start of the twentieth century saw Freedom City as a modern metropolis, but the gay abandon of the 1920s quickly gave way to the violence of gangsters and Prohibition. After that, the Great Depression saw fortunes ruined and the city sank into economic and social despair. The city and federal governments instituted work programs for the legions of Freedom City's unemployed, including a number of construction and beautification projects.

The start of the twentieth century bore witness to an event that forever altered the future of Freedom City and the world, although no one was aware of it at the time. Many saw comets as omens, but in 1918, the spectacular "comet" that appeared over Freedom City was in fact a life-pod from an alternate universe arriving in a flash of fire and cosmic power. Scientists speculate the arrival of the life-pod released a cascade of extradimensional energies, but perhaps something unusual about the city actually drew the life-pod there. Whatever the case, Freedom City quickly became a focus for the unexpected and the strange.

In the 1930s, adventurers and "mystery men" like the Bluesman, Doc Prophet, and John Danger operated in Freedom City, their exploits written about in pulp maga-

zines. Although their adventures were often fantastic, it was easy for the public to dismiss them as just stories, and their unusual powers as tall tales or exaggerations.

The first to truly carry the mantle of “superhero” was the Centurion, who revealed his presence to the world when he thwarted a robbery of the First National Bank of Freedom City in 1938. Bullets bounced off his golden breastplate and he lifted a getaway car into the air like a toy. The Centurion seemed to trigger the appearance of other many heroes, including Midnight, the Bowman, Freedom Eagle, and Johnny Rocket. There were rumors Lantern Jack had returned to his old haunts on the hill, although they remained unconfirmed for over a year.

Not long thereafter, in Germany, people got their first look at *der Übermensch*, Hitler’s “Over-Man,” poster-boy of the Aryan “Master Race.” With powers to rival the Centurion, *Übermensch* left many nations worried about the future. What no one knew at the time was Hitler’s so-called “Aryan superman” wasn’t German—or even truly human, in fact—but a rogue member of a secret race of superhumans known as the Ultima (see **Superior** in **Book 3** for more information).

As the banner headline of the Freedom Ledger read, “The Age of the Super-Man” had arrived. Costumed crime-busters were no longer “mystery men,” they were “superheroes” and their foes “super-criminals” or “super-villains.” The term “super” entered common usage to refer to anyone with powers or abilities beyond those of ordinary people. Although scientists preferred terms like “metahuman” or “paranormal,” to most people, they were supers, and so they remain.

## THE WORLD AT WAR: 1941-1945

Although a number of supermen were active by the 1940s, the summer of 1941 saw the first appearance of the first super *woman*, with the same name and motif as the Revolutionary-era Lady Liberty, but this Lady Liberty could fly through the air and stop tanks with her bare hands. The sultry Siren appeared not long thereafter, gifted with powers from the sea, including a hypersonic singing voice.

On December 7th, 1941, the empire of Japan made a sneak-attack against the United States Naval Base at Pearl Harbor. One day later, a strange visitor appeared in Freedom City: the man known as Dr. Tomorrow. Arranging a meeting with President Roosevelt, Doc revealed he came from some fifty years into the future—a future where the Axis powers defeated the Allies and ruled a world without freedom or justice. He offered his help to change that future, and the president immediately ordered the formation of a team of American mystery men, led by Dr. Tomorrow and called the Liberty League.

Freedom City hosted the League’s public headquarters, although they split their activities between the home front and the European and Pacific Theatres of war, thwarting the plots of spies, saboteurs, and Axis super-soldiers. America was also plagued with homegrown criminals and bundists,

some of whom became enemies of the Liberty League and banded together to form the first Crime League.

The Liberty League was not the only group of heroes during the war. Several heroes from different nations banded together as the Allies of Freedom. They were more active behind the lines in Europe, while the Liberty League operated based on Dr. Tomorrow’s unusual insights. One thing Dr. Tomorrow did not account for (as he was himself unaware of it) was the influence of the mystical Thule Society in Germany and the Green Dragon Society in Japan, operating behind the scenes and using their occult powers to aid the Axis.

## THE LIBERTY LEAGUE

The Liberty League was the world’s first true superhero team and the premier team during the 1940s and ‘50s. A number of heroes banded together under orders from President Roosevelt and the guidance of Dr. Tomorrow, the Man from the Future.

For more information on some of these heroes and the legacies they left behind, see **Chapter 5**.

- **Dr. Tomorrow** (Tom Morgan/Tomas Morgen): A time-traveler from a future world where the Axis won World War II.
- **Beacon** (Langston Albright): A later addition to the League, wielder of a mystic white light.
- **Bowman & Arrow** (Fletcher Beaumont & Tim Quinn): A crusading newspaperman and his young ward, they used their archery expertise and an arsenal of trick arrows to fight crime.
- **Centurion** (Mark Leeds): Strange visitor from another Earth with powers of super-strength and endurance.
- **Dr. Atom** (Alexander Atom): Brilliant scientist and explorer who more often worked in an advisory capacity with the League.
- **Eldritch** (Adrian Eldritch): Mysterious master of the arcane arts who advised the League in mystic matters, but otherwise operated largely on his own.
- **Envoy** (Sarlyn): Envoy from Utopia, sent to better understand humanity and, later, to prevent the Axis from threatening his homeland.
- **Freedom Eagle** (Michael O’Connor): Engineer who designed a winged flight suit the Nazis attempted to steal.
- **Johnny Rocket** (Johnny Wade): Young lab assistant exposed to chemicals that gave him super-human speed.
- **Lady Liberty** (Donna Mason): FBI secretary invested with the power of the Spirit of Liberty after she uncovered a Nazi sabotage plot. Lady Liberty possessed super-strength and wielded “the Light of Liberty.”
- **Midnight** (Travis Hunter): Dark-clad crimefighter and peerless detective with a “midnight mist” able to black out an area.





- **Patriot** (Jack Simmons): Subject of a government super-soldier program, possessing near-perfect physical abilities and combat training.
- **Siren** (Lynn Sidon): Torch singer lost overboard in a Nazi U-boat attack. Rescued by Prince Thallor of Atlantis and granted mystic sonic and aquatic powers in accordance with an Atlantean prophecy.
- **Lady Celtic** (Amanda Phipps-Gordon): British woman wielding the magical power of the druids; became Hank Griffin's wife.
- **Sergeant Shrapnel** (Tony Gorman): American soldier abducted by aliens who granted him the power to make metallic objects—particularly machines—stop working or explode.
- **Spitfire Jones** (Horatio "David" Jones): British RAF pilot able to fly and exert considerable strength while doing so. He was a dedicated foe of the German Red Eagle.
- **White Rose & White Thorn** (Sophie & Wolfgang Shaal): German wielders of the mystic "White Light" hunted by SS officer Wilhelm Kantor and Nacht-Krieger. White Rose and White Thorn imprisoned Nacht-Krieger in the sea near Freedom City, and their powers were passed on to Langston Albright, the Liberty League hero known as Beacon.

## THE ALLIES OF FREEDOM

The Allies of Freedom were more of a war-front team than the Liberty League. While the League acted under orders from the President and traveled around the world protecting Allied interests and the home front, the Allies fought primarily in Europe, where they were well known. It wasn't until after the war that stories of their exploits and heroism reached the United States.

Their archenemies, Wilhelm Kantor and the shadow-villain Nacht-Krieger, killed most of the members of the Allies during the final days of the war. The Japanese villain Crimson Katana killed the Human Tank and Gunner, the last survivors of the team, in Japan in 1946.

- **Le Reynard Rogue** (Amelie Dutemps): Masked French Resistance fighter renowned for her cunning, the "Rogue Fox" was the bane of Nazis occupying France and the leader of the Allies.
- **The Human Tank & Gunner** (Hank & Tommy Griffin): American brothers granted super-powers in a lab explosion; Hank (the Human Tank) was transformed

into "living metal" while Tommy (Gunner) could create sprays of metal and absorb metal weapons, including bullets, into his body.

## POST-WAR FREEDOM: 1945-1959

In 1945, World War II came to an end with the atomic bombings of Hiroshima and Nagasaki. Although Dr. Tomorrow returned home to the future, the Liberty League remained together. Freedom Eagle became their new chairman and they maintained their headquarters in Freedom City. With the war over, they confronted profiteers in occupied Japan

and Germany, aided in the rebuilding of Europe, and fought the Crime League and other malcontents in America.

Earth's first modern contact with extraterrestrial life came in 1947, when a scout ship from the Grue Unity crashed in the American Southwest after being damaged in a skirmish in space with their enemies from the Lor Republic. The U.S. government covered up the crash and took possession of the wreckage and the remains of the crew.

By the 1950s, the specter of communism was growing in the minds of Americans, and some began to question whether or not costumed heroes presented the proper image to American citizens, particularly impressionable young children. Politicians accused costumed heroes of encouraging vigilantism and promoting immorality. The government also became increasingly concerned with the independence of superheroes and sought to tighten their control, especially over the highly visible Liberty League. By this time, the League operated on private donations—largely the fortune of Fletcher Beaumont (the Bowman)—and did not rely on government authority or approval.

The activities of a Grue scouting party on Earth did not help matters, as the shapeshifting aliens sowed paranoia and suspicion in the United States. Although the truth of their presence was never revealed to the general public, and the Grue were rooted out and exposed, they drove a wedge between heroes like the Liberty League and an already mistrustful government. One rogue Grue, eventually known to humans as Pseudo, remained on Earth in the guise of journalist Rick Fox.

In 1955, the House un-American Activities Committee called the members of the Liberty League to testify, raising allegations of communist sympathies and immoral activities. The Committee demanded the League unmask and reveal their true names and identities as well as submit to governmental supervision. When the Leaguers refused to do so, the government declared the team dissolved, and the League reluctantly disbanded. Some of its members continued to operate on their own for a few years, while others quietly disappeared into retirement; it would take a major crisis to reunite them. Only Centurion and a few other heroes remained active by the end of the decade.

## HEROES RETURN: 1960-1972

By the start of the 1960s, much of the Red Scare fervor of the HUAC hearings and the disbanding of the Liberty League had died down. Heroes like Centurion and Lady Liberty continued to operate, largely ignoring criticism of their activities. Prosperity across America seemed to bring out both the good and the bad, as supervillains returned from inactivity and new threats appeared from the skies and other dimensions. Luckily, heroes old and new answered the call, and superheroes returned to Freedom City.

In 1960, the Greek god Hades invaded Freedom City with an army of the dead from Tartarus. A number of heroes united to oppose him, including Centurion, Lady Liberty, Daedalus, and the Raven. They were successful, and Zeus forbade Hades to so directly interfere in mortal affairs again. After-

ward, the heroes chose to remain together as a team to deal with similar threats too great for any one of them—a team like the Liberty League. Since the Liberty League was no more, they would be known as: the Freedom League!

The public reacted positively to the return of the heroes, and teams like the Freedom League and later the Atom Family became celebrities and role models for a new generation of heroes. While new heroes began coming to Freedom City, old and new supervillains made their presence known as well. The most dangerous and hated of these villains were surviving Axis super-agents like the Crimson Katana and Nacht-Krieger, not to mention a revived Crime League and SHADOW.

Since few superheroes wished to work under government supervision, the United States government created the American Elite Government Intervention Service (AEGIS) in 1962 to deal with superhuman and paranormal threats to public and national safety. Jack Simmons—formerly Patriot of the Liberty League—was appointed the agency's first director.

Throughout the 1960s, superhuman activity continued to rise, as if the years away had concentrated the wills of heroes and villains alike. Invasions from space and other dimensions became almost commonplace, but unlike the previous decades, humanity's faith in its heroes rarely wavered for long. Omega and the Terminus first attempted to invade Freedom City in 1965, and some speculate the aftereffects of the incursion may have contributed to the rise of superhuman activity in the area.

## FREEDOM'S TWILIGHT: 1972-1992

The 1970s saw the beginning of another decline for costumed superheroes. Heroes fell prey to villains and their own human frailties, others went missing for long periods of time or left Earth for other endeavors, while still more began to feel their age and retired or passed away.

An increasing number of occult scares occurred during the 1970s, including the arrival of the vampire lord Dracula in Freedom City and the exposure of several "Satanic" cults, most of them connected with the long-hidden Serpent People. The murderous Jack-a-Knives went on a killing spree in the summer of 1977, while the Atom Family grappled with the lupine Wolfjack (actually their teammate Jack Wolf, under the influence of the cosmic Moonstone). Mystic figures like Lantern Jack and Eldritch were often associated with these happenings, although few gave them any credence.

By the 1980s, the public felt abandoned by the same heroes they counted on in years past. New heroes walked the streets of Freedom, but darker and more violent, willing to use deadly force to fight their foes. Their excesses seemed to fit the mood of the nation. Even today, sociologists debate whether the darkness of the late 1980s and early 1990s in Freedom City was a result of the darker heroes of the time or if they merely grew darker to reflect the attitudes of society.

In 1984, Freedom City elected Franklin Moore mayor on a platform of "zero tolerance" for vigilantism. He was supported by the Citizens for Order, Decency, and Ethics





(CODE), and secretly backed by influential crime families. Mayor Moore quickly outlawed “costumed vigilantism” in “his” city. Costumed heroes became illegal and would be arrested if they continued to operate outside the law. Some heroes, like Centurion, felt they had no choice but to obey the law and either retired or left Freedom City. Other heroes chose to defy the law, and Archer (Ethan Keller, formerly the third Arrow) forged a number of them into a team called FORCE Ops (Freelance ORganization of Criminal Elimination Operatives).

For the rest of the decade, grim vigilantes fought a shadow war with psychotic criminals and gangsters, opposed by an increasingly corrupt police force and the mayor’s office, which were both heavily influenced by the most powerful criminal kingpins.

## A NEW FREEDOM: 1993-2003

Freedom City’s fortunes seemed bleak for a long time, but the early 1990s saw changes large and small heralding a new day in the city by the bay. The city’s darkest hour was the Terminus Invasion. Omega and his forces once again invaded Freedom City, but this time there were fewer heroes to stop them and they quickly established a beachhead.

Although the FORCE Ops fought back, they were no match for an army of Omegadrones, let alone Omega himself. The world’s heroes united against Omega, resulting in a climactic battle in Freedom City, devastating the downtown area. A number of heroes perished in the struggle, including Andrea Atom, Mentac, members of FORCE Ops, and Centurion himself, who sacrificed his life in single combat with Omega, shattering the mad nihilist’s support-armor and driving him back into the Terminus.

In the aftermath of the Invasion, large areas of Freedom City were damaged or destroyed, the downtown area all but leveled, and some of the world’s greatest heroes were dead, but the bravery and sacrifice of those heroes kept things from being far worse. Freedom City reeled from the terrible blow, and might never have recovered had it not been for two figures: Doctor Metropolis and Michael O’Connor, Jr.

A mysterious entity of concrete, glass, and steel rose from the rubble of the city after Omega’s defeat. Known as Dr. Metropolis, this “urban spirit” used his amazing powers to help restore Freedom City, making it better and stronger than ever before. He rarely had help from many others, as heroes like Daedalus (who returned from his wanderings in space to help fight Omega) pitched in however they could. Some initially believed Metropolis was the soul or reincarnation of the Centurion, though this has since been proven not to be the case.

The city also found new leadership in the form of Michael O’Connor, Jr., son of the Freedom Eagle. Elected mayor only months before the Terminus invasion, O’Connor worked tirelessly to clean up the city’s politics, strengthen the police department, draw a line against crime, and create new prosperity and jobs, with great success. Most importantly, he oversaw the repeal of the Moore Act, making Freedom City once again a welcome home to the heroes that saved it and the world.

Public confidence followed these brave men and their actions. Freedom City saw advancements in economics and technology through the 1990s, and its population increased accordingly. New heroes began appearing as suddenly as they had in the 1940s and ‘60s, and many veteran heroes returned publicly or in secret to guide and advise a new generation. New incarnations of older heroes and

institutions rose again, and Freedom City proudly became home to more superheroes than any other city in the world.

## WE ARE NOT ALONE: 2004-PRESENT

Although the “door” opened by the Terminus Invasion was closed, Freedom City’s history continued to unfold upon a larger stage. The interstellar criminal Blackstar escaped imprisonment, leading to the appointment of a new Star Knight as Earth’s protector. She proved her mettle when the Grue staged an invasion in 2004, led by an engineered warrior endowed with all of the powers of the Atom Family: the Meta-Grue. An alliance of heroes, along with a top-secret squadron of UNISON space-fighters, held off the invasion, and Chase Atom used the power of the Moonstone to send the Grue packing. The Freedom League built a new satellite headquarters, the Lighthouse, designed to act as an early-warning station, allowing the team to extend their watch to the entire Earth.

Villains wielding sinister mystic powers became increasingly more common: the G’Tach, based on the ten plagues of ancient Egypt; the vampiric Nightwatch; Black Anubis, exiled god from another universe; and Adamant, the legendary “god-killer,” to name a few. In 2008, the young witch Seven began an apprenticeship with Master Mage Adrian Eldritch.

After serving four terms as Freedom City’s mayor, Michael O’Connor retired from the role in 2008 to run for the U.S. Senate. Local business mogul Jonathan Grant entered the mayoral race and won, promising to “keep moving Freedom forward.”

The dimensional barriers took a beating when the AlterniTeens, a ragtag group of super-powered youngsters from diverse parallel worlds, appeared on the grounds of Claremont Academy. Then Centuria, the daughter of a Centurion from an alternate Earth, arrived in the midst of a freak storm.

In 2012, Jonathan Grant won a second term as Mayor of Freedom City, and Seven joined the Freedom League. Later that year, the so-called “Silver Storm” occurred in Emerald City, forever changing the “demographics” of superhumans in the U.S.A. and the world, while the secret criminal alliance known as the Chamber fractured, leaving Emerald City wide open in an “every-villain-for-themselves” scramble.

The alien robot Tellax attempted to recreate its Silver Storm on a worldwide scale, but local Emerald City heroes were able to stop it, exiling Tellax from Earth. The cosmic menace Collapsar the Devourer destroyed and consumed Magna-Lor, the capital of the Lor Republic, throwing galactic civilization into chaos. Some refugees from the shattered Lor Republic came to Earth looking for asylum. When Daedalus granted them his assistance, hundreds more followed, settling temporarily on Star Island, off the coast of Freedom City. The refugees carried reports of the forces of the Star Khan overrunning the Republic and

seizing control. Captain Kraken led a band of interstellar pirates in attempts to seize refugee vessels and strip them of their valuables before the Freedom League put a stop to it. Mayor Grant made several questionable legal moves to seize “illegal aliens”—and their technology—and hold them without trial or recourse to council, sparking debate and protests.

The dire circumstances in the galaxy forced Star Knight to take an extended leave from the Freedom League in order to operate more in deep space. The already-harried Star Knights also faced the rise of the Blackguard, an organization created by the rogue Blackstar in his own image, and the Argents, nanotech-bonded agents of exiled Tellax. The three factions began to vie for influence over galactic affairs.

Mayor Grant’s daughter, Sarah, an alien-rights activist, was murdered late in the year, and one of her alien associates held for the crime. Investigation by Raven and Daedalus revealed the real killer was a genetically engineered human-alien hybrid. Confronted with the evidence, Mayor Grant confessed to knowledge of the creation of the hybrid but, before he could reveal anything further, he was assassinated, his killer vanishing without a trace.

In 2013, Seven succeeded Eldritch as Earth’s Master Mage, but almost immediately faced a tremendous challenge from Una the Invincible, Queen of the Netherworld, who killed Eldritch and lured Seven into her realm. Against all odds Seven prevailed, but her victory proved a Pyrrhic one. When she defeated Una, Seven mystically inherited her power and position as Dark Lord of the Netherworld. Unable to remain Master Mage of Earth without abandoning the Netherworld and all its inhabitants to almost certain death, “Lady Seven” accepted the difficult road of “rehabilitating” her new realm and shedding the mantle of Dark Lord, while resisting the temptations of power that come with it. For the first time in millennia, Earth was left without a Master Mage, with mystical threats still on the rise.

Daedalus retrofitted an ancient Preserver habitat on Jupiter’s moon Europa, renaming it “Starhaven” and setting it up as a more permanent refuge for alien refugees on Earth. Their relocation to Starhaven eased social and political pressures in Freedom City, although there remained evidence of advanced alien technology on the black market, and rumors of “illegal aliens” still at large on Earth.

The Atom Family learned the Cosmic Mind might be involved in the new Stellar Imperium in some way: Refugees from the Republic reported mentat “hounds” exhibiting the appearance and behavior of the Mind’s thralls. The Cosmic Mind was beamed into space, years prior. Could it have ended up in the new Imperium?

The Raven, Callie Summers, decided to end her costumed career and enter the political arena in a special election for Mayor of Freedom City. She chose Elite from the AlterniTeens as her successor, the new Raven. Ms. Summers won the tight mayoral race and began focusing on law and order in Freedom City from a different angle, well aware that the city is still in need of heroes.



# CHAPTER 2: LIFE IN FREEDOM



In Freedom City, you can see heroes flying through the sky, zombies and giant dinosaurs emerging from the ocean, trees uprooting and rampaging in the streets, aliens in alleys, and even buildings coming to life. Still, it's also a city where millions of people live, work, and play every day.

Like most big cities, Freedom City has a gap between rich and poor, but people don't always let themselves notice it. In the new high-rise apartments and sprawling manors, the wealthy have lives of leisure, interrupted by the occasional plot to rob or blackmail them. Others aren't so lucky and struggle with poor living conditions, or work in a constantly changing world that seems to have left them behind. Some don't even have that, facing life out on the streets with nowhere to turn. Like the worlds of normal people and superhumans, those of the rich and poor rarely mix.

Despite the occasional unnatural storm or super-powered battle among the skyscrapers, most people in Freedom go about their daily lives. They go to work, complain about traffic and construction, go out for lunch or dinner, and go home to their families at night. Evenings and weekends, they find time to get out and enjoy some of the unique things the city has to offer. This is the majority of the citizenry—middle class and comfortable, except when demons rampage down the streets or aliens invade. Life in Freedom City is many things, regardless of income and living conditions, but it's certainly never dull.

This chapter looks at the different aspects of life in Freedom City, from major businesses and industries to entertainment, the arts, shopping, health care, and all the other many and varied aspects of life in the big city.

## BUSINESS

One of the keys to Freedom City's success has always been its entrepreneurial spirit. Freedom has a reputation as a city of opportunity for small businesses and major corporations alike. These businesses form a major part of day-to-day life in the city and the backbone of its economy.

### LOCAL CHAINS

While national business chains are a part of everyday life here, the local Freedom City business community has many different chains and franchises with a more local flavor.

## BROMWELL'S DEPARTMENT STORES

Bromwell's is a chain of department stores native to the Freedom City area. It is popular with the middle and upper class and found downtown and in the more affluent suburbs of the city. Bromwell's has been steadily shrinking in size over the past decade, and is expected to eventually sell to a larger national competitor.

## FREEDOM SOUND

Originally a local chain of music stores, Freedom Sound stocked an extensive selection of CDs, along with related magazines, videos, T-shirts, and accessories. Over the past decade, the emphasis has become more on the latter, with CD selections shrinking and second-hand bins for CDs and DVDs growing, along with more and more collectables.

## GO-MART

This chain of convenience stores can be found throughout Freedom City. Most GO-Marts feature, or are located near, gas stations. They offer a variety of overpriced convenience items and foods and are open 24 hours a day—their main draw for most in search of food late at night.

## HARVEST SUPERMARKETS

A major chain of supermarkets, there are numerous stores throughout the Freedom metro area. Harvest Supermarkets always include a bakery, pharmacy, and in-store deli.

## PROMINENT STORES

Along with the chain stores, Freedom City features several well-known independent shops and businesses.

### HAAS BROTHERS JEWELERS

This is one of the oldest and most respected jewelers in the city. After the loss of their store as a result of a super-battle, Nicholas and Raymond Haas rebuilt their business with a newer and even more extensive store. The brothers are well known for appearing in their own television and radio ads, often talking about how their father started in the jewelry business.

### MILLENNIUM COMICS

Considered the best comic store in the Freedom metro area, Millennium Comics expanded from a single store to three. Customers called the destruction of the main store's extensive back-issue collection in a fire a tragedy of epic proportions, but owner Jerry Webster has managed to bring the collection back to where it was before and then some. Customers can find thousands of different back issues, along with a wide selection of comic book memorabilia and collectables.

### THE NEVER-ENDING STORY

This small antiquarian bookshop nestles on the bottom floor of a building in Riverside, a carved wooden sign with its name

## SHOPPING CENTERS

Freedom City features a number of shopping malls and plazas with collections of major chain stores.

**Pier Two Shopping Center** along the waterfront is two levels of stores and restaurants and a few major chain stores. The Pier often features outdoor entertainment in good weather, as well as open-air farmer's- and fisherman's-markets in season.

**Millennium Mall** in Midtown is one of the largest of its kind in a metro area: three stories encompassing some nine square blocks. The mall holds more than 150 different shops and an extensive third-floor food court with an open-air balcony and skylights. Parking is often difficult, despite the presence of a four-story parking garage attached to the plaza.

**Ashton Mall** caters to the shopping needs of the western suburban residents of the city, although there have been some concerns regarding gangs and patrons from the poorer West End areas. This in turn leads to complaints about elitism and racism on the part of the mall association in an ongoing cycle.

**Meadow Street** in Riverside features numerous small *avant-garde* shops, mostly specialty bookstores, galleries, jewelers, and boutiques.

**Greeley Street** in Hanover is known as a place to find unique shops, boutiques, trendy clothing stores, and sidewalk cafés. It's a popular place to spend a weekend afternoon shopping, eating, and people watching.

**Hanover Square**, the area near the Hanover Institute of Technology, is known for shops catering to the college-age and tech-geek crowds.

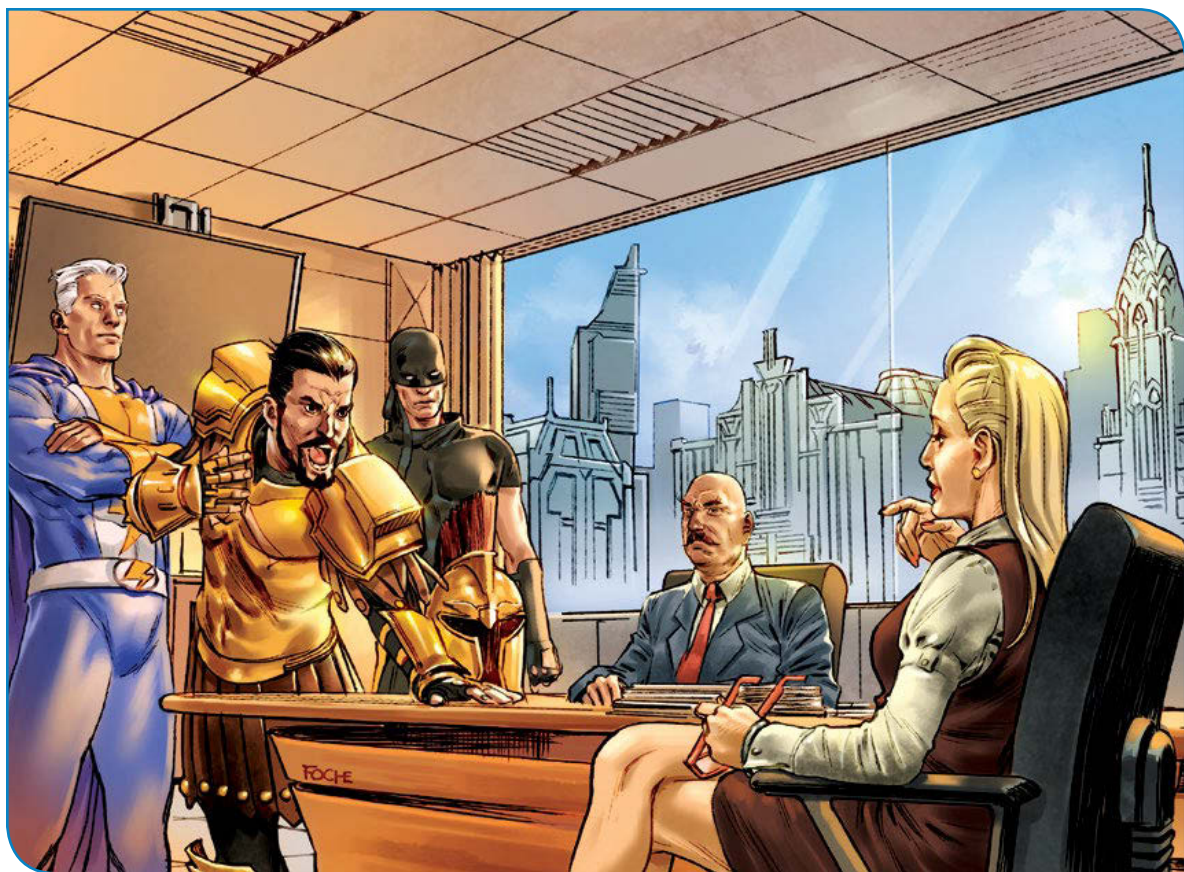
**Bayview Mall** in central Bayview is a shopping center best known as the site of a battle between the Next-Gen and one of Doc Otaku's giant mecha, commemorated by a statue on display in its rotunda. The mall management would be dismayed to discover Bayview has become a regular hangout of students from the Claremont Academy in their secret identities. Rubbing the top of the mecha's bronze head (some twenty feet off the floor) in front of witnesses without being caught is considered a rite of passage for Claremont freshmen.

hanging above the door. Owner Andrew Orlando works in the shop and lives upstairs; he's a portly, bearded gentleman with a deep love of books and a fondness for cats, tweed, and exotic flowers. At least one of Orlando's several feline friends can be found dozing in the sun or near the radiator of the shop at all times. The store specializes in "well-loved" (used) books, including rare editions. Andrew has an uncanny knack for finding rare volumes and occasionally stumbles onto tomes of interest to those versed in the arcane arts.

### ROCKET RECORDS

A small record store tucked away on the second floor of a building in Southside, Rocket Records is considered the best place in the city for second-hand, rare, and underground music. The store's stock includes imports, bootlegs, recordings by local bands, and a wide selection of vintage vinyl records.





## MAJOR BUSINESSES

Corporations are major players in both the economic and political life of Freedom City. The city primarily attracts information-based businesses, both media and companies specializing in the distribution of information, such as brokerage houses, research companies, telecommunications, and the like. These companies have taken advantage of Freedom City's high-tech infrastructure and telecommunications network, refurbished numerous times over the years.

### DECOSTA CONSTRUCTION

DeCosta Construction is the largest building contractor in Freedom City. The company is a local success story and quite popular with the blue-collar community for the number of jobs it provides. It is based out of a renovated brownstone in Southside. DeCosta runs ads showing images of some of the best-known buildings in Freedom being repaired and new landmarks going up with the slogan "DeCosta, building Freedom."

The owner and founder of the company is Frank "Buddy" DeCosta, an amiable man who worked construction and managed Fairhaven Builders before starting his own business. Although he constantly reminds people he has nothing more than a high school education, Buddy still runs a successful company. He's proud of the work DeCosta Construction does in Freedom.

Rumors suggest ties between DeCosta Construction and the Freedom City Mob, which does have ties to some of the city's labor unions. DeCosta vehemently denies any such allegations, and police investigations have never turned up any evidence of Mob ties.

Southsiders know Buddy DeCosta as a family man and a decent, hard-working guy who built his company up from nothing into the largest construction business in Freedom City. DeCosta is a straightforward man who speaks his mind. He never hesitates to tell a customer the truth and expects the same in return. Although he works hard, Buddy's true pride and joy is his wife Angelina and their four children—Mary, Julie, Frank Jr., and Cindy, and his preschool-aged grandson (Mary's son), Richard "Richie" Sylvestri. Cindy DeCosta attends Freedom College in Southside, while Frank, Jr. recently began working for his father's company.

### DELPHIC INDUSTRIES

An international holding company and conglomerate with interests in Freedom City (and most of the world, for that matter), Delphic Industries is far from a household name. Some of its subsidiary companies are better known, and Delphic occupies a suite of offices in Pyramid Plaza downtown where it quietly goes about its daily business. Delphic's controlling shareholder, the vastly wealthy Constantine Urallos, regularly visits Freedom City on business, and is fond of staying at hotels on the Southside Boardwalk where he can also indulge his fondness for late-night casino gambling.

## FUN-TIME TOYS

This manufacturer of children's toys was founded and originally owned by the Lettam family. Desmond Lettam used Fun-Time's resources and facilities as part of his initial career as the super-criminal Toy Boy (see **Book 3**). Control of Fun-Time passed to its other stockholders after Lettam's arrest and incarceration. They installed new management, and Fun-Time managed a slow crawl back to an even keel until someone had the bright idea of trying to cash-in on Toy Boy's reputation with a series of knock-off toys. Three members of the board were killed before the terrible toymaker's vengeance was stopped, and the company was ruined. Its assets were sold off and some still sit empty to this day.

## GRANT CONGLOMERATES

Grant Conglomerates is a multinational holding company overseeing a number of high-tech interests. Its owner and founder, Jonathan Grant, led a colorful life. In the 1970s, he was part of the drug and hippie counter-culture, which sparked Grant's interest in chemistry and his involvement in the early market in designer drugs. The money he made in his early "entrepreneurial ventures" started Grant Conglomerates, allowing him to continue to develop newer and more powerful ways to "improve on the human experience." Grant became fabulously wealthy from the creation of pharmaceuticals and investing in other technology start-ups.

The top of the business world wasn't the end for Jonathan Grant, however. He chose to run for Mayor of Freedom City following the retirement of Mayor Michael O'Connor, Jr. and won in a drawn-out and often vicious campaign. Mayor Grant was often a controversial figure: a self-proclaimed fiscal conservative and business figure with some socially progressive ideas but "the heart of a fascist," according to some of his critics. He managed to win a difficult reelection campaign and was faced with the challenge of dealing with the first influx of non-hostile extraterrestrials on Earth. When his oldest daughter, Sarah Grant—a civil rights activist on the other side of the "illegal alien" issue—turned up dead, Mayor Grant practically turned Freedom City into a police state. When it was later revealed Ms. Grant's killer was a genetically altered human, Mayor Grant himself was murdered in office. His assassin has not yet been found (nor is there much hope of it at this point).

## MAJESTIC INDUSTRIES

Majestic is a large international corporation with interests in chemicals and heavy industry. Its corporate headquarters is in an office building in downtown Freedom City, and its owner, Hieronymus King, lives in a sprawling mansion in North Bay. The Majestic CEO is in his late 50s, with hair gone almost completely white and a full moustache. He wears tailored suits most of the time, though a blazer over a sweater and ascot is standard when he's on board his yacht, the *Ocean Queen*.

## NEW HORIZON MEDIA

Freedom's largest local corporation is the sprawling New Horizon Media empire, with interests in virtually every local media outlet, including the Globe Broadcasting Network. New Horizon owns film studios, newspapers, magazines, and publishers. Their Freedom City offices are scattered across three different skyscrapers in the Parkside area, including the GBN Tower, though the central corporate offices are the top seven floors of the Hayward Building, which overlooks Liberty Park.

New Horizon has a provocative reputation for the content of its news and media outlets alike. Some media watchdogs question the company's standards and ethics, but NHM points to its success as proof it's only giving the public what it wants.

New Horizon's owner is media mogul Henry "Hank" Allard, a man well known for both his business savvy and ruthless boardroom dealings. Already incredibly wealthy, Allard works hard to increase and maintain his corporate empire every day. He parlayed a small personal fortune into a corporate media empire through his negotiating skills and shrewd sense of what the public wants. Those qualities, coupled with a willingness to do whatever it takes to win, have put Henry Allard at the top of the media heap.

Hank Allard is in his 50s, with short, black hair, gray at the temples and on his Van Dyke beard and moustache. He smokes expensive cigars and wears fine suits and expensive jewelry, including a ring set with an emerald. His eyes are gray and hard as flint, particularly when he's angry or wants something out of someone.

Over the years, Hank Allard has done everything in his power to distance himself from any superheroes or supervillains. He doesn't talk about it much, but many suspect it has to do with a love affair that fell apart after Quirk transformed the restaurant in which he and a date were dining into a pie-throwing monster during a super-battle more than fifteen years ago. Since then, Allard has avoided anything to do with supers apart from sending his reporters out after their stories (they do, after all, get ratings).

## NOVA COMMUNICATIONS

Nova Comm is one of the country's largest cellular communication networks. Stores and kiosks with its familiar sunburst symbol are common throughout Freedom City and sell many different models of phones. The company's digital network extends nationwide and continues to expand coverage. Nova Communications also provides pagers, voice mail systems, and standard telephones, all as part of the "Nova Communications explosion," as the ads say.

Naomi Sinclair, the President of Nova Communications joined the company with the promise of increasing its market share. She has followed through on her promise and then some. Sinclair, a raven-haired woman of Greek and English descent, spends much of her time on the go handling company business. She lives in a condo in the downtown area and always has her smartphone close at hand.



## THE RHODES FOUNDATION

This multinational investment, holding, and management firm built and owns Pyramid Plaza and manages a number of different companies in Freedom and around the world. Founded by Alexander Rhodes in the 1950s, its current CEO is Sophia Cruz. In addition to its many business interests, the Rhodes Foundation is heavily involved in charitable work begun by its founder.

In 1979, Brainstorm, a rookie hero, died defending Pyramid Plaza from a Freedom League under the mental domination of the Scions of Sobek; his heroism bought precious time for the Scarab to free the heroes from the Scions' control, at the cost of his own life. Brainstorm gained a posthumous membership in the League and both heroes were honored with statues on Heroes' Knoll.

## USNET

USNet ("The Internet for US!") is an Internet company that made the transition from ISP (Internet service provider) in the dial-up era to Web-based giant on the strength of its ConText search engine and associated NetWork online apps. The main USNet offices are located in a multi-level brick and glass office complex in Hanover. Cutting edge research attracts plenty of student interns and graduates from the Hanover Institute of Technology.

The company is the brainchild of entrepreneur Scott Hamilton. The CEO of USNet is still a computer geek at heart. Even in his 40s, Hamilton wears mainly polo shirts and blue jeans to work. He's of average height with sandy colored hair and blue eyes, and wears gold-rimmed glasses. He likes nothing more than to talk about computers and his company. He gets very energetic while discussing plans for the future of USNet and what he sees as the most exciting business field in the world.

## BANKING & FINANCE

Banking and finance are big business in Freedom City, particularly in the city's financial district along Wading Way. Their presence makes Freedom City one of the East Coast's major financial centers.

### EASTERN SEABOARD BANK

"E-Sea" is the largest bank in Freedom City, having bought out and consolidated several smaller financial institutions over the years. The bank does a booming business providing loans to developers and new businesses moving into the city. It owns a considerable amount of real estate, which it leases or sells as needed, and holds mortgages on more property than any other financial institution in the Freedom City area.

The bank's blue-and-white lighthouse logo is a common sight on ads and billboards around the city, and can be found on most of Freedom's automatic teller machines as well. Their advertising uses the slogan "E-Sea—We make

banking easy!" The bank prides itself on quick and courteous customer service at all its branches, and offers comprehensive online "e-Sea banking" services.

One of the prime concerns of Eastern Seaboard is the need for increased security in their Freedom City branches. The threat of super-criminals has led E-Sea to install more sophisticated security and monitoring systems. The bank also relies heavily on the assistance of the FCPD and local superheroes to deal with super-powered bank robbers.

### RATH & STROMBERG INVESTMENTS

A brokerage house on Wading Way, Rath & Stromberg is the largest of its kind in Freedom City and one of the largest in America. The company, originally based in New York City, relocated their main offices to Freedom not long after the Terminus Invasion. Inexpensive land and the promise of a new, ultra-modern communications network were enough to prompt the otherwise conservative corporation to take a chance, which has paid off handsomely.

The corporation's headquarters is a marvel of modern architectural design, and Rath & Stromberg have saved a considerable amount over their rivals in other cities simply by supporting the stocks of local businesses in Freedom. Their brokers' reputations for integrity and a history of solid performance rather than high-risk speculation also enhance the firm's worth with clients and the industry.

Arthur W. Stromberg, son of one of the original founding partners, remains the firm's spokesman, although he is retired from his role as CEO. Stromberg is well known as a staid and conservative man with a keen business sense and biting wit. In his 70s, he has the energy and drive of men half his age and a commanding presence. He's best known for appearing in the company's television and radio ads with his famous tagline, "If you want to gamble, go visit a casino. If you want to make money, come visit us." In his off-hours, the semi-retired Stromberg spends time with his wife Anne, their three children and seven grandchildren. His eldest granddaughter, Cassandra Stromberg, is following in the old man's footsteps as one of the youngest execs at RSI.

### OTHER FINANCIAL INSTITUTIONS

Many other banks operate in Freedom City, some of them branches of larger banks and other lending institutions and credit unions. The Hanover Credit Union is the largest of its kind in the city, with branches throughout the city and its headquarters in Hanover. Like the moves by E-Sea over the past few years, there have been a number of mergers and consolidations among the middle-tier banks to help keep them competitive.

## LAW FIRMS

Freedom City has a substantial legal community with several prominent law-firms and a bar association with thousands of members. Attorneys range from high-powered corporate lawyers to smaller firms and non-profit

legal aid clinics. Although the Freedom City Bar Association maintains a high standard of ethics, there are always lawyers willing to do whatever it takes to win a case or make a buck, and they have little trouble finding work.

## CABOT, CUNNINGHAM & CROWLEY

CC&C is one of the oldest law-firms in Freedom City in more ways than one. Founded in 1766, the firm moved its offices to New York City from 1866 until 1979, when it moved back to Freedom.

CC&C is a cutthroat firm, defending criminals able to afford its rates and involved in all manner of shady dealings. Lawyers are drawn to the firm's ruthless reputation and its top salary rates. Those who succeed are quickly seduced by lives of wealth, power, and influence. No one embodies that more than the firm's senior partner, Lucius Cabot, a smooth-talking and urbane "devil's advocate" who has a well-deserved reputation as a legal shark willing to do whatever it takes to win a case.

## HARTFORD, GRAYSON & COLE

The largest law firm in Freedom is Hartford, Grayson & Cole. It's a company formed by the partnership of two previous law firms: Hartford & Cole and Grayson Associates. Both 25-year-old companies were solid firms before coming together over a decade ago to form a single partnership with tremendous legal expertise and a huge client list. They cover all areas of the legal spectrum from tax and corporate law to criminal, civil, and marital law. The senior partner is Anthony Grayson, a seasoned attorney with more than 30 years of legal experience.

## NELSON & BANNERLY, ATTORNEYS AT LAW

The law firm of Nelson and Bannerly operates in the West End and handles a variety of cases, mostly civil law. The firm has been in business for ten years and they're well known in the area. In addition to personal injury cases, they tackle lawsuits against major companies involving insurance and cases of negligence. A small firm of two partners and one associate, Nelson & Bannerly operated below most people's radar until they won a major suit against Consolidated Insurance and forced the insurance giant to pay out large settlements on property destroyed in the Terminus Invasion.

## SECURITY

Although the FCPD can be relied upon to handle matters once a crime takes place, many people and businesses in Freedom City want to take extra steps to prevent crime. They rely on the many private security companies operating in and around the metro area, each catering to a variety of clients. Although hired security personnel receive training in how to deal with dangerous situations, their main job is to observe and report to the police, not

## SUPERHUMANS AND THE LAW

The existence of superhumans has created volumes of law and legal precedent over the years. The salient points of superhuman law for *Freedom City* games are:

- Offensive super-powers are considered weapons, and using a power against someone is generally considered aggravated assault unless the user is acting in self-defense or to prevent a crime.
- Superheroes do not have to follow criminal procedures unless they are official members of a police force or other law-enforcement agency. Among other things, this means superheroes don't need to read a criminal his rights when making a "citizen's arrest."
- Superheroes can be charged with "excessive force" if they use more than the minimum force required to disable or restrain opponents. This is most often invoked in the case of violent vigilantes who kill or maim criminals.
- Costumed identities are recognized as legal entities, allowing costumed superhumans to engage in commerce, testify in court, or even be sued without unmasking or revealing their alternate identity.
- Superhumans—especially those with costumed identities—are public figures, subject to the same sort of media coverage as other public figures.
- The use of super-senses and powers like telepathy can be considered a violation of the Fourth Amendment prohibition against unreasonable searches and the Fifth Amendment right against self-incrimination. No one can be forced to submit to a telepathic scan, and evidence acquired solely through extra-sensory means is not admissible in court.

to be heroes and make arrests—particularly when super-criminals might be involved.

## STRONGHOLD SECURITY

Stronghold Security, based in Hanover, offers security packages for residential and small business customers. Their slogan is "Turn your home into a castle with Stronghold," and "Protected by Stronghold" stickers are common in more affluent neighborhoods like Bayview, Kingston, and North Bay. Uniformed security personnel patrol "high-risk" areas (*i.e.* areas that have paid for the extra service), and report anything suspicious to the authorities.

## TITAN SECURITY SERVICES

Titan bills itself as a top-of-the-line security consulting company for businesses and large organizations, providing complete security consulting and contracting services. They survey a site, plan out a security system to handle its needs, quote prices on installation, and provide trained personnel, from technicians to security guards. The company's circled "T" logo is common in windows downtown, along with night-shift security guards wearing the same logo on their green uniforms.



# EDUCATION

Freedom City is touted as “the City of Tomorrow,” and really tries to live up to the name with its schools. Mayor O’Connor always made education a priority in the city and Mayor Summers has sought to continue that priority in her administration. Freedom City strongly supports its public schools and institutions of higher learning.

## PUBLIC AND PRIVATE SCHOOLS

Freedom City is divided into a number of school districts, each with public elementary, junior high, and high schools. Elementary and junior high schools are often found together in the same building, while districts sometimes share high schools. The city has just over two dozen high schools.

The city government makes every effort to ensure quality education for students, although there are some faculty concerns about class sizes. Families in Southside and parts of the West End are worried about the safety of students in high schools and even in the lower grades. Police and school officials have programs to keep schools safe from guns and drugs and to limit the activities of gangs and related youth crimes in the area.

### JOSEPH CLARK HIGH SCHOOL

This high school in Lincoln has seen better days since being built back in the 1960s. The school faces problems like growing class size and shrinking faculty along with student absenteeism, drug problems, gang violence, and teen pregnancy. Throughout the year, the school’s dedicated faculty of teachers works hard to keep the students learning and out of trouble. Through their efforts, and those of the community, “JC High” has improved since its worst days in the late ‘80s and early ‘90s.

In addition to these strides, the school’s claim to fame is the superhero Sonic showing up on or near the JCHS grounds several times when he first began operating in Southside. Many suspect Sonic was a student at the school, although that has never been confirmed. Still, he has helped with school fund-raisers and been named an “honorary alumnus” by the school board.

### FRANKLIN D. ROOSEVELT HIGH SCHOOL

Roosevelt High is a public high school in the Midtown area of Freedom. It benefits from fairly new facilities, yet still has many of the same problems plaguing all American high schools, such as drugs, violence, and legal issues. The school’s faculty and staff work hard to ensure a quality level of education for their students, but often feel they are more often called upon to be social workers, counselors, and even parole officers. The majority of the student body is made up of kids who vary between working hard and wanting to have

fun with their friends; problem kids just happen to be the ones that take up the most time. FDR High School has a successful athletics program, and its football and basketball games are well attended.

### THE CLAREMONT ACADEMY

The Claremont Academy is a prestigious private school in Bayview Heights. The Academy, founded in 1871 by Dr. Charles Claremont, has maintained a small and exclusive student body. In recent years, attendance at the Academy slowly declined as students attended newer private schools in the Freedom City area.

The school was forced to close its doors due to severe damage from the Terminus Invasion. It was rebuilt and revitalized with money from Duncan Summers, who also became the school’s new headmaster when it reopened. Unknown to the world at large, Summers was once the masked hero known as the Raven, and the Claremont Academy now serves as a school for young superheroes-in-training and home base of the student body’s unofficial “training team,” the Next-Gen. (See *Hero High* for complete information about the Claremont Academy and the Next-Gen.)

## HIGHER EDUCATION

Freedom City is quite proud of its institutions of higher learning, all recognized among the finest in the country. All of them have regularly expanded their facilities to accommodate increased enrollment over the years.

### FREEDOM CITY UNIVERSITY (FCU)

Freedom City University (or FCU) occupies a sprawling campus in the North End between Liberty Park and the Wading River. The school was established in 1825 and has been extensively expanded and refurbished from its original single building and tiny campus area. Although once considered the lesser college in the city, its enrollment and prestige have long since overtaken those of the elder Freedom College.

The campus itself covers almost two square miles of the North End, encompassing more than a score of buildings (known as “halls”). The campus features modern landscaping and tree-lined walkways among the buildings, along with dormitories, fraternity and sorority row houses, and other facilities for students. All of the university’s facilities are state of the art, including the campus’ computer network.

FCU is notable for its liberal arts programs, with a world-class faculty for English, history, philosophy, and communications. Its business program has become nationally renowned and strongly associated with firms along

Wading Way. The university's science programs are well regarded but overshadowed by those of HIT (the Hanover Institute of Technology, following). FCU also has well known medical school and law school graduate programs.

## FREEDOM COLLEGE

Located in Southside, Freedom College is the oldest college in the Freedom area, though it lay outside the city proper when it was constructed and opened in 1799. While it was once considered equal to the Ivy League colleges and the preferred school for the city's privileged, it hasn't withstood the test of time as well as others. Its facilities and materials are somewhat out of date, and it has acquired a reputation as a "party school." Since 1957, its tuition has been less expensive than the other schools in Freedom, often making it the only choice for lower-income families. For the athletically-minded student, Freedom College is heavily involved in college sports, although there are rumors some of the city's Mob families are, too.

There have been efforts recently to improve the standing, reputation, and facilities of Freedom College. The mayor and the college's Board of Trustees would like nothing better than to see Freedom College restored to its colonial architectural glory as well as modern academic excellence, but the process has been a slow one compared to other improvements made in Freedom City.

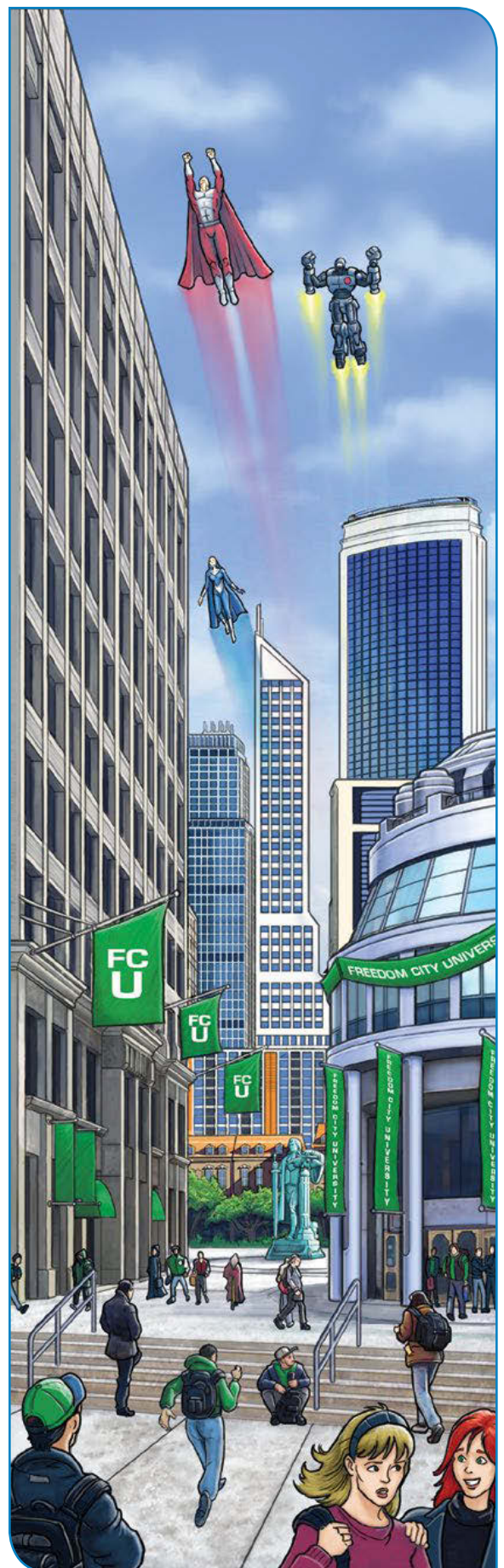
## THE FREEDOM SCHOOL FOR THE ARTS (FREESA)

The Freedom School for the Arts, or "FreeSA" as it is locally known, is in the Riverside area, not far from Route 4 and the monorail line. Intended to encourage and enhance the arts in Freedom, it has drawn students from across the country to its fine facilities and faculty. The school focuses on arts education, offering everything from fine arts like painting and drawing to dance, music, and performance art.

Students at FreeSA tend to be obsessive about their chosen artistic disciplines; they need to be, since the school's entrance requirements are high and there's a long waiting list to get in. In addition to attending classes, students often put on shows and recitals for their fellow students and the public. They also regularly show or perform their work at the galleries and clubs in Riverside and the Theatre District.

## THE HANOVER INSTITUTE OF TECHNOLOGY (HIT)

Located across the Wading River from FCU is the Hanover Institute of Technology, or HIT. Where better to learn the skills for the "City of Tomorrow" than at one of the finest technical schools in the nation? HIT compares favorably with CalTech and the Massachusetts





Institute of Technology. HIT has a rivalry with FCU over the cutting-edge status of their comparative scientific resources and programs.

The HIT campus spreads along the northern bank of the Wading River, occupying more than a dozen low brick-front buildings and some other, more modern, structures. Its strong technical focus embraces renowned programs in computer programming, engineering, chemistry, and physics. While HIT remains at the forefront in other fields, FCU outshines the Institute in biology and biochemistry. HIT students have reputations not only as “science geeks” but also as inveterate pranksters, usually targeting FCU or their own rivals on the HIT campus. Some student pranks have escalated to the point of involving Freedom City’s heroes to deal with out-of-control robots or “cerebro-modem” transmitters, to name a few.

## ARTS & ENTERTAINMENT

Freedom City bills itself as a cosmopolitan center for the arts and lives up to that claim in the variety of concerts, museums, galleries, and other attractions. There is always some sort of show, festival, or artistic event—or several of them at once—going on in the city.

### MUSIC

Freedom City has an active classical music scene, featuring the renowned Freedom Philharmonic. They give regular performances at the Beaudrie Opera House, but the highlight of the year is their annual Independence Day “Let Freedom Ring!” concert in Riverside Park, accompanied by a spectacular fireworks show. The current conductor of the Philharmonic is Arthur Tan, a well-known Chinese-American composer who has worked on a number of musical scores for popular films and television.

The Freedom City Opera Company is one of the best in the nation, also performing at the Opera House. They put on between six and eight operas each year, attracting the cream of high society. While performances tend toward traditional fare, they have also done shows like *Pax Centurionus*, a modern opera in Latin celebrating the life and death of the Centurion, which always plays to a sold-out house.

Events like the opera and the orchestra tend to attract the upper crust of Freedom society, making them targets for criminals either looking to commit robbery or merely hold them hostage, whether for ransom or to prove a point. Heroes who are upper-class or influential in their secret identities might attend an evening at the opera or the ballet, and anyone might go out for an evening of culture and refinement, including some of the heroes and their supporting cast.

### THE BEAUDRIE OPERA HOUSE

Originally built in 1874 by Richard Beaudrie, the Beaudrie Opera House has long been a landmark of Freedom

## MASTER LEE'S SCHOOL OF SELF DEFENSE

A small, unassuming two-story concrete-block building in northern Hanover houses this martial arts school and *dojo*, where Master Lee, an older Chinese gentleman who immigrated to America in his youth, teaches various styles of kung fu to his students. Master Lee’s advanced students do most of the actual teaching, under the watchful guidance of their *sifu*.

Although the school is a legitimate and successful business, Master Lee also secretly uses it as a front to search for students worthy of the esoteric martial arts secrets he learned from his own teachers. After an unfortunate incident in which one of first students used his skills for evil, Master Lee now chooses his apprentices more carefully.

City’s theatre district. The Opera House was painstakingly restored using photographs and information gathered from the local historical society after suffering tremendous damage from a super-battle against the Maestro and the Crime League. The current Opera House is considered even grander than the original but with at least as much Old World charm and class. The Beaudrie Opera House is home to the Freedom Philharmonic and Opera Company. It also serves as host to a number of other events, including plays, musicals, and even rock concerts.

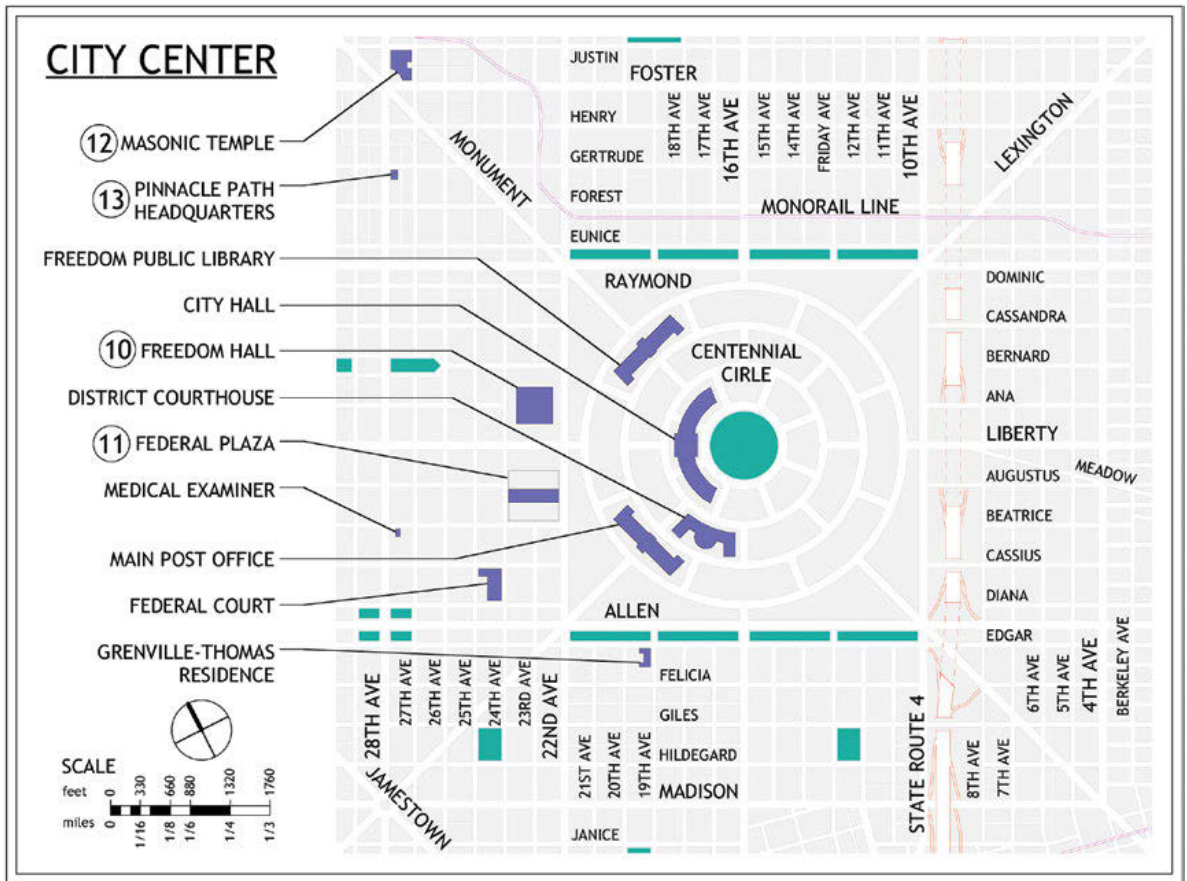
### DRAMA AND DANCE

There are more than a dozen active performance companies in Freedom City’s bustling Theatre District, presenting everything from contemporary plays and musicals to Shakespeare and ballet. A number of touring companies perform in the area before moving on to other major cities. The more popular modern performances tend to draw bigger crowds, but visits from the Russian Ballet and London’s Royal Shakespeare Company sell out quickly as well. Many consider the modern Goodrich Theatre or the elegant Hellmann Odeum equals of any Broadway venue in New York.

### LIBRARIES

Freedom City has some 131 libraries, ranging from neighborhood branches of the Freedom City Public Library to college and university libraries. The city also boasts private collections such as law and medical libraries, not to mention the extensive collections owned by the Super Museum and the Freedom City Historical Society.

The city’s public library system has 48 branches throughout the metro area, encompassing a total collection of more than three million volumes and bound newspaper archives spanning the periodicals of Freedom City for over 150 years. It also contains microfilm and microfiche files, audio and videotapes, and electronic information to support all the printed materials.



The Freedom Public Library has an extensive and easy-to-use website, allowing patrons to search for materials and reserve or renew them online or via mobile app. The main branch of the city library is located in City Center. The heavy granite building has a broad stairway flanked by stone sphinxes nicknamed April and May, though no one quite remembers why. The steps of the Central Library are a popular spot for meeting, lounging, and reading in good weather.

## MOVIE HOUSES

While a number of historians and law enforcement officials try to overlook it, Freedom City owes its incredible movie houses to the Mob. During Prohibition, the Freedom Mob put a lot of money into entertainments to distract the masses and flaunt its wealth. Although most movie houses moved on to independent management by the 1960s, any remaining Mob interests in all but the seediest Fens cinemas were eliminated by the end of Mayor O'Connor's first term.

Some theatres were built at the turn of the century as vaudeville houses and later converted, while the bulk of them were built in the grand fashion of movie houses of the 1920s. Unlike most major cities, Freedom patrons never fully embraced the modern cineplex, preferring their well-kept and lovingly restored theaters. After all, with more than two dozen cinemas scattered across the city, they actually screen more new and old movies every night of the week than would normally be seen.

Freedom's only real movie "megaplex" was in Greenbank. The hopes of the Greenbank Shopping Center and its cineplex for reviving the economy of the area were dashed when a running battle between FORCE Ops and the R.I.O.T. destroyed half of the new structure. USNet eventually bought the abandoned property for a song to demolish it and turn it into a technology park and research center.

When people are asked which movie house they like best, most remember the Pharaoh in Hanover with its stylized Egyptian motifs. Others like the gothic style of Castle Cinema in Port Regal, with its dark stone, gargoyle carvings, and torch-sconce lighting. Then there's the Victorian, a three-story behemoth dominating Kanigher Boulevard in Parkside with its interior designs of blood-red velvet and gold detail. Last but hardly least is a theater returned from the dead; the Radiodeum was long abandoned but renovated after the Toon Gang was evicted from using it as a hideout. People flock to see it and its two screens, enjoying the films but also marveling at the woodwork and Art Deco style furnishings.

## MUSEUMS

Freedom City has a number of museums and art galleries, especially in the Riverside and Parkside areas. Museums are popular tourist attractions and play host to numerous school field trips. Many are also available for private parties and events. The galleries exhibit the best and brightest of Freedom's artistic communities, and are popular nighttime destinations for the "in" crowd of Riverside.





## THE FREEDOM CITY HISTORICAL MUSEUM

Not far from Liberty Park, this nineteenth century building was a privately owned mansion until 1906, when it became the Freedom City Historical Museum. The museum features a variety of attractions related to the history of Freedom City, from its founding to the present day. Most of the museum's exhibits are re-creations, although local individuals have donated some genuine historical pieces.

The main attraction is only a few years old and has revived interest in this old institution. A massive, detailed scale model of Freedom City circa 1908 rests beneath the museum's central rotunda. After a battle against Rant and Rave, Dr. Metropolis created the model while helping to repair the damage. It recreates exacting details that could only come from memory, not photographs or newspaper accounts, with the most delicate and precise craftsmanship. Kids particularly love the animatronic horses and buggies in the streets.

## THE HUNTER MUSEUM OF NATURAL HISTORY

Just north of Liberty Park, between the monorail line and the FCU campus, stands the Hunter Museum of Natural History. An anonymous donor funded the museum, and Dr. Metropolis and Daedalus of the Freedom League helped build the actual structure following the Terminus Invasion. The three-story marble and steel building resembles a Greek temple on the outside; inside, the museum features displays on archeology, anthropology, paleontology, and technology. The museum's collection includes artifacts from ancient civilizations, many of them donated by Daedalus himself. To the delight of younger visitors, a giant replica of a tyrannosaurus rex skeleton greets visitors in the main lobby.

## THE KIRBY MUSEUM OF FINE ARTS

On the west side of Liberty Park is the famed Kirby Museum of Fine Arts. "The Kirby," as locals call it, contains a large number of paintings, sculptures, and other works by American and international artists. The museum itself is a marvel of modern architectural design, with two levels and three wings off the main lobby area, and the impressively lit crystal spire makes it an easy to spot landmark.

The original glass spire atop the building broke when used as a perch by Titanus, the giant mutant gorilla; it has since been replaced with a crystalline compound of far greater tensile strength. The museum also lost several irreplaceable Impressionist paintings and more than a dozen statues when the Philistine went on a rampage. Since then, the museum has increased security, and no one is allowed within three feet of any artwork without special clearance.

## THE SUPER MUSEUM

The most popular museum attraction in Freedom City by far is the famed Super Museum on Allen Street in Midtown.

The museum has exhaustively detailed exhibits on superheroes throughout history, including special displays on the “mystery men” of the 1930s, the Liberty League, and more modern heroes like the Freedom League and the Atom Family. The latest exhibit is on the Silver Storm in Emerald City and its aftermath. The current curator is historian Dr. Jerry B. R. Thomas.

The museum has lifelike statues of supers, dioramas, actual donated costumes, and replicas of super-gadgets and equipment. There are three small theaters, one for newsreels and footage of the early heroes from the 1920s on through the early 1950s, another for the modern heroes of the 1960s through today, and a third for footage of super-criminals and a special documentary on the Terminus Invasion. The museum has a busy gift shop selling all manner of super-memorabilia, including T-shirts, statuettes, comic books, poster prints, videos, and more. The darkly-lit Hall of Honor features spotlights illuminating statues of heroes who gave their lives fighting for Freedom City: Andrea Atom, Brainstorm, Centurion, Halogen, Hepcat, Mentac, Scarab, Tectonic, and others.

Outside the museum stands the 20-foot bronze sculpture “Atlas Triumphant”—a man holding a representation of the Earth high above his head—by artist Raul Diaz. Attached to the museum is the original Champion’s theme-restaurant. Owner and noted collector Todd Champion helped supply many exhibits for the museum, and more can be found inside the restaurant itself. Champion’s does a booming business, and occasionally gets visited by one or more of Freedom’s resident heroes, making it all the more popular for tourists hoping to “spot a superhero.”

## VISUAL ARTS

The Freedom City arts scene is strongly concentrated in the Riverside community, though there are other artists and galleries in Hanover, the West End, and Southside. Riverside features a number of small galleries, and the city government hires artists for public works intended to enhance the city’s appearance.

## NOTABLE ARTISTS

There may be more artists in Riverside than the populations of some small towns, but these are Freedom City’s artists who stand out in many ways.

### JACQUES CRENAIRE

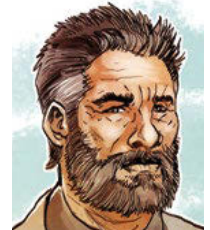
Strange for any other city than Freedom, prison helped create one of the city’s most notable artists. L’Enfant Terrible, a French supercriminal, immigrated to the United States and became a nemesis of Hepcat, Lady Liberty, and other heroes in the late 1950s. His permanent child-like appear-



ance and psychic powers masked a deeply disturbed personality, but Crenaire was eventually incarcerated for life after a series of murders in 1963. After more than a decade in prison, he discovered a talent for painting. Despite some public outcry, there have been showings of his work at galleries in Riverside since the mid-1980s. All proceeds from sales of his artwork go to a relief fund for his victims’ families.

### RAUL DIAZ

Famed sculptor Raul Diaz originally hails from Costa Rica, although he moved to the United States with his family as a child. He embarked on his career as an artist as a young man in New York City, earning critical acclaim for his work. He met Michael O’Connor, Jr. at a gallery showing in 1991, where O’Connor purchased some of Diaz’s work for his own collection.



As mayor, O’Connor engaged Diaz’s services to provide pieces to enhance Freedom City, particularly the Sentry Statue standing at the tip of the peninsula, which is Diaz’s largest and greatest work to date. Raul now lives in Freedom City and has his own gallery in Riverside where he displays and sells his work, in demand worldwide. He has a small studio of artists trained in his style so he doesn’t have to be the one to always repair and fix his statuary after the latest super-battle.

### JOAN ENRIKSON

Joan Enrikson is an African-American painter known for her use of ancient tribal motifs in her work. She lives in the West End and has displayed her work at galleries in Riverside to rave reviews. She was commissioned by the city to paint a series of murals in the Riverside area, currently her best-known work.



### CHRISTINA VALLEY

Ms. Valley is a photojournalist and art photographer who has done work abroad, mostly in Australia and South America. After spending years traveling the world, Christina fell in love with Freedom City and bought a condominium in Parkside. Her photography from the front lines of the Terminus Invasion would have more than ensured her fame, but her photo of the fallen Centurion garnered her a Pulitzer Prize and is one of the most famous photographs in the world. Since then, she has focused more on art photos. Her photographs of Freedom City have appeared in magazines nationwide.





# HEALTH CARE

Freedom City cares about the health and welfare of its citizens and has some of the finest medical facilities in the world. Unsurprisingly, in a city that has faced otherworldly invasions and similar disasters, trauma and emergency medicine are leading fields in Freedom City.

## FREEDOM MEDICAL CENTER

The foremost hospital in the city is the sprawling Freedom Medical Center near the downtown campus of FCU. The FMC is affiliated with the university and serves as a teaching hospital for interns and medical students. The 700-bed hospital has a staff of some 1,200 physicians and 7,500 employees in all, including students and volunteers. Most of the physicians on staff are renowned specialists in their fields, including seven specializing in superhumans, their powers, and how to treat them.

The Medical Center has received substantial grants from the U.S. government to study triage methods and disaster management, two issues of importance to Freedom City. The staff studies the records of various accidents and natural disasters—including major super-battles and events like the Terminus Invasion—with an eye toward formulating more effective strategies for finding and treating victims. The hospital's trauma team and emergency room are among the finest on the east coast.

## MCNIDER MEMORIAL HOSPITAL

McNider Hospital was once the largest hospital in Freedom City. It has long served Midtown, but these days it plays second fiddle to the newer and more modern Freedom Medical Center. Staff members at Memorial are touchy about the subject, but remain dedicated to their jobs. The hospital has facilities for 500 patients and a full staff of physicians and health care workers.

## THE PROVIDENCE ASYLUM

The Providence Asylum is located in a fairly isolated part of Port Regal, near a cliff overlooking the ocean. It was originally the estate of the Phillips family, one of Freedom's founding families. Mr. Howard Phillips, the patriarch at the time, willed the estate to Dr. Reginald Carter to establish an asylum for the mentally ill upon his death in 1908.

## FREEDOM CITY HOSPITALS

Freedom City Veterans Hospital  
Freedom Medical Center  
Hanover Medical Center  
Kingston Community Medical Center  
McNider Memorial Hospital  
North Bay Medical Center  
Parkside General Hospital  
Pineview Hospital  
Port Regal Medical Center  
Providence Asylum  
Shriners' Children's Hospital  
Southside General Hospital  
St. Joseph's Hospital  
St. Margaret's Hospital  
Trinity Hospital

Dr. Carter set up the asylum and served as its director for twenty years, until he disappeared under mysterious (and still unexplained) circumstances in 1929. The Board of Trustees hired a new director and the asylum has continued to operate to this day. Facilities at the Providence Asylum have been greatly updated since its establishment, in spite of the Fin de Siècle décor of the exterior of the buildings.

In the late '90s, the Asylum's Board of Trustees approved a proposal to begin treating mentally ill superhumans at the facility. Asylum director Dr. Ashley Ellis is devoted to

the idea of treatment and rehabilitation for these patients and is an outspoken advocate for their rights, in spite of having been faced with more than one escapee or incident at the facility.

## TRINITY HOSPITAL

Located in West End, Trinity Hospital began as a Catholic-run public hospital. It was later bought out by a private health-maintenance organization in 1989. There have been some concerns regarding the hospital's outdated facilities, especially when compared to the new hospitals in the metro area. The HMO that owns the hospital, Asclepian Associates, has been upgrading the facility slowly for the past few decades, just ahead of the pace of things wearing out.

## NOTABLE DOCTORS

Given the frequency of super-battles in Freedom City, there is a need for medical personnel of all stripes and specialties, from EMTs and nurses all the way up to the chief of staff at FMC. It's widely known that medical work in Freedom City, especially in emergency medicine, can be both challenging and unusually dangerous.

### DR. RANDOLPH COLLINS

Dr. Collins is chief of staff at McNider Memorial, and quite proud of his facility's achievements during his tenure. He is devoted to giving hospital patrons the highest level of care possible. Dr. Collins is known for his reserved nature and his dislike of "superhuman antics," as he calls them. In his view, superheroes may be helpful in a disaster, but most of the time, they do nothing but fight amongst themselves, which just leads to more casualties.



## DR. ASHLEY ELLIS

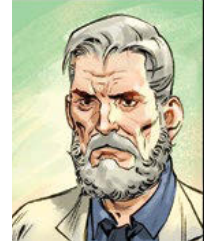
Director of the Providence Asylum, Dr. Ellis is either a saint or a martyr, depending on whom you ask. She fiercely devotes herself to helping patients many deem incurable and is seen as “soft” when it comes to dangerous or super-powered psychotics. At the same time, she keeps the asylum running smoothly and ensures its patients receive quality care rather than simple incarceration and heavy medication. It remains to be seen whether or not her work will ultimately prove successful. She regularly fends off complaints about the asylum and resists efforts to move her patients to facilities like Blackstone and Deep Six. Ashley Ellis is in her late-40s with shoulder-length auburn hair and striking lavender-



blue eyes. She usually wears her white coat over a pastel blouse and a dark skirt, and wears black-rimmed glasses for reading.

## DR. SERGEI IVANOV

An immigrant from the Baltics, Dr. Ivanov is a neurologist and a skilled neurosurgeon. He wrote a popular book on psionic studies in the former Soviet Union after working for a time on classified Soviet experimental studies of psychic abilities. He was an associate of Dr. Mina Kosmova before her transformation into the Cosmic Mind (see **Book 3**). In addition to his practice at Freedom Medical Center, Dr. Ivanov pursues studies in psionic neurology under a grant from the U.S. government.



# THE MEDIA

The media, from newspapers to radio and television, is a powerful force in Freedom City. The city is home to one of the world's largest media corporations, and its citizens are used to a constant stream of information and entertainment as well as being the focus of national, if not worldwide, attention. Naturally, Freedom City's media devotes a lot of the coverage to superheroes and supervillains.

## PRINT

Freedom City has a number of daily newspapers and other publications reporting the exploits and accomplishments of Freedomians common and super alike. Like many of the businesses in the city, Freedom's major newspapers have made the transition to the electronic market with websites and online services for their readers.

## CASTLE COMICS

A publisher of superhero comic books, Castle Comics relocated to Freedom City and became the officially licensed publisher of comics based on the adventures of the Freedom League. They bought the rights to the original pulps and comics of Freedom's old Aurora Publishing Group and have since acquired licenses for the Atom Family and several other independent heroes and teams around the country. They publish some 30 monthly or bi-monthly books, including *Freedom League Adventures*.

Castle's staff of writers and artists primarily creates “reality comics” based on news reports, along with interviews and information provided by the heroes—or sometimes the villains—themselves. Unlike most comic companies, Castle relies on the newswire services to track the latest actions of “their” superheroes. Every effort is made to keep the comics “true to life,” since that's what the audience demands, although Castle has to take liberties when it

comes to working around the private lives of heroes with secret identities. Naturally, they prefer heroes with public identities like Captain Thunder, although some controversy arose over how much of Johnny Rocket's personal life to show in their comics. Assuming there are no conflicts with a hero's estate, Castle also produces comics speculating on the secrets and mysteries behind a deceased hero's adventures and life.

The Freedom League visited the Castle Comics offices only once. Thanks to Quirk's tag-along appearance at the time, they're not likely to be invited back any time soon. It's hard to produce comic books when art pages giggle (“because pencils tickle!”), cubicle walls topple like dominoes, writers are turned into two-dimensional comic strips, and computer coloring programs want to print everything with a paisley pattern.

## THE DAILY HERALD

The most conservative paper in Freedom City, the *Herald* is a morning daily. It focuses on business and political news and its editorials support one right-wing cause after another. Due to its frequent hard-line editorial stances on crime and other issues, the Herald building, its presses and staff are favorite targets of some supervillains.

The publisher, Lana Loeb, uses the paper as her personal platform to sound off on a wide variety of topics, following the tradition set by her late husband and former publisher, Lester. The paper questions the actions of the Freedom League and other heroes almost daily. If they make a mistake, they can expect to read about it in the *Herald* the following day, alongside a scathing editorial. Mrs. Loeb's paper reserves particular venom for “lawless vigilantes” in Southside. “These so-called heroes are little more than armed thugs,” according to her editorials, “who should be arrested and taken off the streets.”





## THE DAILY WORD

One of Freedom's smaller daily newspapers, this tabloid-format morning daily comes out of Hanover. The *Daily Word* carries stories relating to Freedom society and entertainment. It has an excellent arts and entertainment section as well as a number of juicy gossip columns. Some dismiss the paper as superficial fluff, but many take their reviews of local restaurants and attractions quite seriously. The paper also delights in digging up dirt on Freedom's celebrities, including its superheroes.

## THE FREEDOM LEDGER

The *Ledger* is Freedom City's oldest daily newspaper, started in 1847 by Henry Beaumont. It has run for more than 150 years, through wars, disasters, strikes, and more. Even alien invasions and cosmic calamities have failed to delay its publication. The paper's motto is "All That You Need to Know," and they take it very seriously.

The *Ledger* operates in downtown Freedom out of a building equipped with state-of-the-art printing presses and computer equipment. Fletcher Beaumont II is the paper's publisher, while Jerry Jonas is Editor-in-Chief. Beaumont writes a regular editorial column for the Sunday edition. The publisher has a reputation for expressing his opinion, which has a decidedly liberal bent. The *Ledger* has always vocally supported the city's superheroes save for some of the more violent and bloodthirsty vigilantes active during the Moore years.

The *Freedom Ledger* is published seven days a week, including a larger Sunday edition. It also has an extensive website which provides online content for readers and access to up-to-the-minute news updates and information. The *Ledger* employs some 2,000 people at its downtown offices, with another 150 or so at its secondary printing plant in Southside. Its primary "bullpen" of some 55 reporters covers state and local news, while the business, sports, and lifestyle departments each have a dedicated staff of five to ten reporters. The paper's award-winning staff and freelance photographers capture images to accompany the stories both in print and online.

The *Freedom Ledger* has won several Pulitzer Prizes over the last 150-odd years, including for its coverage of Omega's invasion of the city and the death of the Centurion.

## THE RIVERSIDE REVIEW

A small weekly paper, the *Review* focuses on the artistic community of Freedom City, along with a number of news items and editorials of interest to their readership. The paper is aimed at hip, young readers, and contains a substantial arts section, covering everything from gallery openings to theatre, television, and movies. It has a large classified and personal ad section as well as a special section that rotates among four features: the arts, local music, the club scene, and gay & lesbian. It also delves into pop culture and local items of interest. People often compare and contrast the *Riverside Review* with the *Daily Word*.

## THE WADING WAY BULLETIN

This daily publication caters to professionals along Wading Way, particularly those in the financial industry. The *Bulletin* covers the latest financial news, stock market reports, activities of major businesses, and so forth, with a sharp focus on the Freedom City area. The paper has also become popular with businesspeople in other cities interested in keeping an eye on both the fiscal and fantastic happenings in Freedom.

## WORLD MAGAZINE

*World Magazine*, one of America's foremost newsmagazines, is published by New Horizon Media. Each weekly issue contains stories on major news events, politics, economics, social trends, and other topics of interest to the informed reader. The magazine relies on sensationalism no more than it has to in order to boost sales, and features serious journalism along with award-winning photography.

## PRINT MEDIA PERSONALITIES

While some reporters become well known to their readers, most people in Freedom either know columnists or publishers, as their names are more prominent on the op-ed pages or among the headlines.

### FLETCHER BEAUMONT II

The publisher and current owner of the *Freedom Ledger* is Fletcher Beaumont II, a descendant of the paper's founder. His family has owned and run the newspaper for over a hundred years, and Mr. Beaumont remains dedicated to the ideals of truthful and timely reporting.



Unknown to most, Beaumont is heir to another legacy as well. His father, Fletcher Beaumont I, was the original Bowman in the 1940s. The younger Fletcher became the second Arrow and partner of Timothy Quinn (the original Arrow and the second Bowman), and both of them were members of the Freedom League in the 1960s. In the early '70s, Fletcher became an alcoholic and his drinking effectively ended his and Quinn's partnership after nearly costing both of them their lives.

A few years after Quinn retired, Fletcher took on the Bowman identity in an effort to redeem himself. He trained a young partner, Ethan Keller, as the third Arrow, but this partnership dissolved when the stresses of his heroic identity drove Fletcher back into the bottle. After nearly getting himself killed by being drunk on duty, he retired, and Arrow operated alone until he adopted the name Archer and founded FORCE Ops.

Now sober for many years, Fletcher Beaumont II has reclaimed his self-confidence and integrity by focusing on his newspaper work and family. Beaumont's son, Fletch-

er III, carries on the family's heroic legacy as the current Bowman (see **Heroes of Freedom** in **Book 2**).

### JERRY JONAS

The Editor-in-Chief of the *Freedom Ledger* truly has printer's ink in his veins. Jonas started out with the paper as a cub reporter back in the 1960s, and worked his way up through editorial to become Editor-in-Chief. Since then, Jonas has taken great pride in the achievements of "his" paper, not the least of which is winning a Pulitzer. He's a believer in "hard" journalism, and won't run anything his reporters can't back up. He encourages his people to get out into the thick of things rather than just running a story down by making calls or using the Internet. "The real stories are out there," he says. "So go get 'em!"



Nearing retirement age, Jerry has thinning brown hair, hazel (but often blood-shot and wearied) eyes, and a prominent nose. He usually wears button-down shirts with the sleeves rolled up and has his tie loosened more often than not. He needs reading glasses, although he dislikes wearing them and frequently misplaces them. He lives in the West End with his wife Alice. Their son, Tom, is an actor in New York City. His sister, June, still lives in Freedom City and is a programmer at USNet.

### JULIE STREETER

Ms. Streeter is one of the star reporters of the *Ledger*. Her reporting on the death of the Centurion won her and the paper a Pulitzer, and she turned down offers from other major papers to stay in Freedom City. Julie started out covering the police beat in Freedom, so she's willing to dive in and tackle just about anything, including slipping past police lines and into off-limits areas if it means getting the scoop on a good story. Unfortunately for her editor's peace of mind, Julie is heedless of her own safety and has gotten hurt numerous times getting too close to some superhuman melees.



## RADIO

A variety of different radio stations and programs fill the Freedom City airwaves. The top five stations, ranked by the numbers of confirmed listeners, are: WXLL (news/talk); WFAN (top-40); WNCC (classic rock); WNTT (alternative); and WHIT (college).

## RADIO PERSONALITIES

There are plenty of deejays and commentators on the air in Freedom City, but the best known are:



## MAJOR FREEDOM RADIO STATIONS

### FM STATIONS

WBTO 89.4 FM, jazz  
 WJLA 92.1 FM, classical  
 WLSH 93.9 FM, NPR news and information  
 WNTT ("The Entity") 94.5 FM, alternative  
 WKYO ("Whacko Radio") 96.4 FM, rock  
 WYNJ 98.5 FM, easy listening  
 WSTR 100.7 FM, rock  
 WFAN ("The Fan") 101.1 FM, top-40  
 WHIT ("Hit Radio") 102.4 FM, Hanover college station  
 WJSA 103.9 FM, oldies  
 WTSC 104.5 FM, Spanish language  
 WBAT ("The Bat") 105.7 FM, hip-hop, and R&B  
 WNCC 106.3 FM, classic rock  
 WBNB 106.8 FM, country  
 WLAW ("The Law") 107.9 FM, rock

### AM STATIONS

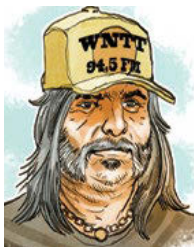
WAST 890 AM, classical  
 WSAR 1240 AM, news/talk radio  
 WNLL 1460 AM, sports  
 WXLL 1380 AM, news/talk radio  
 WXRБ 1550 AM, talk radio, radio drama, big band music

### MAJOR FREEDOM TV STATIONS

WJAC Channel 2 (Public Broadcasting)  
 WNTW Channel 3 (GBN affiliate)  
 WBAL Channel 4 (NBN affiliate)  
 WXAD Channel 5 (ABN affiliate)  
 WCZA Channel 7 (CBN affiliate)  
 WNRQ Channel 25 (FNA affiliate)

## FREDDIE LEMANCHE

Freddie "the Banshee" Lemanche is the daytime deejay of WNTT, known for his propensity for fast music, fast talk, and the fast life in general. Lemanche got his start in college radio and worked his way up to become NTT's most popular deejay. His program is on in the afternoons, and its listeners are primarily teenagers and college-age. Lemanche has been censured several times for inappropriate comments on the air, but it only increases his popularity with his target audience. Freddie hosts the annual summer "South River Rave" sponsored by WNTT in Riverside Park. The show features the country's hottest alternative rock bands and a portion of the proceeds go to charity.



## DR. ANDREW LOVE

Andrew Love has parlayed his name and his psychiatry degree into fame and fortune as the host of the syndicated radio show "Ask Dr. Love," which is broadcast throughout the Freedom area at different times during the night on WLSH, WNTT, and WSAR. Listeners call in with their questions about love, sex, and relationships. Dr. Love

usually has a celebrity guest on the show, and his previous guests have included superheroes, rock stars, and actors. Much to the disappointment of many of his listeners, Dr. Love is both straight and married. His wife, Susanne, left her job as an administrator at Trinity Hospital to care for their son Alan, age 12. More conservative elements of Freedom find Dr. Love's program too explicit, and would like to see it censored or off the air altogether.



## ROGER OMAK

The daredevil pilot of "Sky Eye One," Roger flies a news chopper for WFAN. Omak delivers traffic reports every day during the morning rush hour. Listeners tune into his program in hopes of hearing one of Roger's famed "Sky-Eye" reports of super activity in the city. Omak has braved many super battles to get a close up look at the situation, which he reports live. He often works on the side for various television news stations, since he's one of the few pilots brave—or crazy—enough to do close fly-bys of a super-human fracas.



## TELEVISION

Freedom City supports six television stations, five of which are affiliates of national broadcasting companies. The major networks are the American Broadcasting Network (ABN), Columbia Broadcasting Network (CBN), the National Broadcasting Network (NBN), the Filmore Network Association (FNA), and the Globe Broadcasting Network (GBN). GBN, headquartered in Freedom City, is the undisputed king of television there.

## TELEVISION PERSONALITIES

Among the notable TV celebrities in Freedom City are the following:

### AMY FENG

Amy Feng is a reporter for Channel 3's "Action News" team. She's one of the first reporters on the scene of any major happening in Freedom, trailing a new cameraman behind her every other week ("I just wear them out, I guess," she says with a shrug). She's smart, savvy, and unflappable; she has



faced down a super-criminal with microphone in hand to ask why he was lobbing cars down the street. She's scored a number of major reports by being in the right place at the right time.

Amy originally hails from Maryland, where she attended the University of Maryland. She worked for a local station in Virginia for several years before she applied for a job in Freedom City. WNTW is very happy with her performance, her ratings, and her accolades, although her expense reports are an occasional concern ("It wasn't my fault he decided to throw the news van!"). Amy lives in an apartment in Midtown with her two cats, Ariel and Pumpkin. In her spare time, she studies judo; her secret vice is reading trashy romance novels.

## CHARLES MAXFIELD

The evening news anchor on Channel 5 is Charles Maxfield, a lifelong Freedom City journalist with years of experience. Maxfield is in his fifties with graying hair and a distinguished air about him that inspires trust. His ability to remain level-headed in a crisis is almost legendary; he remained on the air throughout the Terminus Invasion, for example, reporting on the crisis. Maxfield spent years as a reporter himself, and likes to get out in the field from time to time to perform interviews. He lives in Ashton with his wife, Diane. Their daughter, Jessica, recently graduated from college and "temporarily" moved back home. In his off-hours, Charles plays golf and collects model trains; he's very proud of the scale layout of the Greenbank train yards in his basement.



## STEVEN AND JOANNE PARKER

Thousands start their days with coffee and the married hosts of "A.M. Freedom," a popular local morning talk show on Channel 3. The Parkers are a couple known for their witty banter and charm. The show has various guests from movie stars to artists, and usually features home segments like cooking and decorating. The Parkers are local celebrities, often making appearances at different events in and around the city. Despite years of trying, the couple remains childless.



## SUPER-VISION

New Horizon Media's latest venture is Super-Vision, multimedia devoted to supers of all stripes. It includes a cable channel, website, and glossy monthly magazine. Programming includes documentaries, biographies, news, and reality series. *Super-Vision Magazine* features historical retrospectives, interviews, and profiles of famous supers; articles on super-powers and the science of super-powers; news and gossip; and pretty much anything else its readers want to know about their favorite superhumans. There's been some controversy over the coverage Super-Vision gives to super-criminals as well as costumed heroes; New Horizon is quick to point out they have in no way "glorified" criminals or made their activities out to be acceptable.

# THE MILITARY

The United States military has a modest presence in Freedom City, given that the area is often the epicenter for potential invasions of the United States and Earth. The main installations are as follows.

## LONELY POINT NAVAL BASE

Lonely Point Naval Base was originally a secondary facility for naval vessels and Coast Guard personnel working along the Atlantic Coast. The base had been in decline since the end of World War II, and the government nearly closed it down during a series of military cutbacks. The Terminus Invasion and the establishment of Star Island changed that, however, and the government has refurbished and expanded Lonely Point.

The Lonely Point Naval Base now houses some 700 military personnel and their dependents, along with a civilian staff of 150. The base has facilities for the maintenance and repair of naval vessels. Personnel at the base cooperate with the U.S. Coast Guard in shore patrol operations and drug-busting efforts. The relative isolation of the base from the metro area helps its security. Captain Foster, the base commander, keeps the men and women under his command prepared for the possibility of an attack by terrorists and super-criminals.

## STAR ISLAND

Located off the coast is Star Island, a previously uninhabited island extensively altered to government specifications by the Army Corps of Engineers and members of the Freedom League to turn it into a command center for space-based missions. Later budget cuts and multiple attacks by super-criminals led the U.S. government to mothball the facility, apart from some satellite telemetry and near-space observation.

Star Island came back into prominence when asylum-seeking aliens from the shattered Lor Republic arrived in Earth's solar system. Daedalus initially settled a few hundred of them on the island temporarily as a quarantine measure, but their numbers swelled to a few thousand over the course of less than three months. This led to a tense containment situation and stand-off between the Freedom City Mayor's Office, the U.S. Federal government, the Freedom League, and the asylum seekers themselves as the question was debated about what to do about them, and whether or not they could possibly be permitted to emigrate to Earth, much less the United States. Star Island was blockaded to ensure containment of the "visitors," but there is evidence of a handful of aliens and some alien technology (such as IGT-98, see *Rogues Gallery*) were smuggled off the island.



Eventually, Daedalus broke the standoff by reactivating an ancient Preserver site on Europa. Dubbing it “Starhaven,” he and the Freedom League assisted in relocating the refugees to the new site. Earth’s solar system became largely off-limits to overt interstellar activity due to the threat posed by Collapsar the Devourer, and the tightening of the Stellar Imperium’s borders has largely stopped the flow of any refugees to Earth.

Star Island remains off-limits to non-military personnel, under the watchful control of AEGIS, to ensure the area is carefully combed and scrubbed of any signs of remaining alien influence or technology. Their personnel also guard the advanced teleportal platform set up by Daedalus, capable of transporting small groups of people to and from Starhaven during certain open windows when its position on Europa is in the right spatial alignment with Star Island’s position on Earth.

## NOTABLE FEDERAL AND MILITARY PERSONNEL

The Freedom City metro area features nearly 2,000 active-duty or reserve military recruits. Some notables include:

### CAPTAIN ARNOLD FOSTER, USN

Captain Foster is commander of the Lonely Point Naval Base. He is a career naval officer with a reputation for doing things by the book. Rather than being overwhelmed by the activity at his post, Foster continues to run things quietly and efficiently. Foster enjoys being at such an

active facility, although he occasionally looks at the stack of work on his desk and thinks wistfully about the days when Lonely Point lived up to its name. The captain is in his 40s, with a black crew cut going to gray at the temples. He’s an avid sailor and owns a small pleasure craft he likes to take out on his time off. He’s also an amateur philatelist (stamp collector); the pride of his collection is first-day issues of all six Centurion stamps made from 1949 to 1993.



### MAJOR ANA CHULPAK, USA

Major Chulpak is the U.S. military liaison to AEGIS in Freedom City. She’s an Army officer with a reputation for forceful administration and a stubborn streak. She parlayed her job as a Pentagon aide to her current position, which affords her more autonomy and opportunities to ensure the military’s interests are protected within AEGIS. Although she and AEGIS Director Powers rarely see eye-to-eye, they respect each other. Powers knows he can rely on Maj. Chulpak to give him her honest opinion, whether he wants it or not. Ana Chulpak is a Latina with short brown hair and brown eyes, and while on the short side, she easily stares down people much taller than her.



## PARKS & RECREATION

Although Freedomians like the city life, there’s no lack of places to get away from the city for a while and enjoy the peace of nature, or just have some fun. Outdoor activities are quite popular for people in Freedom, and the city offers several places to indulge in them.

### THE FREEDOM AQUARIUM

The Freedom Aquarium is located on its own pier on the city’s waterfront, with a walled-in area underneath the pier serving as a habitat. The Aquarium building is three stories tall and constructed around a massive seawater tank rising through the middle to the building’s full height. Part of the Aquarium is *The Ark*, an oceanic research vessel moored alongside the pier and serving as additional space to accommodate and display specimens. The aquarium houses a wide variety of fish, sharks, dolphins, and sea lions.

### LAKE MACKENZIE

Lake MacKenzie is a large freshwater lake in Port Regal, the only major lake in the Freedom area. The lake’s narrow beaches and calm waters are popular for swimming,

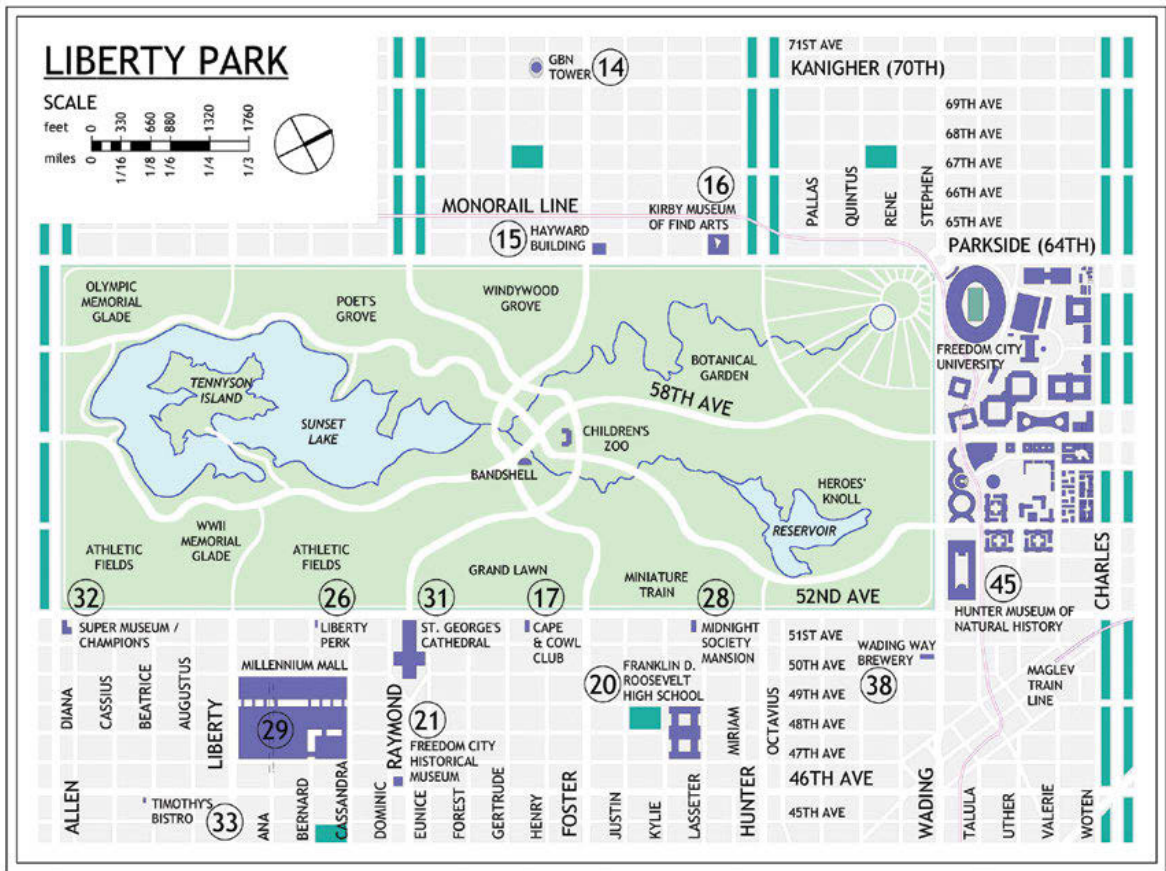
boating, and water sports during the summer and early fall. Small cottages and houses surround the outskirts, many of them with private piers reaching out from the shore.

Some people still talk about a strange humanoid “lake monster” that terrorized the area back in the 1940s—along with tales of psycho-killers and giant crocodiles living in the lake—although no one believes any of these urban legends.

### LIBERTY PARK

In the midst of Freedom City is a broad swath of verdant green, a testament to the beauty of life and nature. Liberty Park was a central part of the city plans since the early 1800s—an area where people could come to get in touch with nature and enjoy some time away from the hustle and bustle of city life.

High stone walls surround the park, pierced by open wrought-iron gates every few blocks. One paved road immediately inside the walls encircles the park and is a major jogging path. Two paved roads cut across the park north to south and two more east to west, but only foot traffic (along with bicycles, skateboards, and rollerblades) is per-



mitted on them. The roads are closed to all but emergency vehicles and a few horse-drawn carriages offering rides around the park. Numerous unpaved foot and bicycle trails cross the park as well.

Liberty Park has a number of attractions, including open lawns and athletic fields, the Botanical Gardens, the City Reservoir and its surrounding trails and picnic areas, the small Children's Zoo, and the Amphitheater for outdoor concerts and performances. Liberty Park is infused and surrounded by art and culture. Inside the park are many statues and fountains, while just outside of it are the Kirby Museum of Fine Arts, St. George's Cathedral, and even the stately Midnight Society Mansion on 52nd Avenue.

Liberty Park's role as a green oasis has occasionally proven problematic, such as when the Green Man transformed it into an urban jungle full of animated plant soldiers. Likewise, it has sometimes proven unexpectedly useful, such as when Captain Thunder needed a place to set down a damaged airliner. With the dedication of the Parks Department—and some assistance from heroes like Dr. Metropolis—the park has always managed to bounce back from these incidents, as welcoming as ever.

**HEROES' KNOLL**

As much art as honorarium, a small hill in the park abutting the reservoir has become known as "The Heroes' Knoll." Since the 1960s, statues of Freedom City's deceased heroes have dotted this hill, even if other memorials exist elsewhere. The first statue honored the Bluesman, fol-

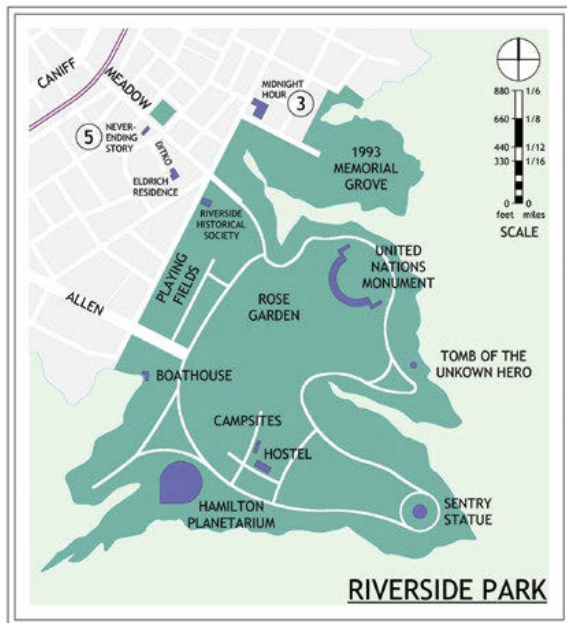
lowed swiftly by statues of Sergeant Shrapnel, the Human Tank and Gunner, and others over the years. Raul Diaz's statue of the Centurion mirrors the massive Sentry Statue in Riverside Park. It is a place of quiet reflection, particularly for those who knew the fallen heroes and those inspired by them.

**OCEAN HEIGHTS AMUSEMENT PARK**

Located in Port Regal, the Ocean Heights Amusement Park overlooks the Centery Narrows where they open out into Great Bay. The park was established in 1958, and has remained a popular tourist attraction in the area. It suffered through a long dry spell through the late '80s and '90s, but the resurgence of the city gave the amusement park a new lease on life. The past few years have been some of the park's best.

The park is located on a rocky rise, surrounded by a high chain-link fence with a single entrance toward the south. The amusement park features several rides, including a Ferris wheel, roller coaster, log flume, haunted house, hall of mirrors, and a number of other small rides like a tilt-a-whirl, bumper cars, and so forth. Rows of traditional arcade games and an arcade building with modern electronic games are popular with the local kids. The park's sideshows and live performances have become smaller and fewer over time, and it's likely they'll be phased out soon. Stands serve fried dough, hot dogs, hamburgers, and similar food, while candy- and caramel-apples are traditional fare in the late summer and early fall.





Ocean Heights is open from Memorial Day through Labor Day in the summer and closed down the rest of the year. Management sometimes rents the park for private events, which can keep it operational until November 1st or the first snows. The park management-company has a year-round contract with Stronghold Security to provide security personnel for the park when it is open and to protect it when it's closed.

## THE PROMENADE

The strip of land along the north bank of the Wading River in Hanover is a park known as the Promenade, after its numerous walking and bike trails. It's a popular place for locals to enjoy the number of gardens and manicured paths in which they stroll, sit, and talk in pleasant weather. The Bandshell hosts numerous concerts throughout the year, and its biggest event is the Independence Day celebration, with fireworks out over the river and the bay.

On nights of the new moon with mist rising off the river, people over the years have seen ghosts here, though reports are unsubstantiated and the mood is not one usually associated with hauntings—unless the ghosts are seeking a peaceful place of rest as well. In recent years, the Promenade's "haunting beauty" and 19th Century associations have made it a popular spot for Halloween season events, particularly the "Promenade Macabre" costume parade.

## THE HANOVER ZOO

Not far from the Promenade is the Hanover Zoo, the largest in the state. It displays hundreds of different animals from all over the world. Lions, gorillas, tigers, monkeys, bears, seals, and many other species can be found at the zoo, each housed in custom-built habitats. Paved walkways wind their way among the habitats, allowing visitors to see the animals. The zoo also maintains

a reptile house, an aviary, and a bat house designed like the interior of a dark cave.

The zoo is busiest on summer weekends, though it sees busloads of children on field trips throughout the school year and families in the afternoons and evenings during the week.

In addition to the public facilities of the zoo, the staff also maintains breeding programs for endangered species and research into animal behavior and biology.

## RIVERSIDE PARK

Riverside Park is a pleasant area of greenery at the end of the peninsula overlooking Great Bay. Although it's a relatively small park, it's the site of one of the city's most famous landmarks. At the tip of the peninsula, near the water, stands a giant statue, designed by noted sculptor Raul Diaz and dedicated to the Centurion, the hero who sacrificed his life to help save the world from Omega.

### THE SENTRY STATUE

The Sentry Statue stands 100 feet tall, made from gold-tinted marble molded over a metal framework. Diaz designed and built the seven-foot-tall model—which now stands on Heroes' Knoll in Liberty Park—and the Sentry itself was built with help from Dr. Metropolis and the Freedom League. The figure gazes out over the Centery Narrows toward Great Bay. His hands rest on the pommel of a sword, the point at its feet. Diaz says the statue represents "eternal vigilance" combined with "looking toward the future."

The Sentry Statue is clearly visible from the Bay and is a major tourist attraction, especially when spot lit at night so it can be seen for miles. Visitors can climb up inside the hollow statue and look out through special one-way windows, providing a 360-degree view from the observation deck in its head.

## WHARTON STATE FOREST

The Wharton State Forest lies west of Freedom City and covers hundreds of square miles. The forest includes a number of camping areas, nature preserves, and a Native American historical site. It is also a *cause célèbre* for the environmentalists of the region.

When the outlying neighborhoods of Ashton and Grenville were built, environmentalists argued about the impact on forest land. Now there is the ever-looming possibility of future expansion cutting even deeper into the remaining forest. Environmental groups lobby to protect the forest, and radicals occasionally chain themselves to trees to keep them from being cleared. Thus far, confrontations between protesters and the police have not resulted in any serious injuries.

The state forest offers hiking trails and room for all manner of outdoor activities. Boating along the Wading River remains popular, along with camping at one of several small campgrounds.

## HAPPANUK HILL

The Happanuk Hill historical monument in Wharton State Forest is dedicated to the Happanuk tribe of Native Americans that once lived in the area. The site was a Happanuk burial ground centuries ago, but it is now a preserved historical site administered by the federal government.

The site draws some tourists, and an intertribal pow-wow is held at the site once a year, which tends to be the biggest event in the state forest each year. Authorities have discounted reports of Native American ghosts at the site, although mystic experts confirm there are lingering traces of power there.

## RELIGION

The people of Freedom City have a strong need for faith. It helps carry them through crises and it gives them the strength to rebuild and go on rather than give up. Faith forms an important part of life in Freedom, and the city embraces a diverse range of faiths, from the most traditional religions to relatively new or fringe beliefs. Of course, having gods walking the streets of the city from time to time has an effect on some people's faith, one way or another.

## MAJOR RELIGIONS

Nearly every religion in the world is represented in Freedom City to some degree. The city's population is predominantly Christian and Protestant. There is a substantial Catholic minority, along with adherents to Judaism and Islam. Catholicism and Judaism are particularly influential in the West End, considering due to its diverse immigrant communities. Islam is strongest among the African-American and Arab segments of the city's population.

Freedom City has a small neopagan population, including Wicca and similar traditions. African traditions like *Santeria* and *Voodoo* are also represented. Certainly, the involvement of the Voodoo Loa Siren in the Freedom League has encouraged their faith, and this is a concern to some of the city's more conservative religious leaders. Neopagans tend to be most common in the Riverside area, while *Santeria* and *Voodoo* are found more often in the West End and Southside.

## MAJOR CHURCHES AND TEMPLES

The Freedom City metro area has hundreds of churches and other places of worship. Some of the most prominent are described here.

### ST. SEBASTIAN'S CHURCH

St. Sebastian's is a Greek Orthodox Church at the heart of Freedom City's Greek and Eastern European neighborhood in the West End. Its distinctive Eastern Orthodox style, with its domed roof and towers, dominates the neighborhood, and the church still draws a regular number of worshippers, although the clergy are concerned by the fact that fewer young people in the area bother to attend with any regularity. The elders of the neighborhood fear their traditional way of life is fading in comparison to the newer and more modern draw of downtown Freedom.

### ST. STEPHEN'S CHURCH

Located near the top of Lantern Hill, St. Stephen's is a landmark as the oldest standing church in Freedom City. It was established in 1742 and painstakingly restored to its original glory in the late 1990s. The church is a tall, narrow building with high, thin stained glass windows and a tall steeple. St. Stephen's currently holds Methodist services, but also offers tours of its historic architecture. Attendance has been up since the renovations, and St. Stephen's claims hundreds of local people as parishioners. The graveyard adjacent to the church has tombstones dating back to just after the church's construction. No new graves have been dug there since 1934, but it's still church property and the church maintains it as a historical site.

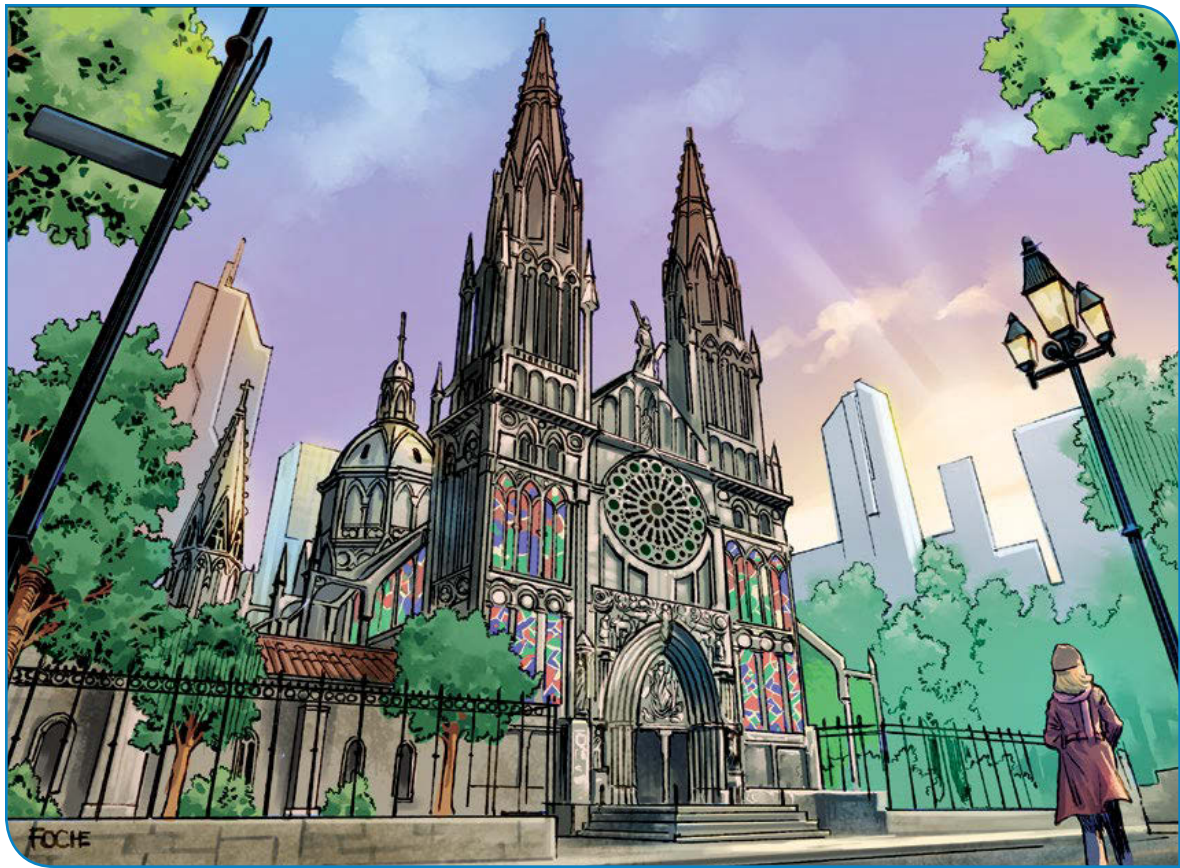
The pastor of St. Stephen's is the Reverend Madeline Dickenson, a woman with many years of experience as a minister and professional counselor. Rev. Dickenson came to the ministry relatively late in life, after raising three children and losing her husband Mark to cancer. She turned to her faith for solace and chose to attend seminary and become a minister. Her previous experience as a social worker and counselor serves her well in her new calling, and she has focused on offering spiritual support and guidance to the members of her congregation, who sing her praises to anyone who cares to listen. Madeline Dickenson is in her early-60s, with a full figure and curly gray hair. She has a bright and mischievous smile and a twinkle in her eye that gives her a warm and welcoming presence.

Reverend Dickenson knows the mysterious Lantern Jack has some connection with her church, and she has seen and spoken with him on occasion. Although she's convinced Jack is a force for good, she still finds his ghostly presence disturbing. She has tried to encourage him to recall his compassion and humanity as well as his duty to justice.

### ISLAMIC CENTER OF FREEDOM CITY

This mosque in Hanover serves much of Freedom City's Muslim community. It was first established as a cultural center and place of worship in 1970, but heavily refurbished and renovated only a few years ago. The current Imam is Dr. Khalid Hassan Suliman, a Freedom City native of Syrian heritage, and a visiting professor of Arabian Cultures at Freedom City University.





Although the Islamic Center has generally fit smoothly into the community over the decades since it opened, it has faced occasional problems with prejudice and vandalism. The recent renovations are in part due to damage caused by a mob under the influence of the hate-spirit known as “Knight Fire” (see **Book 4: Villains of Freedom City**). The aftermath of that ugliness has brought the community out in support of the center stronger than ever.

## ST. GEORGE'S CATHEDRAL

The largest and most magnificent church in Freedom is St. George's Cathedral in Midtown, across from Liberty Park. The cathedral is built in the Gothic style, like the great cathedrals of Europe. It features tall, thin steeples, a high bell tower, a cruciform shape, and space enough for hundreds of parishioners. The church is named for the famed dragon-slaying saint, and a huge stained glass depiction of St. George's greatest deed is a centerpiece of the cathedral. The numerous other stained glass windows depict other saints and religious figures.

The cathedral is the seat of the Catholic Archdiocese of Freedom City, headed by Archbishop Charles Fairwell. Over the past 30 years, the cathedral has been subject to superhuman battles on its premises; for some unknown reason, the Repentant—former Mob enforcer Bobby “Bulletproof” Masoni—has caused a lot of damage to the cathedral, looking for something there every time he breaks out of prison.

## THE SOUTHSIDE BOTANICA

This storefront in Lincoln is also home to an active Voodoo temple. The storefront sells candles, herbs, trinkets, and charms along with simple household goods. A space in back and the main temple area in the basement serve the needs of members of the Voodoo community when they gather for worship.

Madame Marie Otando is the *mambo*, or priestess, and proprietor of the establishment. Her family comes from Haiti but Marie grew up in Lincoln and knows the neighborhood exceedingly well. What most people don't know is Madame Marie has a small measure of true mystical power. She uses it only to help people in her neighborhood and to warn them against the work of evil spirits. She has earned Siren's trust and aided her in the past, and would gladly do so in the future.

The Botanica has had some legal trouble regarding the practice of slaughtering chickens and other livestock during Voodoo rituals for the preparation of ritual feasts. For the time being, the courts have upheld the practice under the context of freedom of religion, but some locals aren't satisfied with the ruling and there have been threats made against the Botanica and Madame Marie.

## TEMPLE BEN DAVID

A synagogue in the predominantly Jewish part of the West End, Temple Ben David is the largest in Freedom

City. The synagogue has had trouble with youth-gang vandalism in the past, but the community rallied to help repair the damage and keep the area safer with neighborhood watches and the assistance of the FCPD. The synagogue follows Reform Judaism and is led by Rabbi Murray Feingold.

## THE PINNACLE PATH

The Pinnacle Path is a relative newcomer to the spiritual scene. It began in Freedom City, the city that inspired founder Jeremiah Ross's vision of a better humanity. Ross gave up his advertising career and wrote a book entitled *The Pinnacle Path: Achieving Your Highest Potential*. The book put forth his ideas for a spiritual discipline allowing people to "awaken and evolve" into higher spiritual beings.

Although considered New Age claptrap by many, the book steadily climbed up the best-seller lists and remained there for some time. The book and its message gathered a popular following for Ross, who appeared on the talk show circuit to promote his work and his vision.

He established the Pinnacle Path Foundation, an official religious nonprofit preaching the beliefs from his book, with an office in downtown Freedom City. The Path steadily draws new converts and maintains good relations with the city government. Followers of the Path are usually well-educated professionals disaffected from mainstream religions. They perform an abundance of charitable work, since helping others is a strong part of their philosophy.

### JEREMIAH ROSS

Jeremiah Ross is a man with a vision of a world where all people achieve their potential through hard work, introspection, and dedication to a higher ideal. He believes superhumans are a reflection of that potential, embodying the best—and the worst—humanity can achieve. In many ways, supers are the gods and demons of a modern my-

thology for Ross. These ideas resonate with a lot of people, if book sales and membership dues are any indication.

In addition to being a good writer, Ross is a charismatic and persuasive speaker, and believes strongly in what he's selling. There's still a bit of the advertising executive in him, and he knows how to turn a phrase to make it appealing to his audience. Still, he doesn't think he's deceiving people or pushing anything on them. He simply wants to show them the truth as he understands it, giving everyone a chance to reach their full potential.

Jeremiah Ross is in his early-40s, with black shoulder-length hair and a neatly trimmed beard—both showing some grey—and crystal blue eyes described as "intense." He's usually impeccably dressed, but he pulls his hair back into a ponytail or leaves it loose depending on the audience he's addressing.

## THE MAYOMBE

The cult of the Mayombe stretches back as far as the history of Voodoo itself. For as long as people have worshipped the Loa, the spirits of Voodoo, there have been those drawn only to the corrupt side. Whether motivated by hatred, vengeance, or simple power-lust, they have fallen under the influence of evil spirits and become their agents in the material world.

The Mayombe's stronghold has always been in southern Louisiana, the center of American Voodoo practices. There the cult thrived in the shadows of the bayous late at night, when other folk were asleep. Mayombe cultists were responsible for many crimes, and did a great deal to give Voodoo its dark and sinister reputation among non-believers. At least a part of the Mayombe's power came from an intermingling between humans and debased Serpent People in the bayous. Their families often initiated members of the cult from childhood, and some bloodlines were particularly influential within the Mayombe's ranks.

# RESTAURANTS, BARS & NIGHTCLUBS

Freedom City has a profuse number of places to eat, drink, and have fun. For a city on the move, places to go out and blow off steam or enjoy a pleasant meal are important, and Freedom has attracted plenty of entrepreneurs up to the challenge. The city already has a reputation as a place that doesn't sleep; you can find somewhere to eat or have fun at nearly any hour of the day or night. From dive bars to high-end nightclubs, diners to Michelin-starred fine dining establishments, Freedom City has it all.

## NIGHTCLUBS AND BARS

The city has nightspots catering to nearly every kind of taste, although the clubs lean toward the young and hip crowd making up so much of the nighttime scene. A few of the hottest spots are:

### ECLIPSE

This club in Southside caters to the Goth and Industrial crowd. The owners like to claim the club was built in an old church, but the original building was actually owned by Freedom College and renovated to look like an old church. The club's proximity to the college makes it a popular nightspot for students. Occasional rumors that the Eclipse is a hangout for actual vampires has only enhanced the club's reputation.

### FOURTH WORLD

A modern entertainment complex in Kingston, featuring three dance floors, an arcade, a billiards room, and a full bar. The four-story building was bought out and heavily



renovated by the current owner, while retaining its red-brick-and-steel industrial look.

## HOT LICKS

This Midtown jazz bar features live acts for the connoisseur. It's in a rebuilt turn of the century house that's deliberately cozy, though some call it cramped.

## INFINITY

A popular downtown nightclub near the waterfront, Infinity is filled with smoked glass, chrome, and pulsating lighting. Hip-hop, electronic and retro-disco music are popular, and Infinity has live deejays of all types playing on the weekends.

## LEGENDS

Located not far from the Liberty Dome, this club has a supers theme. Servers wear revealing spandex costumes, often with short capes, and a raised transparent dance floor lets dancers try out their "flying" moves. Supers memorabilia is on display in glass cases around the club. Not unexpectedly, Todd Champion, the memorabilia collector who owns Champion's restaurants, also owns Legends.

## MACHINE

Freedom City's foremost gay club is located in Hanover. The building is a renovated warehouse with plenty of exposed pipes and brickwork overlaid with a lot of exposed metal. Pounding dance music fills the entire place. The main dance floor spans the first floor, while tables and bars occupy the two upper balcony areas overlooking the scene.

## MIDNIGHT HOUR

The owners of the original Midnight Hour in Los Angeles opened this underground alternative—and alcohol-free—dance club in Riverside. It's located not far from the waterfront area, and very popular with the 18+ crowd not yet old enough to enter the other clubs legally.

## MILLENNIUM

Midtown's biggest nightclub caters to the young and upwardly mobile. Its emphasis is on futuristic, sleek, and stylish, and deejays mix different styles of music for different nights of the week.

## THE SECRET BAR

Not so secret, this bar and restaurant's name comes from its motif—1960s-style spy movies and television shows. The West End bar maintains an innocuous front as an "import/export business." Patrons enter through a "secret passage" from the reception area into the bar. Both floors of the Secret Bar are filled with spy memorabilia, and the bartenders serve code-named drinks not for the faint of heart (or liver).

# RESTAURANTS

Freedom is home to hundreds of restaurants serving a wide range of food, from the finest four-star nouvelle cuisine to ethnic restaurants to old-fashioned home-style cooking and fast food.

## CHAMPION'S

The American cuisine at this restaurant is good, but the real reasons to visit are the restaurant's extensive collection of super memorabilia and its connection to the Super Museum. The place is nearly always packed, so they recommend customers put their names on a waiting list and spend some time looking around the museum. Museum patrons receive coupons for discounts and specials at Champion's. The restaurant has a full children's menu and plenty of attractions and fun for kids as well as adults.

## CHEZ HENRI

This four-star French restaurant in Midtown is known for the quality of its food but, more importantly, for the elite and snobbish attitude of its staff. It caters to the wealthy and those who want to feel wealthy for an evening.

## THE LEVEES

A New Orleans style jazz bar and restaurant in Hanover, specializing in Cajun and Creole cuisine by chef Lee-Ann Chase, a New Orleans native who relocated to Freedom a few years ago.

## LIBERTY PERK

A coffeehouse located near Liberty Park, where patrons can sip lattes, cappuccino, and espresso at the sidewalk tables while enjoying the view of the park across the street.

## MADDEN'S

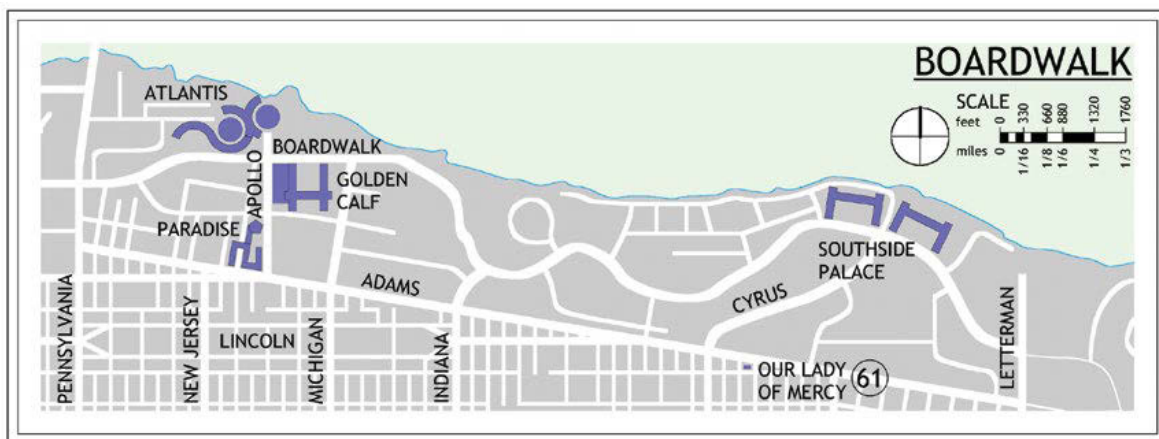
A chain of franchised restaurants, Madden's serves American-style food in a cozy atmosphere. Madden's is popular with middle-class families, and they always have a great selection of ice cream and desserts.

## THE PLAZA

Located on the second floor of the Plaza Hotel in downtown Freedom, the Plaza restaurant serves high-class cuisine in a refined atmosphere popular with well-to-do businesspeople.

## SHAUGHNESSEY'S

A popular chain of local "brew-pub" restaurants with a Irish-American flair, all are decorated in brass and green-stained wood with liberal amounts of stained glass. The menu is broad and eclectic, including dozens of varieties of beer, most produced by local microbreweries. Shaughnessey's also owns its own microbrewery, which produces its signature Shaughnessey's Stout. The most popular



beer remains the city's signature Freedom Ale, however, brewed by the Stars & Stripes Brewing Company out in Greenbank.

### STAN'S SUPER HEROES

Stan's is a local chain of sandwich shops known for reasonable prices and large portions. The various sandwiches are named for different heroes, and the stores have a number of autographed pictures of famous supers. With a day's notice, Stan's can produce their 12-foot "Gigantosaur" Sub for parties.

### STARBASE COFFEE

Starbase Coffee is the survivor of a series of cyber-cafés that sprang up along the east coast a generation ago. It has become one of the most successful chains of its kind, with locations throughout Freedom City, particularly the North End and Hanover. Its sleek, futurist theme is popular with its patrons—mostly younger people in the high-tech industry and college students. All of its locations offer free Wi-Fi.

### THE STARLIGHT ROOM

High atop the Tremont Hotel in downtown Freedom is the Starlight Room, a revolving restaurant offering a spectacular view of the city skyline and serving fine cuisine prepared by its staff of chefs. The Starlight room also features nightly dancing and live music, making it a popular nightspot.

### TIA MARTA'S

This West End restaurant has been voted among the city's best for several years running. Tia Marta's serves a unique blend of Spanish and Italian cuisine that comes family-style with enormous portions; people always take home leftovers from a meal here.

### TIMOTHY'S BISTRO

A chef-owned bistro in Midtown, it serves a variety of cuisine based on Chef Timothy Kandro's eclectic tastes. It's small, upscale, and popular with local people and tourists alike, so make a reservation for one of its few tables. The bistro offers live music on weekends.

### TOYS

A Chinese restaurant located in the Theatre District, Toys is popular with the late theatre crowd and club-goers, since it's open until 3:00 a.m. It serves a variety of Chinese-American foods and has an extensive buffet.

### WADING WAY BREWERY

A microbrewery and American pub-style restaurant located on Wading Way near Liberty Park, the Wading Way Brewery has been riding high on the craft-beer explosion. It's popular with young families and local businesspeople.

### WINTERGREEN

This upscale cafés on Lantern Hill is the converted bottom floor of an old row house. Far from any competing Starbase Coffee, this cozy setting serves a variety of coffees and teas, pastries, and other delicacies.

## FOOD TRUCKS

Freedom City enthusiastically embraced the food truck trend in urban catering and restaurants: mobile vendors who can set up their business for a day—or just a portion of one—almost anywhere in the city, serving the needs of passers-by and attracting customers via social networking and word-of-mouth. Food trucks also often gather near or around major event venues. Some of the more popular local food trucks include:

### FALAFEL TOWER

Owned and run by two brothers, Maurice and Yusef Larache, Falafel Tower offers French-Middle Eastern influenced cuisine, including their eponymous falafels, shawarma, hummus, and kabobs.

### THE FATMOBILE

This food truck embraces "all that makes food good" with a rotating menu of items focusing on fat- and salt-laden savories, including more uses for bacon than one can imagine.





## FREEDOM FRIES

A truck best known for their delicious french-fried potatoes and sweet potatoes with a variety of sides and toppings. Especially popular are the duck-fat fries *poutine* (topped with gravy and cheese curds, Canadian-style).

## THE SOUL-VAN

A truck offering fried chicken and waffles, collard greens, cornbreads, fried green tomatoes, and other traditional soul-food dishes.

## SWEET CHARIOT

A successful food truck business with several trucks in the Freedom City metro area offering a variety of freshly made desserts and baked goods, particularly pies, crumbles, and cookies.

## CASINOS

Gambling is legal in the Boardwalk area of Freedom City's Southside. The Freedom Mob has had a stranglehold on the casino business for generations, and a lot of Mob money gets laundered through the casinos.

There has been discussion of shutting down organized gambling for decades, but it's a valuable source of revenue and tourism for the city—to say nothing of the jobs it provides for the population of Southside—and

money talks. If there's to be any hope of improving the Southside economy, the city has to live with the Boardwalk and its casinos for the time being, at least.

## ATLANTIS

A hotel and casino built on an aquatic theme, Atlantis features a massive fountain with a statue of King Neptune and his frolicking nymphs outside. It's heavily decorated in gold leaf, marble, shells, and gauzy fishing nets, and the colors of everything are predominantly sea greens and blues. The below-ground restaurant—specializing in seafood, of course—features a wide window looking out into the South River and glass tabletops resting on tanks of exotically-colored fish. As might be expected, the Atlantis casino is none too popular with actual Atlantians.

## GOLDEN CALF

This casino revels in some of the gaudiest aspects of the gambling business. Its decor is a combination of Art Deco opulence and turn of the century decadence. A statue of a golden calf sits over the door, and gold is used heavily in interior decorations. The casino was fading somewhat, but has bounced back due to its bookings of younger, more popular singers and comedians.

## PARADISE

This hotel and casino tries to emulate a tropical resort with only modest success, given the climate in Freedom is only warm for about half of the year. Still, the hotel is luxurious

and features enough indoor activities—including an indoor pool—to attract a lot of interest from tourists looking for an inexpensive alternative to actually visiting the tropics.

## THE SOUTHSIDE PALACE

The biggest and oldest casino on the Boardwalk is the Southside Palace. The casino features all sorts of card and dice games, as well as rows upon rows of slot machines. It also features nightly entertainment, from singing to dancing to stand-up comedy routines. The police and the local FBI office keep a close eye on the Southside Palace due to its long association with the Driogano family of the Freedom Mob.

## LOCAL MUSIC SCENE

Freedom City has a lively music scene; many of the city's bars and clubs feature live bands and open mike nights. Although there aren't any major music industry companies in the city, there's a lot going on in the Freedom music scene.

## BANDS AND MUSICIANS

While there are undoubtedly more bands out there waiting to be discovered, these are the notables of the current crop of Freedom City musicians.

### ALBION

Pitched as a Celtic-rock fusion band, combining rock stylings with old Celtic folk melodies, the seven-member band uses instruments like the fiddle and the bagpipes and are widely known for their frenetic performances. They perform at clubs and cultural festivals, although they also tour in the local area.

### BOY WONDERZ

This "boy band" under contract to the music division of New Horizon Media got back together for a reunion tour after none of the four members were able to sustain solo careers. Despite the name and their spandex-costumed motif, none of the "boys" have paranormal abilities, and are now in their late 20s or early 30s.

### CROSSBONES

A "voodoo rap" band combining island music and modern rap, Crossbones goes for a lurid Hollywood Voodoo style, complete with top hats, dark sunglasses, white greasepaint, and lots of skulls and macabre props. They've invited Siren to attend their shows before, but the heroine has always politely declined.

### JOY BUNNIES

This hard-rock trio of Japanese girls swept through Freedom City on a world tour. Unfortunately, Doc Otaku turned out to be a big fan and kidnapped the girls to download their brain patterns into androids. The Joy Bunnies were rescued and have returned to touring.

## KINGS IN YELLOW

This alternative rock band recently signed with a major record label owned by New Horizon Media. Their style of dark, brooding music is popular with the Goth and alternative crowds, and Eclipse is their venue of choice in Freedom City for small club shows.

## MADMAN FINALE

This rock alternative trio can be found playing many of the clubs in Freedom, and it is popular among the local college crowds. They've got their own website for private sales of their CDs along with other merchandise and links to purchase their music online.

## THE NEW TOWN ORCHESTRA

This swing music vocal group plays some of the city's clubs and dance palaces with their particular brand of swing music and dancing.

## SKALD

A Norwegian-influenced heavy metal band that has played rock clubs in the city and gathered a following amongst local metal-heads.

## THE SOUL STAMPEDE

This jazz vocal group has grown popular performing in some of the city's bars and clubs. They'd be notable for the sweet, mellow voice of their lead singer Patti DuMont alone, but all three singers and four musicians all have incredible skills at improvisation, and one never knows what will happen at a Stampede show.

## SHOWS AND CONCERTS

In addition to local talent, Freedom City draws a number of national acts. The city is a regular stop on the tours of major musicians and bands across the country, and the citizens of Freedom regularly crowd into concert halls and stadiums to see them.

## FRESH SOUNDS PROMOTIONS

The city's major concert promoter is Fresh Sounds, owned and operated by Frank Mills, the most influential promoter in the Freedom area. Fresh Sounds books the majority of shows in the city and surrounding area, in venues like the Liberty Dome, the major clubs, and the new Shuster Auditorium on the outskirts of Hanover. More than a few people aren't fond of Mills or his slick attitude, but few can deny he gets the job done.

The smaller promoters in the area would like to get a bigger piece of the overall pie, but Mills has them shut out for the time being. Rumors say Mills is in with the Mob, or at least has enough connections to ensure nothing goes wrong with his shows and, should a competitor suffer an unfortunate "accident," well that's hardly his fault, now, is it?



# SCIENCE & TECHNOLOGY

Freedom City is hailed as “the City of Tomorrow” at least in part for its focus on science and the advancement of technology. The city has a number of high-tech businesses, fine technical schools, and scientific research organizations.

## THE ALBRIGHT INSTITUTE

The Albright Institute is a private foundation that gathers information about superhumans for scientific research and study. It was established by Langston Albright, alias Beacon, a member of the Liberty League before his retirement from heroics in the 1950s. The Institute’s ostensive purpose is to increase knowledge and understanding of superhumans, but it also has several functions that the general public isn’t aware of.

One objective is to have information on superhumans available in case something should go wrong. Albright himself understands the risks of a superhero abusing his powers or falling under the influence of an outside force, so it’s wise to have precautions in place. He’s careful to ensure the Institute’s data doesn’t fall into the wrong hands, where it could be used against heroes (although that is always a possibility).

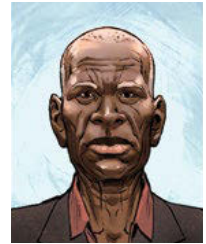
The Institute’s other purpose is to find Albright’s successor as Beacon. His light-based powers stem from a mystical source and are intended to hold certain forces of darkness at bay. Langston Albright has grown too old to effectively wield that power and uses it now solely to stay alive while he searches for a worthy successor. Thus far, his search has been unsuccessful, and he’s beginning to feel his time is growing short.

The Albright Institute occupies a small four-story office park in Hanover, where their personnel catalog information and perform research related to supers and paranormal phenomena in the Freedom City area. The facility is the Institute’s primary data processing, administrative, and research site, with smaller research facilities in other cities. The Institute has also benefited from government grants, giving them greater opportunities to study the effects of superhumans on all aspects of society. Aside from the Freedom Medical Center, the Institute is one of the few places equipped to handle superhuman medical care.

### LANGSTON ALBRIGHT

Langston Albright’s father was a minister, and he grew up with both strong moral values and conviction there was such a thing as evil in the world. He believed it was the duty of good men and women to do something about that evil. Langston worked on a trawler off the coast of Freedom City in 1945. One night, an unexpected storm hit and the ship could barely stay afloat. A wave swept Langston overboard into the dark, roiling water. He sank into the darkness, and

he could feel things moving around him, circling him. Suddenly, he saw a light rise up out of the dark depths to surround and fill him. He burst from the water, aglow with this new power, and helped to tow the ship back to port. He adopted the masked identity of Beacon, the master of light, and became a member of the post-war Liberty League.



From his own studies and work with the Scarab, Beacon learned his power is part of a prophecy about a “champion of light” who combats the forces of darkness in the world. A part of that darkness was the Cult of the Serpent People and the unspeakable god they worshipped. Another was Wilhelm Kantor, Nacht-Krieger, and SHADOW. Even after his public career as Beacon ended in the 1950s, Albright continued the fight against the forces of eldritch evil behind the scenes.

He achieved some measure of wealth and fame writing about his heroic exploits and making public appearances, but his primary focus was his work as a protector of humanity. He founded the Albright Institute to increase understanding about superhumans, gather potentially useful information, and find a suitable successor. Although remarkably fit for a man his age, Albright is no longer able to carry on the fight. He’s also concerned that the forces of evil are gathering and preparing to take advantage of his weakness, so the time must be soon.

Langston Albright is a dignified African-American man approaching ninety years old. He’s tall and only slightly bent by the weight of his years. His short hair has gone entirely white, but his dark eyes retain their keen intellect and insight. He dresses in dark suits in all but the most casual circumstances. Albright lives in Kingston and spends much of his time at the Institute’s offices in Hanover.

## ASTRO LABS

The Applied Scientific and Technical Research Organization (ASTRO) was founded by Dr. Allan Grant, who saw the opportunities inherent in Freedom City back in 1942 and decided to seize them. Through friends and contacts in the scientific community and the government, Grant secured the support and financing to start his own research company. ASTRO originally produced weapons and rocketry for the war effort, and their designs helped keep the Axis in check for much of the war. It quickly drew attention from the intellectual community of Freedom City, along with a number of lucrative contracts from the government and various corporations.

Now ASTRO Labs is the largest scientific research company in the world. The company occupies its own office park in the North End, quite near the FCU campus and just across the river from the Hanover Institute of Technology. ASTRO

Labs has established itself as a resource for the Freedom League, and the team often consults the company when they are in need of specialized equipment or assistance in analyzing a particularly difficult scientific problem.

## DR. CLARENCE MACLEOD

Dr. Macleod is one of ASTRO Labs' leading researchers, a brilliant scientist and inventor, although somewhat befuddled when it comes to dealing with everyday life. His harried assistants keep track of the doctor's appointments, the whereabouts of his glasses, his smartphone, and other such minutiae.



Macleod, in his late-50s, is totally bald but has a full and somewhat unruly beard. He wears horn-rimmed reading glasses—when he can find them—and is nearly always wearing his white lab coat over his wrinkled and creased clothes.

## IMPERVIUM

Impervium is a unique “living metal” created by ASTRO Labs. Not only incredibly hard and durable, Impervium also has a remarkable ability to “heal” damage over time. It also “remembers” its original shape enough to regenerate or replace damaged parts, making it incredibly useful in situations where wear and tear are concerns.

Impervium is an Impervious Toughness 20 material with the ability to recover from damage, provided the object

hasn't been entirely destroyed. Objects made of Impervium have 1 rank of Regeneration.

The process and materials to produce Impervium are expensive, making the metal far too costly for common use or public consumption. Still, some government facilities make use of Impervium armor and the Blackstone prison uses Impervium cells and restraints. ASTRO Labs also has a number of Impervium-related research projects underway. Security around the formula and materials is tight, particularly ever since the renegade robot Talos attempted to steal them.

## DANGER INTERNATIONAL

A foundation started by 1930s explorer and adventurer Johnny Danger, Danger International got its start-up capital from diamonds collected from a secret mine in Africa. DI formed around the nucleus of Johnny's old organization, the Jungle Patrol, and has always kept a strong interest in environmental protection issues and preserving peace in Africa. The foundation has worked with the government of Dakana (see *Atlas of Earth-Prime: Sub-Saharan Africa*) many times in the past, and serves as an NGO (non-governmental organization) go-between for Dakana and the U.S. government at times.

Danger's five grandchildren run the foundation and keep his spirit a part of it. DI provides money for humanitarian aid, exploration, research projects, and similar activities. Based in New York City, Danger International has offices in downtown Freedom headed up by Rachel Danger, the youngest of John's grandchildren.

## SOCIAL LIFE

Get a large enough group of people together and they naturally gravitate toward those who share their interests. The people of Freedom City are no different, and many clubs and social groups can be found in the city, some of particular interest to supers and their associates.

## CLUBS AND ORGANIZATIONS

Numerous clubs and organizations cater to the interests of people in Freedom City. They include ethnic heritage clubs, mostly based in the West End and Midtown, which promote cultural festivals and education for youth and adults on their heritage. Organizations like the Masons are common in Freedom, with a Masonic Temple in City Center just south of the Financial District. There are also veterans' organizations like the Veterans of Foreign Wars (VFW) and the like.

## THE C&C CLUB

One exclusive club in Freedom is the upscale and utterly discrete C&C Club, located in a rebuilt Tudor-style mansion on 52nd Avenue across from Liberty Park. Unknown to the

general public, the C&C stands for “Cape and Cowl,” and the club caters solely to costumed adventurers, super and otherwise, offering them a place to meet and relax in the presence of their peers. The club's history and tradition dates back to when it was known as the “Black Mask Club” in the 1930s.

Club rules require proper attire and prohibit costumes, although members are not required to reveal their real names and masks are permitted (and even provided, if a member wishes). More than a few club members attend in some sort of disguise not involving their usual masks. Concerns about eavesdroppers are alleviated by the club's hidden security; any attempts at surveillance by any means only pick up scenes from various Marx Brothers films rather than the exposed faces of club guests. No one asks how the security works, but everyone is glad it does.

The Club is well known throughout the superhuman community, and people come from all over the world to visit it (particularly those able to travel quickly and discretely). However, entry is by invitation only unless someone is a member or a guest of an established member. The club's owners remain anonymous, although rumors abound,



## TOP 20 WEALTHIEST FREEDONIANS

1. Reserved for PCs or GM-created characters
2. Henry Allard (media mogul)
3. Hieronymus King (CEO, Majestic Industries)
4. Duncan Summers (teacher and investor)
5. Reserved for PCs or GM-created characters
6. Arthur W. Stromberg (investor)
7. Scott Hamilton (CEO, USNet)
8. Jonathan Grant (CEO, Grant Conglomerate)
9. Callie Summers (heiress, Mayor of Freedom City)
10. Reserved for PCs or GM-created characters
11. Fletcher Beaumont I (publisher)
12. Naomi Sinclair (CEO, Nova Communications)
13. Angela Beaudrie (heiress)
14. Wayne Clark (publisher)
15. Reserved for PCs or GM-created characters
16. Lucius Cabot (attorney)
17. Jeremiah Ross (director, Pinnacle Path Foundation)
18. Frank "Buddy" DeCosta (developer/contractor)
19. Lana Loeb (newspaper publisher)
20. Reserved for PCs or GM-created characters

**Note:** Al Drigano could easily be placed on this list between #9 and #10 from the income of his legitimate holdings in the casinos and hotels in Southside. His Mob affiliations and the suspect nature of the bulk of his fortune keep him off this list. GMs should bear in mind that most of the Mob dons in the city easily have the capital to be considered equal to at least the latter half of this list.

claiming everything from a trio of retired heroes active in the 1940s own the Cape and Cowl to it's a secret government operation to monitor supers, a front for super-criminals, or the Albright Institute's latest means for gathering information, to name a few.

## THE LEGION

"Our name is Legion, for we are many," says the infamous signature of the group of underground hackers. The Legion is a loose alliance of computer hackers providing services and information to the highest bidder. They do this partly for the money, but largely for the challenge and kicks of overcoming the latest and best computer security. The identities of the Legion members are a closely guarded secret, and most of the members have never even met face to face. Membership is limited to those hackers smart and ruthless enough to track down the group and force their way into it. Exposure of another member's identity is a serious offense, punished by immediate ejection from the group.

Government authorities believe the Legion works with the Foundry (see **Book 3: Foes of Freedom**) and other criminal organizations on occasion, providing them with stolen data in exchange for money or more advanced computer technology. There may be ties between the Legion and the HIT campus or USNet, although authorities have yet

to uncover any solid evidence of connections. There is no known relationship between the Legion and the sentient virus of the same name created by SHADOW that briefly infected Freedom City.

## THE MIDNIGHT SOCIETY

The Midnight Society is the most exclusive social club in Freedom City, quickly on its way to becoming one of the most exclusive in the world. It includes some of the wealthiest and most influential people in the country and throws the most exclusive parties. Membership is by invitation only and such invitations are a social coup of the highest order—rarely, if ever, refused.

The club has a reputation for old money, Old World charm and civility, and a high degree of snobbery. At least part of its popularity is in direct proportion to the exclusivity of the C&C Club. As it happens, supers are *not* invited to join the Society. It's not an official rule, but no superhuman has ever been invited to become a member of the club.

## HIGH SOCIETY

Freedom City is a place of opportunity, where people can make their fortune if they're willing to take chances. There's a great deal of money to be made in a wide range of business endeavors, from the real estate market to the high-tech industry or the media. Freedom City also has its share of "old money," dating back to the first founders of the city.

The world of the rich and famous often comes into contact with that of supers. Superheroes who are wealthy in their secret identities are a staple of the comics. Players of wealthy heroes should work with the GM to determine where they fit on the list of the city's wealthiest, shifting around some of the existing names if need be. If the Freedom Leaguers aren't used in your game, you can drop them from the roster, freeing up more room for other entries.

The wealthy are tempting targets for criminals looking to make money from theft, kidnapping, or extortion; any of the characters on this list are potential victims of such schemes. Wealthy characters also make excellent patrons for a team of superheroes. A philanthropist like Fletcher Beaumont II might fund a team for the public good (and a little personal redemption), or a wealthy individual might want a team of heroes as company representatives, bodyguards, or personal flunkies. Even a philanthropic team might run into problems when their wealthy patron asks them for a favor or runs into financial trouble and the money starts drying up.

## THE NORTH BAY YACHT CLUB

One of the more prestigious organizations in the city, the North Bay Yacht Club counts many of Freedom's wealthiest and most influential people among its members. The club is based at the North Bay Marina, and its annual summer regatta is a major social occasion. Parties and informal gatherings at the Yacht Club form part of the "insiders" network of the wealthy and powerful of Freedom.

## THE SONS OF FREEDOM

The Sons of Freedom is an organization devoted to “preserving the cultural and historical heritage of Freedom City for future generations.” It takes its name from the group of patriots that operated in the city during the Revolutionary War. Its membership is exclusively male, although there is a sister organization—the Daughters of Freedom—that has existed since the 1930s. The club sponsors the local historical society and various cultural events, such as plays, operas, museum displays, art shows, and such. It tends to attract old money and serves as an “old boys” network for many of the influential men of Freedom City.

## PROMINENT WEALTHY PEOPLE

Most of the people on the Top 20 list are described elsewhere in this book (primarily under the **Business** section). The rest are described here:

### ANGELA BEAUDRIE

The matriarch of the Beaudrie family married into her fortune. Mrs. Beaudrie’s late husband, Thomas, was the grandson of the man who built the Beaudrie Opera House, and Mrs. Beaudrie helped see to its restoration. The real estate she owns in and around the city has greatly increased in value, and Mrs. Beaudrie has used her extra income to help fund a number of charitable organizations benefiting the arts



and efforts to help the poor and homeless in Freedom. Mrs. Beaudrie is 70 years old and has three grown children and five grandchildren. She lives at the Beaudrie estate in Port Regal.

### FLETCHER BEAUMONT

Patriarch of the Beaumont family and the original Bowman of the 1940s and 50s, Fletcher Beaumont is a remarkably vital man in his 80s. Although long since retired from both the publishing and superhero businesses, he finds time to advise those who succeeded him in both roles. His grandson is the fourth Bowman and a member of the Freedom League. Mr. Beaumont still lives at the family home in North Bay.



### WAYNE CLARK

Owner of one of the major American book publishers, Mr. Clark has moved the main offices of Clark & Co. Publishers to Freedom and currently lives in North Bay. He is a friend of Henry Allard, and there are media tie-ins between Allard’s New Horizon Media and Clark & Co. In his late 50s, Clark has been married to his wife, Rose, for over thirty years, and they have two adult children, Christopher (“Kit”)—who is being groomed to take over the family business—and Amanda.



# SPORTS

Freedom City has its own local sports franchises, and fans are quite devoted to their local teams. Turnout is usually high for sporting events held in the city.

## PROFESSIONAL SPORTS TEAMS

Freedom has four professional sports teams, along with a number of amateur and semi-pro teams. There is a strong likelihood of the area attracting other professional sports franchises in the future.

### THE FREEDOM BLADES

The Freedom Blades hockey team made quite an impact on the NHL when they first appeared, scoring wins in four out of their first five games as a professional franchise. A large part of their success hinges on the talents of star-player Andre Leroux, who has led the Blades to victory for the past several years. Rumors of Leroux’s forthcoming retirement have led to speculation about the team’s future.

## THE FREEDOM CITY COMETS

The Freedom Comets baseball team has put in good showings over the past few seasons, but it remains to be seen if they’ll ever actually make it to, much less win, a World Series.

The original baseball team of Freedom City was the Freedom City Flags, who won their first World Series Championship in 1959. Their owner, Matthew Sandston, moved the team out of the city in 1994 since the city could not (or would not) meet his demands for a new baseball stadium.

Given the ongoing repairs across the city from the Terminus Invasion of the previous year, baseball did not become a priority for Freedom City until a few years ago, when Scott Hamilton and the Beaumont family sponsored a new team for Freedom City. Games against the former Freedom City Flags—now the Emerald City Ospreys—are always grudge-matches, and Comets fans smugly love to note their new home team always does well against their rivals.





## THE FREEDOM CITY RAYGUNS

The Freedom City Rayguns basketball team plays regular home games at the Liberty Dome. While they have a number of great players, the star attraction is Andy “Lancer” Tyler, a local boy from Southside and a graduate of Freedom College. While the Rayguns’ fans are intensely loyal, the team has languished toward the bottom of the standings for a few years and currently seeks a new coach and new players to turn things around.

## THE FREEDOM CITY HEROES

The Heroes football team was the first major sports franchise in the city—Freedom City fielded the first Heroes team in the third year of the NFL’s existence—and it remains the most popular local sports team today. Heroes games are always packed with screaming fans, and the team has earned three Super Bowl championships over the years. Although they haven’t made it back to the Super Bowl for a few years, they promise this year will be the one. The team’s star quarterback, Darrell Marks, is a popular local celebrity and beloved enough that folks forgive him for being born in Birmingham, Alabama instead of Freedom.

The Heroes do not have a single owner or consortium of owners. Team stock was sold publicly to Freedomians in 1950 and again in 1988, and the city itself collectively owns the team. The largest stockholders are Lucius Cabot and the Veterans of Foreign Wars Posts in Bayview and Hanover, but their holdings account for only 6% of the

total stock. Proceeds from any team merchandising goes to support public schools and community athletic programs after the team’s operating expenses are deducted. This community feeling toward the Heroes—and the team toward the public—is one of the reasons behind its continuing popularity.

## COLLEGE SPORTS

Freedom City University and Freedom College both have full collegiate sports programs, including football, basketball, and baseball teams. FCU is known for its rowing team, which practices on the Wading River. Freedom College’s renowned track team ignores jibes about how FC students have to learn to run fast to attend school in Southside. The two schools also support teams in swimming, gymnastics, wrestling, track & field, and other sports.

Both schools have their own athletic stadiums and facilities, although FCU’s facilities are newer and more up-to-date. There is a fierce rivalry between the two school’s teams, and one of the major events of the year is the annual Homecoming Game between their two football teams.

## THE ULTIMATE WRESTLING LEAGUE (UWL)

The so-called Ultimate Wrestling League started in the late ‘90s as the brainchild of fight-promoter Julius Norman. It stages professional wrestling bouts between opponents

with super-powers, in particular superhuman strength and toughness, making the matches spectacular crowd-pleasers. Although the UWL doesn't have a large number of contract wrestlers, it has signed up about a dozen or so over the years. As with most professional wrestling, common wisdom is that Ultimate Wrestling matches—and some of the powers—are staged, but the UWL still has no lack of fans.

## STADIUMS AND ARENAS

There are a number of arenas and stadiums throughout the Freedom City metro area.

### THE LIBERTY DOME

Situated between the Theatre District and Midtown is the Liberty Dome, the large events complex where the city's

major sports teams play. The 80,000-seat stadium also plays host to other sporting events, as well as major concerts and shows, during the year.

### THE SCHUSTER AUDITORIUM

Located in Hanover, not far from the West Expressway, is the Schuster Auditorium, the site of concerts and sporting events. It was the largest of its kind in the area, now dwarfed by the newer Liberty Dome.

### STONE STADIUM

A small arena on the Freedom College campus where various sporting events are held. It's primarily the home of the Freedom College Patriots football team. The stadium facilities were behind the times but the school recently allocated funds to refurbish them.

## STREET LIFE

Although Freedom City is renowned as a remarkably clean, peaceful, modern city, it still has its dark underside. No city is perfect, and Freedom City is no exception.

### TROUBLE IN THE WEST END

Moving westward, the shining, new, and ultra-modern buildings of the city give way to the old-world buildings and streets of the West End. With the value of properties in the West End climbing, developers are moving in to renovate or simply tear down the old buildings to make way for new construction.

As a result, many have sold their homes to move further outside the city or to other parts of the country. The old character of the neighborhood is eroding under the pressures of growth and development. Still, a great many people in the West End prefer to stay where they are, either because it's where their families have lived for generations, or because they want to see what's going to happen next in their fair city.

The West End sees some measure of street crime and a growing number of affluent criminals moving into the area. The neighborhood has suffered from minor gang trouble for decades, although the gangs are slowly being squeezed out along with many local residents. West End gangs dislike outsiders, which is to say anyone who hasn't lived in the area for most of their lives. They are increasingly under the influence of the Mob, which uses gangs as "mules" to carry things like drugs and weapons to sell in different places in the city.

### DOWN AND OUT IN SOUTHSIDE

Contracting firms and a number of businesses in Southside are busy with new construction. Freedom College and

the surrounding community are attracting new students, new workers, and new money to the area. The casinos and hotels along the Boardwalk are more profitable than ever. However, along with this increased prosperity comes an increase in drug addiction, muggings, urban violence, and vagrancy.

Teenage runaways make up a large portion of the Southside homeless. A number of teens from all over the country run away to Freedom City every year in hopes of finding fame and fortune, meeting—or even becoming—supers, or just making better lives for themselves. The bright promise of the city draws them in but, more often than not, they end up hooked on drugs, relying on prostitution, panhandling, or petty theft to get by. They often drift into the college-age community around Freedom College, where they can blend in and sometimes scam money and a place to sleep for the night.

### OUR LADY OF MERCY

This shelter and soup kitchen in Southside operates not far from the edge of the Boardwalk. The mission was established by the Catholic Archdiocese, which continues to run it with a dedicated staff of nuns and volunteer help. The success of the mission is at least partly linked to the fact the Mob has declared Our Lady of Mercy off-limits. They leave the mission alone, and even donate money to it from time to time. Anyone who causes trouble for the nuns or the mission has to answer to the Mob, so most criminals give it a wide berth.

### THE LINCOLN YOUTH CENTER

A community center for Lincoln and Southside youth, the Lincoln Youth Center was established some twenty years



ago by charitable donations and has always been run by Wilson Jeffers, a Lincoln native. In addition to handling the administration of the Center, Mr. Jeffers also runs some of its programs. The LYC offers afternoon sports and activities aimed at keeping kids off the streets and out of gangs. It also provides kids a place to go when their parents have to be at work. The Center has been successful in reducing gang and youth violence in Lincoln, along with educating youth on issues like teen pregnancy and sexually transmitted diseases. In recent years, the Center has benefitted from the sponsorship of the Southside superhero Sonic.

## WEIRD MAGGIE

Nobody really knows the real story of Weird Maggie. She's a strange old bag lady who lives in Southside, although she has turned up as far across the city as Lantern Hill and Hanover on occasion. She can be seen from time to time trundling her shopping cart full of bags filled with who

knows what, wearing a shapeless old coat and a battered hat with crumpled silk flowers. Her wild gray hair looks like it hasn't been washed in years, and what teeth she still has are yellowed. She tends to mutter to herself most of the time.



Most of the things Maggie says make people think she's crazy, but they also make some people wonder. She claims to remember what Lantern Jack was like when he was alive. She mentions knowing George Washington and President Ulysses S. Grant. She recognizes people with magical abilities on sight, and she sometimes seems to know what's going to happen before it does. She says she tried to warn people once, but, "nobody ever listens to weird ol' Maggie, no they don't," so she stopped trying. She and Lucius Cabot apparently know—and despise—each other.

## UTILITIES

Utilities are the life-blood of a modern city like Freedom, and the city has the most modern and up-to-date utilities available.

### WATER

Most of the city's drinking water comes from the surrounding rivers, as well as reservoirs upriver and the lake reservoir in Liberty Park. City-run treatment plants process the water for domestic use, and sewage treatment plants treat water before it is released back into the rivers. Ultra-modern facilities ensure both rivers and the bay are some of the cleanest on the East Coast. Criminals looking to try out their latest experimental formula (like the Green Man's one-time plot to transform all of the people of Freedom into plant-life) have been known to try introducing it through the reservoirs or treatment plants.

### SEWER

Because part of the land where Freedom City stands was originally fairly swampy, the city has an extensive and modern sewer and drainage system intended to dispose of waste and prevent flooding. Sewage is treated before the remaining water is piped out into the rivers. The city's sewer system has been heavily renovated over the years, though some of the older tunnels, dating back more than 100 years, still exist. Although they're no longer connected to the drainage network, the tunnels have been known to

serve as hideouts for criminals and urban legends abound about strange creatures living down there.

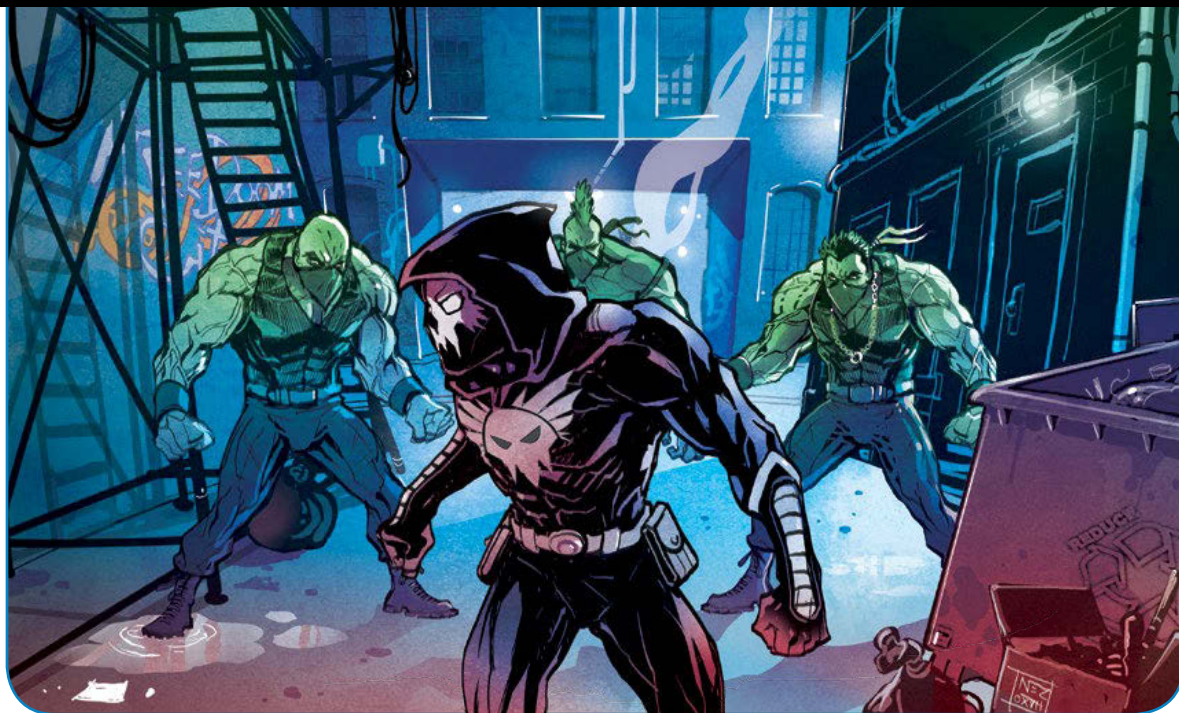
### GAS AND ELECTRICITY

The Atlantic Gas and Electric Company provides all of Freedom's power needs under contract to the city. They have power plants located in Southside and upriver, but the new Raymond Nuclear Plant along Route 9 provides the majority of the city's electrical power. There have been some protests about the establishment of a nuclear plant along the coast, but supporters claim it is the most effective way to provide for Freedom's energy needs. Fortunately, the Freedom League has been able to deal with any threats to the plant or attempts to steal spent nuclear fuel.

### TELECOMMUNICATIONS

Horizon Telecomm provides all of Freedom's telecommunications needs, using state-of-the-art fiber optic systems installed throughout the city. Downtown Freedom is the only major metropolitan area in the world not using any old copper wiring for its telecommunications, making its phone and data service particularly robust. Horizon also has an extensive cellular network installed throughout the city, connecting it to a network extending up and down the east coast, and has been making substantial progress installing extensive Wi-Fi zones throughout the city, allowing free and open Internet access.

# CHAPTER 3: THE FREEDOM CITY SERIES



**F**reedom City provides a setting and context for *MUTANTS & MASTERMINDS* superhero adventures. The material in this chapter is aimed at bringing the previous chapters, and the other sections of this book, into focus as inspiration for an *M&M* series and characters, building on the guidelines

in the *Hero's Handbook* and *Gamemaster's Guide*. It includes various origins and explanations for super-powers related to the Freedom City and Earth-Prime setting, a look at different frameworks for a variety of possible series, and some alternate versions of Freedom City for different types of *M&M* games.

## FREEDOM CITY ORIGINS

The default assumption in the Earth-Prime setting is all the classic superhero origins are available to characters, to one degree or another. Specific origins suited to Freedom City are discussed here, and you can use them as springboards for your own character concepts in conjunction with the **Origins** section of **Chapter 1** of the *Gamemaster's Guide*.

### ALIENS

Freedom City has come into contact with a number of alien races and civilizations, although many of these "aliens" have a terrestrial origin, tracing their ancestry back to *Homo sapiens* transplanted to other planets by the Preservers.

The influx of alien refugees to Star Island opens up the potential for numerous extraterrestrial characters, either aliens who remained behind on Earth when the majority of refugees were resettled to Starhaven, or humans influenced or affected by the alien presence on Earth. An "illegal alien" might have trouble initially with earthly authorities, or need to keep the

secret of their origin hidden from them (and perhaps even fellow heroes). See the *Cosmic Handbook* for more information about many of the aliens in the Earth-Prime universe.

### GRUE

At least one "rogue" Grue, Pseudo of the Freedom League, has gone on to become a hero, and another—the Meta-Grue—has become a supervillain in his own right. The metamorphic and imitative nature of the Grue means rogues can be unique in various ways, depending on how they gained their independence from the Unity.

### LOR

The Lor and many of the other near-human races of the Stellar Imperium can serve as a source of new characters. Lor make good "human aliens" who can easily pass as Earth humans, allowing for options like having a viable secret identity and such. While low-level psionic powers are the only ones generally known among the Lor, an



accident or other circumstances could bestow different powers on a Lor hero or villain, just as with a human.

## PRESERVERS

The Preservers are supposedly long-gone from this universe, but much of their work remains. Ancient Preserver technology could provide an origin, and entire races and worlds owe their existence to the Preservers. You can even introduce a Preserver *character* into the setting, if you wish, depending on what you decide the Preservers are really like. Such a character could be a plot device with vast, undefined powers, or a rogue or exiled Preserver could be reduced in power to whatever manageable scale you wish.

## STAR KNIGHTS

The Star Knights provide a ready-made opportunity for a new hero, or even a team of them. If you wish, replace the current Star Knight in the Freedom League with a new player character hero. You can even run an interstellar Star Knight series where all of the heroes are members of the Order. In this case, you might want to give each Star Knight a unique power or weapon of some sort to make the characters more distinctive. See the *Cosmic Handbook* for more information on the Star Knights.

## UTOPIAN

The Utopians are isolationists, but they may eventually choose a new Envoy to the outside world, who could be a player character hero. Alternately, perhaps Utopia Isle's new "envoy" is actually a diplomatic *team*, with players taking the roles of its different members. A character from Utopia Isle could also be a castaway or victim of a shipwreck or plane crash in the Bermuda Triangle, for example, washed up on the shores of the island and taken in by the Utopians, with the benefits of their training and advanced science. See the *Atlas of Earth-Prime* for more information about Utopia Isle..

## ULTIMA

The inhabitants of Ultima Thule are suited only for high-powered games; the Ultima template alone costs almost as much as most starting *M&M* characters get! Still, if

### ULTIMAN TEMPLATE · 100 POINTS

**Abilities:** Strength +10, Stamina +10

**Skills:** Expertise (History) 8

**Advantages:** Jack-of-all-trades

**Communication 2** (mental), **Comprehend 2** (languages), **Cosmic Energy Control** (Ranged Damage 10, cosmic energy), **Flight 7** (250 MPH), **Immortality 5**, **Immunity 12** (aging, life support, sleep), **Lifting Strength** (Strength 4, Limited to Lifting), **Regeneration 5**

**Ultima Prime:** One Ultiman, designated leader of the community, wields additional power from their psychic support. The Ultima Prime gains 4 additional ranks of Cosmic Energy Control and Mental Communication 5 (Limited to Ultima), increasing template cost by 14 points. These additional ranks are lost if the character ever loses the status of Ultima Prime.

you're running a higher power level or point-total game, then there's room for an Ultiman (or even several). The character may keep the true nature of their powers secret, since most are unaware of the Ultima and the immortals want to keep it that way. You can even run a series where all of the characters are Ultima, part of a "pantheon" of sorts, with various specialties and interests. Adventures can span centuries, detailing the immortals' actions in the past as well as the present day.

## GODS

The World of Freedom features a number of active mythological pantheons and figures: Siren and Baron Samedi are both loa of the Voodoo pantheon. The Greek pantheon granted Daedalus immortality, and some of his foes are figures out of Greek mythology, including the death-god Hades.

The default assumption in the *Earth-Prime* universe, as in many comic book universes, is that all mythological pantheons exist to one degree or another. These ancient gods don't generally interfere in mortal affairs, due to ancient agreement, and they possess abilities similar to powerful superhumans, making them suitable as heroes and villains in a series with the proper power level. You can use existing references on mythology (and the characters in **Books 2 & 3 of this book**) to provide you with a vast supply of ideas for new characters in your *Freedom City* game.

## MAGIC & MYSTICISM

Magic is a real and powerful, but relatively rare, force on Earth-Prime. Still, there's plenty of room for new magical characters in the setting.

### ATLANTIS & LEMURIA

Atlantis and Lemuria were the last great civilizations on Earth to widely use magic, and the basis of much modern arcane lore. Ancient magical artifacts still linger from both lost civilizations, which may trigger new magical origins in the present-day. Modern magicians and mystics may be reincarnations of great adepts from the Age of Atlantis. See the *Atlas of Earth-Prime* for more information.

### THE SHAMBALA TEMPLE

The Shambala Temple, hidden away in a valley in Asia, is a place where modern mystics may receive training in the arcane or martial arts, and can serve as part of the origin of a new character with magical powers. The order of monks dwelling in the Temple has a lineage dating back to the time of Atlantis and Lemuria, and has ties with Master Mages and great mystics since then, giving them a wealth of occult lore and magical technique to impart.

### THE MASTER MAGE

The Master Mage is the role of mystic guardian of Earth's dimension, a role currently vacant. The lack of a Master Mage may lead to magical crises for heroes to confront, but

it could also spark various mystic origins, as the forces of magic themselves seek to inspire or create a new inheritor of the mantle. Perhaps, given the unusual circumstances, an entire *team* of mystics could collectively take up the role, suitable for a magic-based series set in Freedom City, and exploring the whole of Earth-Prime and its associated dimensions.

## NETHERWORLDS

The various netherworlds and mystic dimensions can provide ideas for magical characters. Perhaps a good magician flees a home dimension dominated by a Dark Lord, or a magical hero or villain comes to Earth from an alternate world like Terra Roma or Freeport (or some other fantasy world of your choice).

## THE SERPENT PEOPLE

The Serpent People possess innate magical talents, not the least of which is the ability to assume human form. They have also interbred with humans in the past. Humans with a measure of Serpent blood may possess a talent for sorcery; what other benefits and drawbacks does such a heritage carry with it? Some Mayombe cultists, for example, may carry this mystic legacy. Although Serpent heritage usually carries the touch of corruption, it's possible such a character could resist or overcome it to become a hero.

## MUTATIONS

Unusual mutations can and do grant superhuman powers from time to time on Earth-Prime. There isn't an especially large prevalence of "mutants" in the setting, but they're around, and there are a number of potential sources for mutations—in addition to the comic book staple of freak one-of-a-kind accidents.

## DESIGNER DRUGS

The various designer drugs like max and zoom may be sources of permanent as well as temporary super-powers, particularly if a dose or overdose activates some latent potential in the user. In addition to permanent versions of their effects, these and other designer drugs could interact in strange ways with mutant or alien biochemistries, creating virtually any set of powers. This is an especially suitable origin for *Freedom City* characters in an Iron Age or street-level series.

## THE DNASCENT PROCESS

The DNAscent process created by the Labyrinth is one (semi-)reliable means of induced mutation on Earth-Prime. The Labyrinth and its pawns have used the process to create a number of superhumans; new characters could be the results of similar experiments, or perhaps accidental outcomes of continued efforts to refine the DNAscent process.

The Power-House uses a version of the DNAscent process to create super-powered fighters and thugs. Characters in a *Freedom City* series may have acquired their powers from this source as well.

## MANAKA ROOT

A rare root that is the biochemical basis for the designer drug max, manaka traces back to various Native American tribes who knew of and used it. The extract of the root could grant characters temporary or even permanent Enhanced Abilities, particularly Strength. The degree of effect depends on the character concept and the GM's permission; the Revolutionary War hero Minuteman temporarily gained "the strength of ten men" from manaka, while the Golden Age Patriot acquired more permanent Enhanced Abilities from a formula that included manaka extract.

## PSIONICS

The powers of the mind are well known in the Earth-Prime universe: experts like Parker Psion and Mina Kosmova helped pave the way toward learning more about them before embarking on their criminal careers. Mentalist heroes like the Scarab and Mentac used their powers for good, while psionics like Lady Lunar and Mastermind turned their mental power toward conquest.

## FARSIDERS

Much of the potential for psionic powers among the Farsiders died out with the last of the Royal Family of Farside City. However, there may still be sufficient latent psionic potential among the population for a few new mentalists to emerge. The influence of the Moonstone may encourage this, and may be one of the reasons why family lines of psionics emerged among the Farsiders in the first place. A Farsider psion is in an awkward position as a reminder of the city's buried past. It would not be surprising for such characters to seek a future elsewhere, or become emissaries to the people of Earth. See the *Cosmic Handbook* for more information about the Farsiders and the Moonstone.

## THE NEW HUMANS

According to some theories, humanity may be evolving toward a kind of "super-race" with various innate, possibly psionic, powers. Lor mentats and Farsider psions may be examples of this "next step" in evolution, with the supervillain Mastermind as perhaps its ultimate outcome. If it's true (and that's for the GM to decide), then Earth may see a new generation of mutants in the very near future with various psi powers; a glimpse at the ultimate future of humanity.

## SUPER-SCIENCE

There are many sources of incredibly advanced science and technology on Earth-Prime, any one of which could lead to origins for new superhumans. In addition to the specific heroes and villains described in **Book 3**, of this book, there are a number of other sources of super-science origins.

## ASTRO LABS

ASTRO Labs engages in a wide range of scientific research and technological development. Accidents have already led to the creation of superhumans, and deliberate advances in



technology may be able to grant some characters superpowers. Perhaps ASTRO Labs develops a new android, artificial intelligence, battlesuit, or cybernetic organism (which can also create interesting issues concerning ownership). Advances in genetic engineering and nanotechnology can provide new origins, while experiments in teleportation or dimensional travel could open up literal new doorways for heroes and villains to arrive on Earth.

## DAKA CRYSTALS

Daka crystals from the tiny African nation of Dakana could serve as the key element for any number of super-science inventions. They provide a useful “rubber science” rationale for many such devices in a *Freedom City* series.

Exposure to daka, either in its raw form or in some sort of technological accident, or to energies filtered through daka crystals, can also lead to any number of superhuman origins, particularly those involving some form of energy generation or manipulation. A group of fledgling supers created in such an accident might become the students and wards of the White Lion and new Defenders of Dakana for Gamemasters interested in setting a campaign there.

Given their extraterrestrial origins, daka crystals may be tied with other cosmic crystals such as the Preserver Stones (the Moonstone, the Star Stone, etc.) or viridian crystals (see the *Emerald City* sourcebook). If all the daka in the world were somehow assembled in one place and fused together into one massive crystal what powers might it have?

See the *Atlas of Earth-Prime* for more information about Dakana and daka crystals.

## THE FOUNDRY

The Foundry is probably the greatest source of advanced technology on Earth-Prime—for the right price. Ongoing Foundry experiments could yield some unusual super-science origins, particularly for android or robot characters. Scientific research secretly sponsored by the Foundry might inspire an inventor to actively use new technology for good in order to keep it out of the wrong hands. There's always the possibility of one of Talos' creations evolving even further than the robotic mastermind imag-

ined, spawning an entirely new origin, and perhaps an even more serious threat!

Rivalry between the Foundry and black-market technologists at Ghostworks (see the **Emerald City** sourcebook) can also lead to new inventions—and the theft and pirating of the same—which can put those inventions into the hands of innocent bystanders, who can use them to become heroes, possibly hunted by both organizations!

## TRAINING

In addition to dedicated heroes and villains training on their own or in more conventional ways, there are a few sources of training unique to Freedom City and Earth-Prime.

### AGENCIES

Agencies like AEGIS and the STAR Squad train their personnel to deal with super-powered threats. So it's possible someone with that level of training might go on to become an independent superhero or villain. Such characters could be the first in a new “super squad” program for those agencies, or acquire their powers unintentionally.

### ESOTERIC TRAINING

Heroes and villains may find unusual teachers in a *Freedom City* series, from Duncan Summers and the faculty of Claremont Academy, to Master Lee's martial arts school, Ms. Scarlet and her “school for professional thugs,” or the school of hard-knocks amidst bouts in the Circuit Maximus. See the **Legacies** section of this chapter for some other possible mentors and teachers.

### SHAMBALA

The Shambala Temple is a source of esoteric training, particularly in the martial arts and meditation, well suited for unarmed fighters of all sorts. Former students of the Temple may go on to become heroes, or forsake their moral and philosophical teachings and become criminals. Honorable students of the Temple may feel compelled to bring their traitorous former brethren to justice, providing built-in complications and plot hooks.

# LEGACIES

Freedom City has a long and storied history of costumed heroes and villains, and a number of them have left legacies of one sort or another. This section looks at ways you can use these legacies as origins for new characters (heroes or villains) for your own *Freedom City* games. See the characters from **Books 3** for details on some of these existing characters and their roles. These legacies are the most prominent in Freedom City, but are by no means the only ones. Feel free to mine the backgrounds, references, and characters in this book—and in *Emerald City* and the *Atlas of Earth-Prime*—to create other legacies for heroes and villains in your own *Freedom City* series as you see fit.

## ATOM FAMILY

You can use the Atom Family as the basis for a series, having players take the roles of the current generation of Atom siblings (and possibly their “Uncle” Jack Wolf), or you can replace or supplement the Atoms with new characters of the players' creation.

You can even extend the Atom Family by giving Andrea Atom a sibling or two, so the current generation of Atoms includes cousins, perhaps with powers of their own. A

friendly rivalry and occasional “family reunion” involving three (or more!) branches of the modern Atom Family, along with extended relations, in-laws, and so forth can make a fun and rich background for a *Freedom City* series.

## BEACON

Langston Albright is looking for his successor as Light-bearer and wielder of the mystic light; that successor could be a player character hero. The new hero could take on the name and identity of Beacon, adopt a moniker honoring White Rose and White Thorn (the previous Light-bearers), or even harken back to Pharos in ancient Egypt. Nacht-Krieger and any other wielder of the shadow-power make a natural archenemy, along with the forces of SHADOW. The Living Light powers in the template are basic effects, but numerous other Alternate Effects are possible, including Create, Healing, and various other types of attacks.

### LIGHT-BEARER TEMPLATE · 57 POINTS

**Powers:** **Glowing Aura** (Sustained Impervious Protection 10), **Light Flight** (Flight 8 (500 MPH)), **The Living Light** (Array: **Light Blast** (Ranged Damage 10), **AE: Light Burst** (Ranged Burst Area Affliction 10 (Resisted by Dodge, Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Vision)

## BOWMAN & ARROW

The current Bowman makes a fun legacy character, and there’s no one filling the role of Arrow. With Fletcher Beaumont III as a member of the Freedom League, perhaps he’ll find himself a junior partner, or an ambitious youngster might adopt the Arrow identity without even asking! A new Arrow makes a good student for the Claremont Academy and potential member of the Next-Gen, and there’s nothing saying the newest Arrow can’t be a girl....

There’s also Ethan Keller’s legacy as Archer. Although he’s retired from the superhero business, someone else might take up his name and motif. The new Archer could be a true hero seeking to do right, or a vigilante even more outside the law than Keller was in his day. Either way, Keller might feel compelled to come out of retirement, especially if the new Archer didn’t bother to ask before taking on the name. It’s likely to draw Bowman’s attention as well, making for an interesting confrontation that could lead to ongoing tension or a new mentor for the young hero.

## CENTURION

The ultimate heroic legacy in *Freedom City* is that of the Centurion, the world’s greatest hero, who gave his life to save the Earth from Omega. Centuria, his daughter from a parallel Earth, has taken up his mantle and tries to live up to his legacy. She could be a player character, or replaced by one, if someone wants to play Centurion’s successor.

While Centurion and his wife never had any children in Earth-Prime’s reality, it’s possible Centurion sired children before he was married. It’s also possible samples of his





DNA were used to create children or clones, or to grant someone powers similar to his. See the information in **Book 2: *Secrets of Freedom City*** for examples of Centurion's game traits and how his legacy might be carried on in Centuria's description.

## THE DANGER FAMILY

The progeny of pulp-era hero John Danger are associated with the Danger International foundation. Information about Danger's children, grandchildren, and even great-grandchildren, is left for you to decide as best suits your series. They could just be minor background characters, or they can be the basis for an entire series.

Maybe the current generation of the Danger family is made up of contemporaries of the Atom Family and other modern-day heroes. Certainly, the strange adventures of their grandfather could have led to the current Dangers possessing super-powers, if you wish. Things like ancient African magic, rare herbs (like manaka root), or exposure to daka crystals—to name a few—could have caused mutations.

## ELDRITCH

Adrian Eldritch's legacy as Earth's Master Mage remains unfilled and a player character hero could easily be the chosen one. Does the hero accept the mantle and responsibilities of Master Mage? What happens if the new Master Mage is forced into the role too soon, but circumstances offer no other choice?

It's quite possible, of course, that even if a player character is Eldritch's destined successor, or just in the running, the Master Mage might not tell anyone. Instead, the character is put through a series of tests of worthiness and provided opportunities to learn all the right things before assuming the mantle of power.

Eldritch is also a unique legacy in that his spirit is still capable of meeting and speaking with his successor and serving as a mentor and guide, even if his power in the world of the living remains limited. Having assistance from the former Master Mage's spirit can be a Benefit advantage, with rank based on how often and how much he helps out.

## ENVOY

Councilor Sarlyn of Utopia Isle is a strong advocate of renewing and maintaining ties with the outside world. It's possible he would support sending a new Envoy to join the Freedom League, a new hero team, or work with UNISON, allowing a new Utopian hero to take up the name and mantle of Sarlyn's Golden Age identity.

For a twist, perhaps the new Envoy isn't Utopian, but an outsider sent as an envoy to them. A human outsider, orphaned and raised by the Utopians in their ways, might also wish to return to the outside world as an envoy between the two civilizations. See *Atlas of Earth-Prime: Caribbean* for more on Utopia Isle.

## UTOPIAN

## TEMPLATE · 25 POINTS

**Abilities:** Strength +4, Stamina +4, Intellect +1, Awareness +1

**Advantages:** Attractive, Eidetic Memory, Teamwork

**Powers:** **Advanced Immune System** (Immunity 2 (Aging, Disease), Limited to Half Effect), **Windfall Training** (Movement 1 (Safe Fall), Limited to within reach of a surface)

## FREEDOM EAGLE

Presumably, plans for the anti-gravity harness and other technology Michael O'Connor, Sr. used to become the Freedom Eagle in the 1940s still exist somewhere. While Michael O'Connor, Jr. hasn't used them to follow in his father's footsteps as the Freedom Eagle, it's possible someone else could. The new Freedom Eagle might be a friend or relative of O'Connor's, or someone unrelated. Whatever the case, it's virtually certain he will take a strong personal interest in the new hero!

Far worse would be if O'Connor's technology happened to fall into the wrong hands and a criminal blackened the legacy of the Freedom Eagle! That might be the one thing sufficient to get O'Connor to don his father's old costume and wings, to put things right, or to choose a younger and stronger ally to wear the wings in his place.

## LADY LIBERTY

The Spirit of Liberty has passed through many champions over the years. If something were to happen to the current Lady Liberty, it would choose a new wielder, perhaps a player character hero, granting powers similar to her, or perhaps completely different.

You might also choose to replace the current Lady Liberty with a player character, or have the Spirit of Liberty empower an entire *team* of heroes to safeguard Freedom and the American Way in the 21st century! In the latter case, the powers of the Spirit of Liberty might be divided or expressed differently amongst the members of the team, with one having Enhanced Strength and Protection, for example, another having Flight and Blinding, and so forth.

## SPIRIT OF LIBERTY

## TEMPLATE · 65 POINTS

**Powers:** **Enhanced Strength 8**, **Flight 7** (250 MPH), **Light of Liberty** (Array; **Blinding** (Ranged Cumulative Affliction 11 (Resisted by Dodge, Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Vision), **AE: Deflect 11, AE: Healing 11, AE: Nullify Bindings 11**), **Protection 10**

## THE PROPHETS

The Prophet family line is a long legacy, stretching back to Colonial America and the "crusade" of monster-hunter Elijah Prophet; through the western hero Adam Prophet, the Pale Ranger; to his son, Thomas "Doc" Prophet, the two-fisted "Man of Marble" in the 1930s. Doc Prophet may have been a mutant, either as a result of his father's mystical resurrection, exposure to strange minerals, the forces surrounding Magic Mesa, or all three; so his mod-

ern-day descendants could therefore have any number of powers or abilities.

The *Emerald City* sourcebook details one legacy of Doc Prophet: the clone hero Victor, created by the Vanguard. There could well be others, results of applications of Prophet's DNA or Vanguard's cloning technology. If there were other, modern, Prophet offspring in the world, they would certainly take an interest in this unusual "relation."

## THE SCARAB

The question of the Scarab's reincarnation is left as a mystery for you to decide in your own *Freedom City* game. The latent *ka* of the eternal hero is a ready-made origin for a new superhero with psychic powers.

You can use the following template as a guideline for the new Scarab's traits. Feel free to modify it as desired to match the game's power level and guidelines. Note that Scarab's reincarnation is more of a plot device than an actual power, since the spirit must be literally reborn into each new life. This means years when the Scarab is effectively out of play while the new incarnation matures and eventually awakens to full awareness of past lives and psychic potential.

### THE SCARAB

### TEMPLATE • 101 POINTS

**Powers:** **Ka Sense** (Senses 1 (Mental Awareness)), **Past-life Memories** (Enhanced Advantages 2 (Beginner's Luck, Jack-of-all-trades)), **Psychic Levitation** (Flight 4 (30 MPH)), **Telekinesis** (Perception Ranged Move Object 10), **Telekinetic Shield** (Sustained Protection 10), **Telepathy** (Mental Communication 3, Mind Reading 10)

## SERIES FRAMEWORKS

Freedom City is suitable for virtually any sort of superhero series, although some genres require a bit more work than others. This section looks at some common frameworks for setting up and running an *M&M* series based in Freedom City. These are by *no* means the only options! Feel free to let your imagination go when considering new ideas and opportunities for Freedom City games.

### CLAREMONT ACADEMY

**Power Level:** 8      **Scale:** Local  
**Setting:** Freedom City      **Style:** Light

If you want to run a "teen heroes" series, the Claremont Academy provides a framework similar to the Freedom League's for adult heroes. The Academy provides a home

base for the heroes and a structure in the form of classes, required schoolwork, and the guidance of Duncan Summers as teacher and mentor. The heroes can use the facilities of the school, and may have some limited access to those of the Freedom League as well. Freedom League members can become supporting cast heroes operating in Freedom City from time to time, giving the player characters adult heroes as role models and occasional foils.

Although the Claremont students are "heroes in training," there are plenty of opportunities for adventure and excitement in an Academy campaign. You can run adventures based on school happenings, from mundane things like social activities, to tests of teamwork, combat skills, or powers administered by Mr. Summers. The heroes can develop teenaged villains of their own, and run afoul of other super-criminals operating in Freedom City. Many of





these villains know how to hold a grudge, and they're sure to remember the "meddling kids" who foiled their plans.

For more on running a Claremont Academy series of teen heroes, see the *Hero High* sourcebook.

## THE FREEDOM LEAGUE

<b>Power Level:</b> 10+	<b>Scale:</b> Worldwide
<b>Setting:</b> Freedom City	<b>Style:</b> Light to grayscale

The broad, open structure of the Freedom League makes it a simple matter for the player characters to become members of the League, operating locally in Freedom City, or elsewhere in the world. The Freedom League offers an immediate structure and background for a series. You can use the League's resources, like the Lighthouse and Freedom Hall, as ready-made headquarters for the heroes; they can use the Pegasus spaceplanes and teleportals for transportation; and they get the automatic trust of the public from their association with the League. You get a ready source of heroic guest stars—other League members—along with an extensive rouges gallery of villains to choose from. Many of the Freedom League's old foes don't differentiate between the new rookies and old-time members of the team.

Since the Freedom League is an expansive team with responsibilities all over Earth and even beyond, it's not difficult keeping the rest of the League members busy with other things, giving the heroes the run of Freedom City most of the time. Likewise, it's easy to have another League member ask the heroes to investigate a problem elsewhere in the world. The monitor room of the Lighthouse becomes an ongoing plot hook for pulling the heroes into new adventures.

If you decide to run a series set on Earth-Prime, but outside Freedom City, the heroes could be a Freedom League "farm team" in that area, with the Leaguers described in this book primarily active in Freedom and their own parts of the world.

## NEW HEROES IN TOWN

<b>Power Level:</b> 10	<b>Scale:</b> Local
<b>Setting:</b> Freedom City	<b>Style:</b> Any

It's quite possible to set up a new group of heroes in Freedom City, filling the role of "hometown heroes." After all, the Freedom League is a world-spanning alliance with a much wider focus. The Atom Family is made up of explorers, often off in some other dimension, on the Moon, or the like, and the Claremont Academy students are just heroes-in-training. So there are opportunities for a new hero team to set up shop in Freedom.

You can find plenty of hooks for new heroes throughout this book. Setting up a new hero team requires a bit more work to establish the team's name, headquarters, and relations with the authorities, but they're all easy to do. You

can even have a group of new heroes completely replace existing heroes. For example, you can remove the Atom Family or Freedom Hall from the city to make more "room" for your own characters. Maybe the Freedom League has little or no presence in the city, giving your heroes even more reason to operate there.

You can also set up a group of new heroes by changing Freedom City's history. So, for example, if the Terminus Invasion resulted in the deaths of all of Freedom's major heroes years ago, then the player characters might be the first of a "new generation" of heroes in the city.

With new heroes, you have a clean slate for the series. You can use existing *Freedom City* heroes and villains as you wish, create and introduce your own, and mix-and-match as you like. Some heroes might have past history with existing characters and places, or they may not, as you prefer.

## FREEDOM KNIGHTS

<b>Power Level:</b> 8	<b>Scale:</b> Local
<b>Setting:</b> Freedom City	<b>Style:</b> Grayscale to dark

Rather than the four-color heroics of the Freedom League, this framework sets the heroes up as street-level crime-fighters in Southside, Lincoln, Greenbank, or the other most crime-ridden areas of Freedom City. You can set a Freedom Knights series in the present-day, with the heroes tackling the sort of crime beneath the notice of the Freedom League. The heroes may have some support from people within the Mayor's office or the Police Department, but others, including STAR Squad commander Maddicks, think they're as dangerous as the criminals they go after, many of whom end up in Providence Asylum.

You can also set this type of series during the "Iron Age" of Freedom City, either with Mayor Franklin Moore's corrupt administration or a modern-day version of it. Here the Freedom Knights not only have to fight the Mob and crime in the city, but struggle against a corrupt system that has outlawed superheroes, fighting to protect people who consider them no better than criminals.

## STARS AND STRIPES

<b>Power Level:</b> 8+	<b>Scale:</b> Worldwide
<b>Setting:</b> Freedom City	<b>Style:</b> Any

In this framework, the Patriot isn't the only super-agent working for AEGIS. The heroes make up a new AEGIS super-team answerable to the agency and to the US government, possibly in response to the Freedom League's expansion and global activities. After all, the League doesn't answer to any governmental authority and, although many of the League members are Americans, they don't work for the US government and may not always have the government's best interests at heart.

An AEGIS super-team might operate publicly (although their connections to the service may be kept secret) or they can be a top-secret "black ops" task force. It all



depends on the tone of the series you're aiming for. You can even pit the heroes against the Freedom League, if AEGIS and the government decide it's a threat! This can pose some divided loyalties for heroes put in the position of fighting other heroes.

## AGENTS OF FREEDOM

**Power Level:** 6+      **Scale:** Nationwide  
**Setting:** Freedom City      **Style:** Any

Another sort of AEGIS series has the players take the roles of AEGIS special agents—not people with super-powers, but highly trained normal humans faced with the challenge of protecting their nation from super-powered threats. These AEGIS agents have access to a wide range of special equipment, but they absolutely need it! The series can be agents vs. more mundane criminals and organizations like SHADOW, or it can also involve super-criminals, with or without AEGIS super-agents to back the heroes up.

You can take an Agents of Freedom series beyond the boundaries of Freedom City by setting the heroes up as agents of UNISON instead. They could be an international team of superheroes answering to the United Nations or an elite squad of UNISON investigators and troubleshooters tasked with handling superhuman problems around the world, as detailed in *The Atlas of Earth-Prime*.

## STAR SQUAD

**Power Level:** 6      **Scale:** Local  
**Setting:** Freedom City      **Style:** Any

Somewhat like Agents of Freedom except, in this setup, the heroes are police officers, members of Freedom City's STAR Squad. They're the police who deal with su-

per-powered criminals before and after the heroes get there. They're also the ones who have to find ways to handle the super-criminals when the heroes don't—or can't—show up at all.

This framework can be equal parts cop-drama and comic book. Even with their equipment, the STAR Squad finds itself outclassed by most super-villains in terms of power level. They need to use teamwork, tactics, and clever thinking to take down their opponents, which can provide a real challenge to players used to having the powers of superheroes at their command!

The STAR Squad cops also have to deal with interdepartmental and city politics, police corruption, public opinion, and near-constant criticism of their work. This framework offers a lot of opportunities for roleplaying and developing characters, but it might not be of interest to players looking to play traditional superheroes in *M&M* rather than normal cops. Of course, exposure to some of the strange energies and forces abroad in Freedom City could lead to an "origin incident" for a team of STAR Squad officers, transitioning into more of a regular superhero series with the characters still working for the police.

## PROJECT FREEDOM

**Power Level:** 8+      **Scale:** Local  
**Setting:** Freedom City      **Style:** Grayscale

A government-sponsored program to rehabilitate super-criminals can form the basis for an adventure or even an entire campaign, with the players running super-convicts offered a chance to work off their sentences doing public service. See **The Probation Department** section of the **Law & Order** chapter of **Book 2** for a possible option.



The convicts might agree to participate for the reduced sentence and greater personal freedom, only to discover they *like* helping people. Alternatively, they might figure out a way to turn the program to their advantage and look to scam their benefactors. Both motivations are likely, causing some interesting conflicts within the group. The super-criminals have to overcome everyone's suspicion, mistrust, and the stigma of their past crimes. There are also more than a few fellow criminals who'd consider them "sellouts" for working for the authorities.

If a crisis occurs when Freedom City's more heroic defenders are unavailable, will the newly reformed super-

criminals answer the call? What happens when the rehabilitation program is suddenly thrust into the spotlight? Can supervillains truly reform, or is the project just a cover for a more sinister plot? What if some team members plan to return to a life of crime, but others truly want to reform?

Alternately, "Project Freedom" could be a top-secret black ops program to use super-criminals as expendable government agents in exchange for amnesty, mixed with the Agents of Freedom framework. In this case, the goal isn't so much to rehabilitate, but to make use of a resource able to operate outside the law.

## ALTERNATE FREEDOMS

Although Freedom City is a big place with a lot of history, intended to encompass a wide range of stories, some game groups looking for a particular style of *M&M* series may also want a particular type of setting. Freedom City can change to suit styles other than classic four-color superheroes, primarily by changing some details and the types of heroes and villains you find there. The following are some potential alternative Freedom Cities; with Earth-Prime existing in the midst of a potentially infinite omniverse, there's even a fair chance of some of them crossing paths at some point!

### THE PRICE OF FREEDOM

For a more "Iron Age" style *Freedom City* series, perhaps the Moore Act outlawing costumed vigilantes was never repealed and is still in effect to this day, potentially even spreading to become a federal law throughout the United States. A corrupt government rules Freedom City, with a police force on the take from organized crime and super-criminals. Mayor Summers might still be in office, with a goal of cleaning up the city from within, but she is sure to face an uphill battle and might need some allies outside the system, considering she used to be a vigilante herself. Alternately, the mayor might have given up her vigilante ways and is now opposed to "masks" and looking to keep them outlawed! The heroes in a *Price of Freedom* series are vigilantes operating outside the law, with no support or sanction from the authorities, though they might enjoy the support of the populace they assist.

### THE FREEDOM STORM

The "Silver Storm" of alien nanotechnology that transformed Emerald City (detailed in the *Emerald City* sourcebook) was limited to that city, in spite of Tellax's

plan to engulf the whole world in a second transformative cloud. In this version of Freedom City, the Silver Storm either happened here instead of Emerald City or in addition to it, adding another potential origin for Freedom City characters and greatly increasing the city's already significant superhuman population. You can use this alternate to incorporate some of the themes and elements from Emerald City into the Freedom City setting, melding the two, or even take it to the extreme of a second, more extensive, Silver Storm transforming virtually *everyone* in Freedom City into superhumans, creating a truly "super" city!

### THE STAR DISTRICT

The presence of alien refugees on Star Island was a temporary situation in Freedom City, eventually relocating them to Starhaven on Jupiter's moon Europa. In this setting, the convenient option of moving the aliens off-world either didn't exist or didn't work for some reason, and Freedom City still has a significant "alien immigrant" population. Although quarantined on Star Island for a time, it eventually become impossible to keep the refugees penned up forever, and they were allowed to immigrate, but integration has been far from easy or smooth. Now Freedom City has a "Star District" as aliens have begun to settle into the Fens and the surrounding area, pushed into the least desirable parts of the city; racial tensions continue to simmer, while at the same time alien technologies and ideas are finding their way into the city. Freedom's heroic defenders, who may count some aliens amongst their number, have their work cut out for them protecting the city and its mix of inhabitants from themselves and each other, to say nothing of criminals!





# SECRETS OF FREEDOM CITY





# CHAPTER 4: A SECRET PAST



## WELCOME TO THE REAL FREEDOM CITY

Welcome behind the scenes of the fantastic world of Freedom City! The chapters of **Book 2** are primarily intended as material for the Gamemaster of a **MUTANTS & MASTERMINDS** series set in the city, so players may wish to consider skipping this section unless they want to spoil some potential surprises or the GM gives you permission to read some of the information here. Of course, not everything is what it appears: much of the information in **Book 2** is optional, so there's no way of knowing whether or not it is actually true in your Gamemaster's *Freedom City* setting until it actually happens in-game—and maybe not even then....

The material of **Book 2** draws back the curtain on many aspects of Freedom City, from its history to its important people and places, providing information few people know and options for Gamemasters to use in their own games. It also includes details on Freedom City's major heroes and options for what to do with them when it comes to shining the spotlight on the heroes of *your* series: the player characters.

### HIDDEN PREMISES

In addition to the basic premises discussed in **Book 1**, Freedom City has a number of secret premises used to create and direct elements of the setting. The Gamemaster should feel free to use or discard these premises as desired, but be aware they underlie some of the assumptions of the setting if and when you do choose to change them.

### OMNIVERSAL ENERGIES

The major event distinguishing Freedom City from the rest of Earth-Prime is the arrival of the Centurion's life-pod. Its passage through the omniverse and emergence into Earth-Prime's dimension in the skies over Freedom

released a cascade of other-dimensional energies over the region, subtly altering probability, activating or implanting hidden potentials, and creating a legacy of the paranormal and superhuman that persists in the city to this day. Although the portal itself largely collapsed, its influence continues to be felt. It may well be the reason why Freedom City is a beacon of sorts to superhumans and strange phenomena of all kinds, drawing them to the city.

## THE PACT

The various gods and other inhabitants of human mythology are all real to some degree, but cut off from easy interaction with Earth due to an ancient mystical Pact worked by a prior Master Mage; now these beings can only enter Earth's dimension with the agreement of an embodied person. Often, they work through a human host-body or partner because of this. They can trick mortals into summoning them, but the potential for cosmic disaster if the Pact is violated too blatantly—or too often—is great enough to keep most of the divine inhabitants of other realms from excessively interfering in human affairs.

# HIDDEN HISTORY

This section looks at the secret or uncertain elements of Freedom City's history and how you can use them in your own games. In particular, it discusses historical events outside most people's knowledge or experience and uncertain elements of the past left for the Gamemaster to interpret as desired for the setting. As with the **History** section of **Book 1**, you can use the material found here to inspire stories or provide context for character backgrounds.

## PREHISTORY

Millions of years ago, intelligent life evolved on Earth—not early hominids, but the Serpent People. The pinnacle of saurian evolution, the Serpent People walked erect and built a civilization when humanity's earliest ancestors scurried underfoot to avoid the predators of a savage and primitive world.

For untold millennia the civilization of the Serpent People waxed and waned; empires rose and fell, and the saurians developed advanced science and sorcery. They were pitiless creatures without morals, merely a need to satisfy their cold curiosity and a desire to control their environment. Among the many sciences they mastered was genetic engineering, using it to create various slave races and pets, including experiments with early primates.

Serpent People society eventually fell into decadence and decay. They were impossibly ancient by the time the first human civilizations arose, and conflict between humans and Serpent People was inevitable. Humanity might have been doomed to remain slaves and playthings of the saurians had it not been for outside intervention.

## ARCHETYPAL SPIRITS

There exist certain powerful and archetypal spirits associated with places or concepts—or both—which function much like mythical deities; they, too, sometimes choose and empower, or work through, human champions. Some of these spirits are associated with the identity of a nation or people and have agendas of their own, dictated by those connections. Lady Liberty is one example and the *Atlas of Earth-Prime* includes a number of others.

## ALIEN LIFE

There is considerable alien life and civilization throughout the Earth-Prime universe, although much of it in the Milky Way Galaxy is made up of humans or the descendants of *Homo sapiens* harvested from Earth thousands of years ago and seeded on other planets by the Preservers. The *Cosmic Handbook* looks at the greater Earth-Prime cosmos and its inhabitants in more detail.

## THE PRESERVERS

During the time of the first true humans, aliens known as "The Preservers" visited Earth. The Preservers interfered with and encouraged the evolution of life across the galaxy; on Earth, they performed genetic experiments on tribes of primitive humans and collected extensive genetic samples, using them to "seed" other planets in the galaxy with human life. The Preservers created a self-contained environment on the far side of Earth's Moon and planted a human colony there, where it developed in isolation from the rest of the human race. They also left some outposts and experimental monitors on Earth and in orbit.

Despite their name and their devotion to promoting life, the Preservers were not kind. They were alien, and often treated their human subjects no better than laboratory animals. They showed no interest in the Serpent People, whether because of the saurians' civilization, genetics, or their use of sorcery; no one knows. Once they had done their work, the Preservers departed, taking with them numerous DNA samples and leaving behind scattered examples of their technology and the artificial lunar environment they created.

The alien intervention gave humanity a vital leg-up. Humans advanced by the Preservers founded the island nation of Atlantis, which quickly rivaled the Serpent Empire of Lemuria in both technology and magical power. The two nations fought a series of wars, ending in the destruction of both and the sinking of Atlantis and Lemuria in the Great Cataclysm. So ended the great First Age of humanity, as well as the Last Age of Lemuria.



Although there is evidence of the Preservers and their interventions throughout the galaxy, the ultimate fate of the aliens themselves remains unknown. The most popular theories hold the Preservers died out or transcended this plane of existence—and any interest in it—long ago.

The origins and ultimate fate of the Preservers are left for you to decide in your own setting. The Preservers could have been aliens, humanoid or not; machines; extra-dimensional visitors; or even time-travelers from the far future, altering the past to suit their particular ends.

The official material assumes the Preservers are long since gone, their influence only felt through the artifacts they left behind and the genetic alterations they made. Examples of Preserver intervention include the Ultima, the Utopians, and the Farsiders; the artificial intelligences Mentor, the Curator, and Tellax; and the many and varied races of humans in the galaxy, like the Lor. They may have also been at least partially responsible for the human potential for super-powers.

Although they're long gone, the Preservers offer plenty of story hooks. Their technology is amazingly advanced, and alien civilizations covet Preserver artifacts. Some of that technology may still be on Earth, buried in the ruins of Atlantis or Lemuria, beneath the polar ice caps, or in some other hidden corner of the world. The supervillain Mastermind controls some Preserver technology, as do the Ultima.

It may also be the Preservers are not *entirely* gone. Although they presumably died off or ascended to a higher plane of existence, it's possible not all Preservers left. One or two might have stayed behind to watch things develop in the galaxy, record the outcomes of some of their experiments, or care for the species they cultivated. There might be an interventionist Preserver left, one looking to undo or atone for all of the damage they caused in the past.

There might also be a Preserver criminal—or criminals—either exiled from whatever paradise the rest of the race achieved or imprisoned for millennia while the rest of the race perished. Such an ancient alien, with access to tremendous technology, untold millennia of experience, and unknown powers over life itself, could be one of the greatest threats the galaxy has ever known.

Perhaps both options are true, and there is a Preserver “watcher” observing humanity but forbidden to interfere, as well as a rogue Preserver bent on using Earth as a living laboratory for its own ends. For more on the Preservers and their legacy, see *The Cosmic Handbook*.

## AFTER THE FLOOD

Although remnants of the Atlantean and Lemurian civilizations survived the Great Cataclysm, they were scattered and isolated. The Serpent People were driven underground and into other dimensions by the sinking of Lemuria, where they have remained ever since—except for occasional forays to the sunlit world. Ancient human heroes fought the savage Serpent People and their corrupt sorcerer brethren.

Humanity fell back into barbarism, and the Golden Age of Atlantis vanished into legend. Sorcery retreated into the shadows, where it has remained, perhaps because of some human racial memory linking it to both the Serpent People and the Doom of Atlantis. For thousands of years, humanity struggled slowly back up the ladder of civilization. There were heroes and villains in those ages—some gifted with abilities beyond those of ordinary mortals—but it was not until the modern era that such people became widely known as anything other than legends.

## SHADOW OVER THE BLACK LAND

In ancient Egypt, the forces of light and darkness clashed, as Apophis the Devouring Serpent of Darkness sought to swallow the Light of Ra and Horus the Avenger of His Father struggled against the dark hand of Set. The noble prince Heru-Ra championed the cause of the Light until struck down by the treacherous sorcerer Tan-Aktor; both would be reborn in the future to continue their struggle as the psychic hero Scarab and his foe Overshadow.

The hero Pharos was invested with the mystic power of the Light, while secret cults worshipping Set provided opportunities for the Serpent People to infiltrate and spread their influence. The cults invested their champion with the power of a living shadow, able to slip past any guards and kill with a touch—the same power a reincarnation of Tan-Aktor would grant to the Nazi agent Nacht-Kreiger.

The undead Atlantean sorcerer Malador arose and sought to conquer the known world until wizards of the Light, led by Earth's Master Mage, bound him in a hidden tomb in the Temple of Sirrion, lost in the sands of the desert. He would remain imprisoned for thousands of years, until the 1930s.

## THE AGE OF HEROES

In the Golden Age of ancient Greece, heroes like Hercules, Jason, Theseus, Perseus, and the Argonauts arose. They fought monsters like Medusa and the bronze giant Talos, the schemes of the dark god Hades, and dealt with sorceresses like Circe and Medea. The gods were more active in the world in those days; certainly, divine interference in the Trojan War and the voyage of Odysseus caused no end of trouble for humanity.

One of Zeus' dalliances among mortals created the monstrous Minotaur. King Minos of Crete called upon the genius of the inventor Daedalus to build a labyrinth to contain the creature, then imprisoned Daedalus and his son Icarus to keep them from revealing the maze's secrets. Daedalus fashioned wings to enable them to escape, but Icarus—failing to heed his father's advice—flew too high, melting the wax binding his wings and plummeting to his death in the sea. The gods made the grieving Daedalus immortal, in spite of his refusal of their gift, and he wandered the world for centuries before choosing to use his inventions to help others again.

Although seemingly slain by the hero Theseus, the Minotaur was restored to life as Hades' instrument of revenge against Daedalus. The once-brutish creature learned a

great deal over the centuries, becoming the head of the secret criminal organization known as the Labyrinth.

Explorers from the now undersea realm of Atlantis discovered the surface world was not entirely flooded in the Great Cataclysm, as they'd believed. This led to a war between Atlantis and the people of Athens in the Aegean Sea. The cunning of the Athenians—secretly aided by Daedalus—allowed them to drive off the Atlanteans, who would not renew contact with the surface world for some time.

## THE PACT

Although humanity outstripped the Serpent People, who were reduced to a pitiful fraction of their former numbers, they slid far from the pinnacle of ancient Atlantis. Even the Atlanteans themselves were diminished from the stature of their ancestors. Mortals were pawns to the gods they worshipped—game pieces in divine contests and playthings for godly appetites.

So, the Master Mage Simon Magus forged the Pact, calling upon the aid of ancient eldritch forces all but unseen since the Great Cataclysm. It was a great and desperate gambit, a binding spell of such power and potency it would ensure humanity would live free... or put an end to everything. The binding changed the Cosmic Coil—the very fabric of reality itself—altering the nature of the dimensional crossroads of Earth. The barriers between worlds strengthened, and the balance of the cosmic axis shifted. When it was done, the gods and other entities from outside Earth's dimension could no longer enter without being called upon by a mortal power, without human *permission*. The power needed to overcome the binding was such that it would destroy the universe instead, robbing the invader of any prize.

The ancient gods had little choice but to withdraw from the world, retreating to their own realms to wait and watch. Some left behind touchstones and talismans, means of summoning awaiting those eager mortals who might use them. Others simply fled, leaving their worshippers behind.

It remains an open debate whether the Pact did the world any favors; what followed the departure of the old gods was the fall of ancient empires and a people floundering for meaning and direction in their absence. Some believe Simon Magus meant for the Pact to be a first step in a return to the supremacy of magic, even a scheme of conquest, but the plan did not work as intended. Others say the centuries-long Dark Ages were simply growing pains; a necessary adjustment for what came later, and fairly minor in the grand sweep of history—no doubt a great comfort to the generations who suffered and died.

The Pact defines the nature of magical, mythic, and other-dimensional interactions on Earth-Prime. All of those forces exist, but they tend to be secret and circumspect. It may well be the Pact also obscures the existence of gods, demons, and other beings from human consciousness as anything other than stories and legends, until a hapless or daring mortal chooses to use the right means to call one of them to Earth again.





## THE DARK AGES

The centuries following the creation of the Pact and the fall of Rome are well known as the Dark Ages in Western civilization—a long, slow climb back from the depths to forge a new world.

The first great attempt was the work of the Master Mage Merlin, offspring of Earth and the realm of Avalon. He foresaw the opportunity to bring about the birth of a new champion, one who could unite the peoples of the British Isles and forge a new future. Carefully arranging events, he placed the child Arthur in the care of a foster family until the time was ripe for him to claim his birthright. He taught, advised, and guided the newly crowned King, gifting him with the sword Excalibur and overseeing the formation of the Round Table.

The machinations of the sorceress Morgan LeFey, Arthur's half-sister and also a wielder of the power of Avalon, brought down Merlin's plans. Betrayed by his wife and best friend, challenged by his bastard son Mordred, Arthur's Camelot fell to the forces of darkness. He and his enchanted blade were taken to Avalon to await the time of their return, while Merlin, too, left the world, said to be imprisoned in the trunk of a tree, itself one of the fading gateways "under the hill" to Avalon.

Following the failure of Merlin's great experiment, other Master Mages wisely remained behind the scenes, dealing with threats to reality and humanity quietly, allowing the world to get on with the business of governing itself. Through centuries of wars, plagues, and the formation and breakup of nations, the masters of the mystic arts focused on the big picture: creating a safe environment for the progress of humanity. Charged with protecting Earth and its universe against arcane and preternatural threats that would destroy all order, the Master Mages and magicians of the Light could not trouble themselves with mundane affairs.

## PROPHET'S CRUSADE

The ultimate fate of Henri "Lupus" LeBlanc—from the colonial era of Freedom City—is left for the GM to decide. He may have been an innocent, wrongly accused, or an actual werewolf and/or sorcerer. It's possible he's still alive in the present-day, or that he has passed a lycanthropic curse down to his descendants, creating a modern-day werewolf as either a hero or villain in your series.

One of the witches Lucius Cabot helped convict was in fact an ancestor of Serena Vervain, the sorceress Seven. Whether or not Seven is the descendant meant to fulfill the curse placed on Lucius Cabot by her ancestor is left for the Gamemaster to decide.

## TUNGUSKA

*Something* collided with the Earth in Siberia in 1908; exactly what is left for the Gamemaster to decide. The Tunguska explosion was a real event, and you can find plenty

of information about it, except for a definite answer about what caused the blast.

You can use the Tunguska Event as a plot hook for a time-travel adventure—perhaps the heroes cause it in some way! It may be a catalyst for later events in the setting, sparking the first modern stirrings of super-powers, or weakening dimensional barriers, allowing the infant Centurion to find his way to Earth, for example.

## THE CENTURION

Although some masked "mystery men" appeared before him, the Centurion was Freedom City's first true superhero and remains one of its greatest to this day. He was born on a parallel Earth where the Roman Empire never fell; this Earth also held a far more advanced technological civilization than any on twentieth century Earth, having never experienced a Dark Age.

Invading forces from the Terminus, led by Omega, were on the verge of conquering that Earth when one of its leading scientists placed his infant son in an experimental dimensional capsule and sent it across dimensions to another habitable world: our own Earth. In so doing, he inadvertently exposed Freedom City to a cascade of dimensional energies and made Omega aware of its existence. Exposure to the cosmic energies also changed the infant, giving him the potential for tremendous powers.

A "shooting star" seen above Freedom City streaked westward and came quietly to rest in Wharton Forest. Tom Leeds found the capsule and the baby boy inside. Concealing the life-pod, Leeds and his wife Mabel turned the child over to the Danvers Orphanage in Freedom City and adopted him soon thereafter, naming him Mark.

The Leeds raised Mark and, as his powers matured, taught him to use his gifts responsibly. Young Mark Leeds later learned the truth about his origins, the existence of the Terminus, and the world from which he came thanks to a recording device in his life-pod. Fashioning a Roman-inspired costume to conceal his true identity, he adopted the sobriquet "Centurion" and used his powers to fight crime and injustice. In his secret identity, Leeds worked as a professor of history at Freedom City University, specializing in the Roman Empire.

The Centurion was a founding member of both the Liberty League and the Freedom League. It wasn't until his time with the Freedom League that it became clear the Centurion's powers included a greatly extended lifespan—although over forty years old by the founding of the Freedom League, he still looked like a man in his late twenties.

Mark Leeds married Laurie Lamont in the 1950s. They were never able to have children, most likely because of the cosmic energies that altered Mark's physiology. Mrs. Leeds passed away in the late 1980s while Mark remained young and vital, using makeup to make it appear Mark Leeds was aging normally. Leeds disappeared into "retirement" after his wife's death, and Centurion spent most of his time in his costumed identity. He was invited on several occasions

## THE CENTURION

PL16 • 236 POINTS

STR 20 STA 20 AGL 2 DEX 1 FGT 8 INT 1 AWE 2 PRE 3

**Powers:** **Invulnerability** (Immunity 9 (Aging, Cold, Disease, Heat, Poison, Pressure, Radiation, Starvation & Thirst, Vacuum), Impervious Toughness 10), **Might** (Enhanced Stamina 15, Enhanced Strength 15), **Super-Senses** (Senses 4 (Extended Vision 2, Low-light Vision, Ultra-hearing), **Super-Strength** (Enhanced Strength 2, Limited to Lifting (*lifting* Str 22; 100 ktons)), **Swiftness** (Enhanced Advantage 1 (Improved Initiative), Flight 10 (2,000 MPH), Quickness 4, Speed 6 (120 MPH))

**Advantages:** All-out Attack, Improved Disarm, *Improved Initiative*, Inspire, Languages 1 (Latin, English native), Power Attack, Ranged Attack 9, Second Chance (Mind Control resistance checks), Ultimate Effort (Strength checks)

**Skills:** Close Combat (Unarmed) 4 (+12), Expertise (Civics) 4 (+5), Expertise (History) 9 (+10), Expertise (Teaching) 6 (+7), Insight 10 (+12), Intimidation 8 (+11), Perception 8 (+10), Persuasion 5 (+8), Technology 8 (+9)

**Offense:** Initiative +6, Unarmed +12 (Close, Damage 20)

**Defense:** Dodge 10, Parry 10, Fortitude 20, Toughness 20, Will 11

**Totals:** Abilities 54 + Powers 116 + Advantages 16 + Skills 31 + Defenses 19 = 236

to live with the Ultima, but felt he couldn't abandon his responsibilities to the world.

Throughout much of his career, one of the Centurion's greatest foes was Omega, destroyer of his home world. Centurion swore the same fate would not befall his adopted home, finally giving his life in battle against the Lord of the Terminus to save the world; every nation on Earth mourned his loss. Freedom City commissioned and dedicated the Sentry Statue in his honor, and the legacy of the Centurion continues to inspire a new generation of heroes.

## ROSWELL

That *something* crashed in the desert near Roswell, New Mexico in 1947 is well known, but most are unaware it was a Grue scout ship. What became of the remains of the ship and its crew is left as a mystery to explain—or not—as you see fit.

- Metamorphic Grue DNA could certainly provide any number of opportunities for secret government super-soldier programs; the same for any technology salvaged from the ship.
- There's the possibility one or more Grue survived the crash, assuming other forms to hide on Earth, perhaps becoming rogues. The cover-up of events at Roswell might not have come entirely from the U.S. government; there may have been Grue metamorphs on Earth for decades, operating behind the scenes.
- Perhaps the Grue remains "infected" humans in some way, creating human/Grue hybrid shapeshifters linked to the Meta-Mind, loyal to their alien masters and capable of infecting others to increase their



ranks. Worse yet, maybe these hybrid Grue are *not* connected to the Meta-Mind, but form a rival collective wanting to claim Earth and eventually return to conquer the Unity as well!

- Or maybe what happened at Roswell was just a hoax or misunderstanding. Maybe.

Whatever the case, the Grue scout ship also influenced conditions in the Arcadia Forest outside of Emerald City—as detailed in the *Emerald City* sourcebook—offering otherworldly options for character origins there.





## FADED LIBERTY

The ultimate fate of Donna Mason, the second Lady Liberty, is left for you to decide. Why did her powers fade in the early 1970s, and what became of her after retirement? It may simply be her career, like her powers, faded into obscurity.

Lady Liberty might have become unworthy of the power of the Spirit of Liberty in some way: suffered a crisis of confidence or conscience, hidden a misdeed, or simply chose a normal life after serving the cause for so long. If she's still alive, Donna Mason is in her eighties.

Perhaps her power loss was the result of the schemes of a villain or the tampering of a time-traveler. Maybe Ms. Mason willingly surrendered her powers, knowing her successors would need them in the future. On the other hand, she might see those who came after her as usurpers wielding a power not rightfully theirs.

## THE TERMINUS INVASION

The Terminus Invasion is a pivotal moment in Freedom City history and a useful change-point if you're looking to mold the setting to better suit your own ideas. The inva-

sion gives you an excuse to change nearly anything about present-day Freedom City.

A number of heroes were lost or killed; it could have been a lot more. Perhaps all of Freedom's previous heroes died during the Terminus Invasion, replaced by a new generation including the player characters.

The unleashed energies of the Terminus might have led to numerous origins and new superhumans in the world. Mutations could be on the rise, with people understandably worried about these "Terminus mutants" and their potential links with the invaders.

Central Freedom City was nearly destroyed in the invasion; it could be rebuilt differently than described in this book. You can change around buildings, landmarks, even geography. If Dr. Metropolis never showed up, rebuilding may have taken years, even with super-powered assistance. Conversely, an amazing new "city of the future" could have appeared virtually overnight with the right super help.

The specter of another invasion from the Terminus hangs over Freedom City and the whole of Earth-Prime, and safeguarding the world from Omega and his minions would take the combined efforts of a powerful team of heroes, suitable for an epic Mutants & Masterminds series.

# FREEDOM CITY TIMELINE

The following is a partial timeline of Earth-Prime, focusing on events in, around, or effecting Freedom City. Game-masters can use it to provide context and root new characters and setting elements in the world's history, and as inspiration for new elements in their own series.

## IN THE BEGINNING...

- The Universe is formed. At that moment, Unus, the First One, becomes the first being to exist. His mind becomes the receptacle of the Moment of Creation. Almost immediately, he begins to transcribe his knowledge into the SourceBook, which becomes the receptacle of the first words and the second receptacle of the Moment of Creation. From Unus springs the Alphians, the first civilization in existence. Eventually, Phoros the Bright is corrupted by the influence of Entropy—and the Doom-Coil created to trap it—becoming Omega.

## C. 65 MILLION BCE

- The Beast of Kilimanjaro, a hulking monster possibly created as a war machine in an alien war, begins to rampage across Earth.
- A meteor crashes into the Earth in the region that will one day become Dakana, Africa. The meteor's impact infuses the region with the powerful daka crystals, the energy of which has the effect of paralyzing the Beast, trapping it beneath Mount Kilimanjaro.

## C. 2 MILLION BCE

- The Serpent People evolve into the first sentient forms of life on Earth. The ultimate expression of reptilian life, with the innate ability to perceive mystical forces, they master science and magic as well as building the mighty empire of Lemuria. Their civilization waxes and wanes across the millennia. Being devoid of pity or morals, the Serpent People experiment with native life forms to satisfy their curiosity, creating several slave and pet races, including early primates.

## C. 100,000 BCE

- The Preservers, an enigmatic alien species known for interfering with primitive life and encouraging its evolution, come to Earth and perform genetic experiments on tribes of primitive hominids. The Preservers also take several samples of humanoid life and use them to seed other planets in the galaxy. Strangely, the Preservers take no interest in the Serpent People.
- Dar of the Dawn, perhaps the first homo sapien ever, is born to a tribe of Neanderthals. His birth is heralded by a comet, possibly indicating the interference of the Preservers or another alien race.
- The Avians, a sub-race of humanity with bird-like wings believed by some to be the result of Preserver experi-

mentation, are driven away by primitive humans and settle in a hidden valley in Greenland they call the Aerie. They adopt a policy of strict avoidance of other races.

## C. 50,000 BCE

- The Preservers capture a primitive human hunter and warrior. The unfortunate man's body is vivisected and his mind and genetic profile are recorded in a powerful computer. Over the years, the hunter's psyche is able to learn about the mysterious aliens and their technology.
- The Preservers create an enclosed environment on the far side of the Moon that they populate with examples of life from Earth, including humanity and a species of primates later known as crater apes. The city is powered by the mysterious and powerful Moonstone, and the humans quickly learn to use the technology of the city, evolving into an advanced civilization which they call Sauren, or Farside City. The Farsiders develop a higher-than-average propensity towards psionic abilities, with those possessing them becoming the city's nobility.
- After completing Farside City, the Preservers leave the Sol system and, ultimately, the galaxy, never to return. All that is left of their civilization are the various artifacts they scattered throughout the galaxy.

## C. 20,000 BCE

- Humans evolved by the Preservers found the civilization of Atlantis. They quickly rival the Serpent People of Lemuria in science and magic, their culture producing some of the most notable Master Mages in history, including Los the Seer; the traitorous Malador the Mystic, who is imprisoned in a magical tomb for treating with dark forces; and Naran the Wise. The two nations fight a series of terrible wars over the millennia.
- The hunter, now in full control of the Preserver computer his mind was stored in, uses advanced technology to create a new, perfected body for himself. Exploring the world, he studies among the greatest civilizations, always seeking to advance what he believes to be enlightened principles without regard to common opinion. As his body ages—much slower than normal humans—he uses the Preserver computer to rest and regenerate, granting him virtual immortality.
- The Ice People, blue-skinned humanoids who carve a civilization based on magic and science, establish a thriving city above the Arctic Circle. They retain cool relations with the Atlanteans, who believe them to be a lost colony, and ignore all other civilizations.

## C. 10,000 BCE

- A tribe of outcast experiments of the Serpent People, led by a psychic mutant named Balor, makes their way from Sub-Terra to the surface of the British Isles. They displace the primitive humans of present-day Ireland,



who call them Formorians—meaning “from beneath the sea.”

- The war between Lemuria and Atlantis culminates in the Great Cataclysm, sinking both islands beneath the ocean and ending the First Age of Humanity and the Last Age of Lemuria. The surviving Serpent People flee to the underground world of Sub-Terra, engineering a new slave race from human stock to serve their needs. The slaves eventually rebel, driving the Serpent People from several of their cities, and become known as the Morlocks. The Serpent People create a new, more tractable slave race, the Sub-Terrans. Endless warfare drives both the Morlocks and the Serpent People into barbarism. The Sub-Terrans remain in the abandoned Serpent People cities, maintaining their technology without any real understanding of it.
- Those Atlanteans away from the island at the time of its destruction scatter across the globe, founding several hidden enclaves of their society. These include the Ultima, who establish the hidden city of Ultima Thule in the Arctic Circle; the Utopians, who move a small island in the Bermuda Triangle into a hidden pocket dimension; and the mystics of Shambala Vale in the Himalayas, who intermarry with the local population and found the Shambala Temple, source of all martial arts and many mystical secrets. Atlantean survivors of the four great cities of the province of Danu flee the Great Cataclysm to the British Isles, where they become known as the Tuatha De Dannan, or “People of Danu.”
- Other survivors of Atlantis become water-breathers through a combination of science and sorcery, eventually re-colonizing the undersea ruins of their ancient cities.
- The end of the Great Ice Age spells disaster for the Ice People. Rising temperatures wipe out their civilization, and those who do not perish fall into a state of deep hibernation.

### C. 3000 BCE

- In ancient Egypt, the wizard Tan-Aktor, having turned to evil, strikes down the prince Heru-Ra. The mortally wounded prince manages to stab Tan-Aktor in the heart, and the two die together. At their judgment before the gods, the enraged Heru-Ra demands that Tan-Aktor—who is to have his soul fed to the great Devourer of all who violate the laws of ma’at—should be destroyed by none other than himself as an instrument of divine justice. The gods, both impressed and insulted with Heru-Ra’s presumption, declare that the two souls shall reincarnate throughout time.
- To replace Heru-Ra, the gods of light invest the hero Pharos with the mystic power of the Light. At the same time, secret cults of Set work with the Serpent People to invest their own champions with the powers of living shadow.
- King Minos of Crete commissions the Greek inventor Daedalus to design an impenetrable labyrinth to contain the dreaded Minotaur. When Daedalus completes the project, the king imprisons both the inventor

and his son Icarus to prevent them from revealing its secrets to others. Daedalus creates wings from feathers and wax for himself and his son to escape, but Icarus fails to heed his father’s warning to not fly too high and the wax on his wings melts, plummeting him into the sea and leaving the heartbroken Daedalus to fly on alone. The Greek gods, attempting to make up for Daedalus’ suffering at Minos’ hands and the death of his son, grant him immortality.

### C. 100 CE

- Master Mage Simon Magus creates the Pact, a binding spell that changes the nature of the dimensional crossroads, strengthening the barriers between Earth and the godly realms to the point where the gods are unable to travel to Earth unless they are called upon by a mortal power. As a result, the gods largely withdraw from mortal affairs; without their influence, many ancient empires fall as their people struggle for guidance and meaning.

### C. 700 CE

- Merlin, a being born of the mortal world and Avalon, becomes Master Mage. Foreseeing the chance to bring a new mortal champion into the world capable of uniting the British Isles under a single banner, the sorcerer manipulates events to place the child Arthur on the throne. Granting the boy king the sword Excalibur, he assists Arthur in the formation of Camelot and the Round Table. The machinations of Morgan LeFay, Arthur’s half-sister, bring chaos to Camelot. Betrayed by his wife, Guinevere, and his best friend, Sir Lancelot, and challenged by his bastard son, Mordred, Camelot falls to the forces of darkness. Arthur and Camelot are taken to Avalon to await the time of their return. Merlin also leaves this world, supposedly imprisoned in one of the fading gateways to Avalon. As a result of Merlin’s failed experiment, subsequent Master Mages adopt a quieter, behind-the-scenes approach to their duties.

### C. 1200 CE

- English Lord Richard Beaumont makes a name for himself as one of the finest archers in the world; during one of his adventures he encounters his time-traveling future descendant, Fletcher Beaumont III, a.k.a. the Bowman.
- Arabian mystic Azim the Wise, after a thousand and one nights of meditation in the desert, makes contact with the chaotic, primal force known as the Howling Dream. Interpreting the sounds of the desert as the voices of spirits, the mystic writes his observations in a book of poems entitled *The Song of Night*.
- Prince Alexandru Movilă of Bucharest, having developed a reputation for using his occult powers to keep Eastern Europe under the control of Christianity for a price, betrays Transylvania to Turkish invaders, resulting in the terrible curse that turns Movilă into the sorcerer known as the Crimson Mask.

### 1630 CE

- **October 11:** Dutch and British Puritans settle in the New World at the confluence of the Wading and South rivers and Great Bay.
- In the Caribbean, the adventures of the Crimson Corsair and the wicked Johnathan “Bloody Jack” Carter become legendary.

### 1631 CE

- **April 12:** The Great Bay colonists officially found their new community with the building of their first common house and town hall, naming the colony Freedom. Despite initial friendly trade with the Happanuk, the growth of the settlement brings them into conflict with the Happanuk and other local Native American tribes. The colony is ultimately successful, furthering its growth and attracting large numbers of new colonists.

### 1669 CE

- **May 1:** The settlement of Bayview is founded to the south of Freedom.

### 1694 CE

- **October:** The Reverend Elijah Prophet, a famed occult expert and monster hunter, begins an aggressive crusade in the New World against all things supernatural. The hunt becomes known as Prophet’s Crusade. Crown Prosecutor Lucius Cabot cooperates with Prophet to convict the accused.

### 1696 CE

- **April:** Reverend Prophet ends his crusade and leaves Freedom after over a dozen people have been tried and hanged for witchcraft and consorting with the Devil. Prophet’s greatest target, French lycanthrope Henri “Lupus” LeBlanc, escapes the witch hunter’s grasp.

### 1698 CE

- **June 17:** The settlement of Port Regal is founded to the southeast of Freedom.

### 1719 CE

- **May 5:** The settlement of Kingston is founded to the east of Freedom.

### 1742 CE

- St. Stephen’s Church and Lantern Hill Cemetery are established in Freedom.

### 1745 CE

- **August 11:** The settlement of Hanover is founded to the north of Freedom.
- Lucius Cabot forms the law firm of Cabot, Cunningham, and Crowley in Freedom. Cabot has used occult secrets

wrested from victims of Prophet’s Crusade to make an infernal pact for wealth, influence, and immortality, but witch Justina Vervain places a curse upon him, saying a child of her blood will one day avenge her.

### 1770 CE

- Protesters in Freedom speak out against taxes and injustices perpetrated by British soldiers.

### 1773 CE

- **December 17 – The Kingston Tea Party:** In solidarity with rebels in Boston, anti-British protesters in Kingston dump shipments of tea into the Great Bay. Governor Terrance Stype, needing a scapegoat, holds harbor-master James Forrester responsible and has him hanged after a public show trial.

### 1775

- Governor Stype uses the local British garrison and the Royal Navy squadron blockading the harbor to suppress insurrection in Freedom. Major Joseph Clark, a local freedom fighter trained in tracking and hunting by the Happanuk natives, organizes a rag-tag group of Continental Army rejects into a devastatingly effective militia.

### 1776

- James Forrester’s widow, Elizabeth, fashions a costume reminiscent of a Colonial soldier and joins the Revolution as the masked Lady Liberty. Using her numerous contacts, she makes sure vital intelligence passes to the right people. The freedom fighter quickly develops a strong working relationship with Major Joseph Clark, although her broken heart and his dedication to the Revolution prevent it from becoming more.
- In Boston, Captain Isaiah Hawthorne, a Colonial soldier on General Washington’s staff, dons a mask and takes the name Minuteman. The hero, granted the secret of the rare strength-enhancing manaka root by a grateful Happanuk shaman whose tribe he spared during the French and Indian War, gains a reputation for always showing up in the nick of time and leaving just as quickly once the crisis is over.

### 1779

- Lucius Cabot takes advantage of the chaos of the war to send assassins after a surviving member of the Vervain family—Governor Stype’s wife, Constance. The young witch manages to send her children and their nanny to safety before Cabot’s assassins claim her life. Governor Stype, enraged at the death of his beloved wife, blames Colonial agents and retaliates against the Colonial forces, awakening the Vengeance Spirit. The terrible force possesses Stype, fueling and feeding upon his rage. Lady Liberty, Minuteman, and the French hero Bastille fight the possessed Stype in his manor. The battle engulfs the house in flames and Stype is lost despite the heroes’ attempt to save him.



- Major Joseph Clark, using both his legendary guile and intelligence recovered by Lady Liberty regarding the supposed death of Governor Stype, takes advantage of the leaderless British troops and stages a brilliant assault, driving them from Freedom for good.
- Following the liberation of Freedom, Major Joseph Clark becomes a special agent of the Continental Army, performing missions throughout the Colonies.

### 1780

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- Lady Liberty, while on her way to deliver stolen intelligence on British troop movements, is ambushed and mortally wounded by Hessian operatives of the cruel and seductive British intelligence operative, Lady Samantha, Sixth Viscountess Savory of Sudbury. Moments before her death, Lady Liberty prays for guidance and is taken bodily to the afterlife by the Spirit of Liberty to be reunited with her beloved husband.

### 1783

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- Following the end of the American Revolutionary War, the Minuteman disappears, although stories of his bravery continue to inspire generations to come. Major Joseph Clark returns to his farm and marries, raises eight children and largely retires from public life.

### 1789

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- **November 1:** The communities of Freedom, Bayview, Port Regal, Kingston and Hanover are incorporated into Freedom City.

### 1799

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- **April 17:** Freedom College is established on the outskirts of the city.

### 1812

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- Major Joseph Clark makes his last public appearance, wishing Godspeed to the Freedom Militia as it mobilizes for the War of 1812. He passes away peacefully in his sleep on July 4th of the same year.

### 1818

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- Mason Phillips purchases a plot of land that was formerly a Native American burial ground. Dismissing the many dark stories of hauntings and curses, he builds his family manse on the site. Over the next century, more than two dozen relatives and friends of the family go mad while staying at the house.

### 1825

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- An influx of European immigrants results in the establishment of the neighborhoods of West End and Southside.
- **January 1:** Freedom City University is established, giving the city a reputation as a center of art and culture.
- **March 30:** Henry Beaumont establishes the Freedom Ledger, the city's first newspaper.

### 1861

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- The Spirit of Liberty, deeply traumatized by the beginning of the American Civil War, invests two women with her power: Columbia in the Union and Southern Belle in the Confederacy. Other costumed "wonders" gather on either side, forming the Union's Patriot Regiment (Minuteman, Columbia, Goliath, Ironclad, Pathfinder, Sharpshooter, and the Lion-Man) and the Knights of the Confederacy (Achilles, Southern Belle, Night Stalker, Mermaid, Nunne-hii the shaman, the Ranger, and the Fouke Monster).
- The war is bloody and terrible for both sides, and takes a heavy toll on the heroes who each fight for the ideals of their homelands. Many of the Regiment and the Knights are dead, maimed, or mad by the war's end in 1865, much of their history quietly buried and forgotten.

### 1866

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- Adam Prophet, a descendant of the witch-hunter Elijah Prophet, is ambushed and murdered. The Sioux shaman Broken Crow discovers his body and, using the powers of Magic Mesa, resurrects him. Prophet, donning a bone-white mask and costume, riding a white horse named Phantom, and using trickery and theatrics to appear ghost-like, becomes the Wild West hero Pale Ranger.

### 1868

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- Thief and cattle rustler Alexander Roja is beaten and left for dead by his fellow criminals near Magic Mesa. His will to survive triggers the magic of the area and his body and spirit merge with the land. That night, the bandits who attacked Roja are caught in a terrible sandstorm, their flesh stripped from their bones. Alexander Roja, no longer human, becomes known as the Dust Devil, watching over the mystic nexus of Magic Mesa.

### 1871

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- Dr. Charles Claremont purchases the old Stype estate in Bayview with the intention of building an exclusive boarding school. During construction, the Vengeance Spirit possesses one of the workmen and transforms him into the Burning Ghost, which burns down the entire construction site. Dr. Claremont secretly calls a priest, Father Lee Vervain, to sanctify the ground. Father Vervain—descendent of the Vervain witches—believing the troubles visited upon his family are God's punishment for their involvement in witchcraft, agrees to perform the ritual on the condition the school be a Catholic institution and he be hired to ensure the spirits remain quiet. Dr. Claremont agrees, and the ritual pacifies the Vengeance Spirit. St. Thomas Aquinas Academy is opened, with a student body consisting of many of the scions of the city's elite.
- The Master Mage Abraham Hildebrandt dies. He is replaced by the Sioux shaman Broken Crow.

### 1880

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- Freedom City celebrates the 250th anniversary of the arrival of the first settlers with a gala parade and month-long series of festivals.

## 1889

- **November 1:** Freedom City celebrates its centennial. The ceremony culminates in the opening of the Centennial Station train stop.
- Englishman Herbert Warren recruits Adam Prophet to help in tracking down a killer he believes is a time-traveler from the future. Prophet in turn recruits a group known as "Prophet's Crusade": brilliant scientist Emily Swift; Garret Gaunt; Oberon Peake, the Fourth Earl of Tembroke; and Rostov, a silent Cossack hunter. The eclectic group travels the globe hunting the vile murderer known as Doktor Raub, thwarting many other paranormal threats along the way, including the Si-Fan cult of assassins and the resurrected mad Sikh and his terrible submersible. The group's exploits remain generally secret until Prophet's journals are uncovered more than a century later.

## 1890

- Freedom City's West End is terrorized by a brutal serial killer identifying himself as Jack-a-Knives in letters to the press, his first victim being a prostitute named Mary James.
- In Prague, the immortal minotaur Taurus encounters a young girl fighting off a group of thugs to protect her hard-earned food. Impressed with the girl's skills, Taurus aids her and later takes her under his wing, calling her Ms. Scarlett due to her preference for red clothing.
- **October:** Prophet's Crusade secretly drives off Jack-a-Knives, ending his murderous rampage with the aid of Lantern Jack and the ghost of Mary James.

- **November 4:** Prophet's Crusade, with the unexpected assistance of the Sons of Merlin and other occult groups, drives off a group of the Brotherhood of the Yellow Sign hiding on Star Island, thwarting their dark rituals.
- **December 29:** Master Mage Broken Crow perishes at the massacre at Wounded Knee. Lady Violet Pennyworth takes on the mantle of Master Mage. Believing in cooperation between mages of good will, she organizes several European and American occult groups into a single organization she calls the Order of Light in the hopes of one day creating "a net of lights cast about the globe."

## 1895

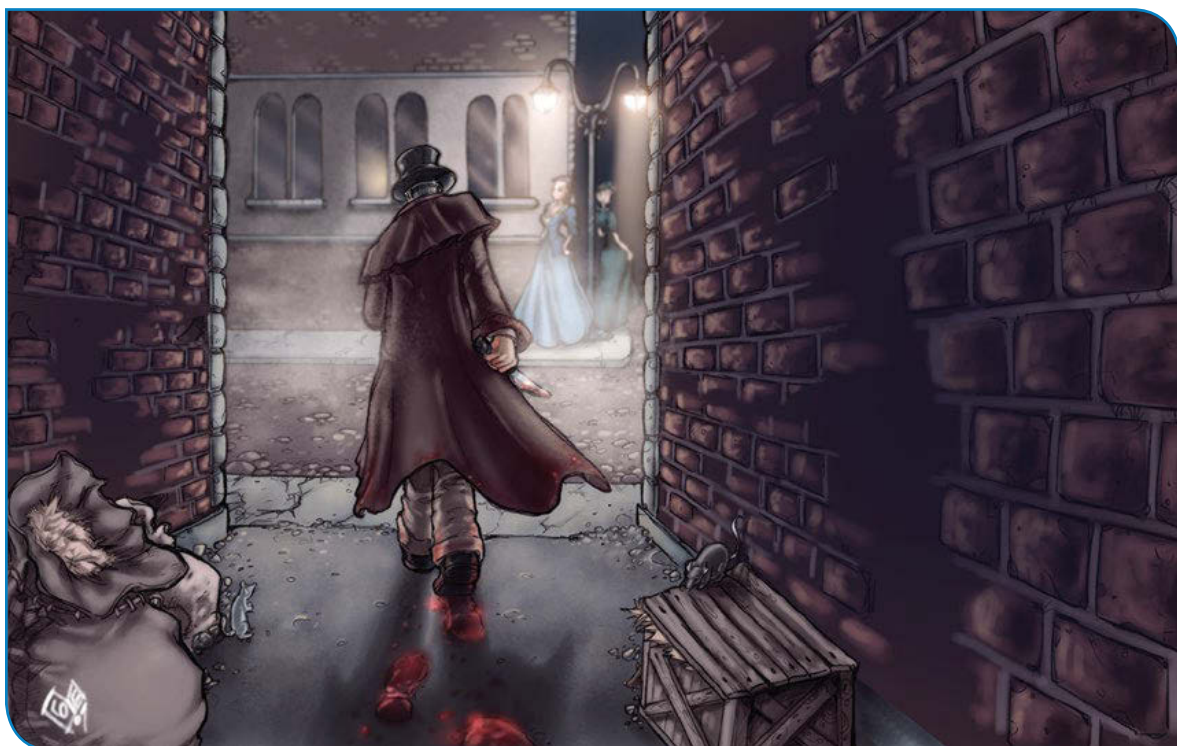
- Master Mage Lady Violet Pennyworth dies thwarting the efforts of Kar'Kradas, Whisperer in the Shadows Between Worlds, to invade Earth's dimension. The Order of Light takes on the responsibility of seeking a new Master Mage. The Cult of Kar'Kradas steals Pennyworth's copy of the Manual of Modrosus before the Order of Light can consolidate their position.

## 1898

- Daedalus, having carefully watched Taurus, manages to collapse the man-bull's shell companies for his eastern United States corporate dealings. This catastrophic loss damages Taurus' influence in Freedom City.

## 1900

- Thomas Osiris Prophet is born to Adam Prophet and his wife, the former Emily Swift. Born an albino, the child grows into a specimen of physical and mental perfection, becoming the adventurer "Doc" Prophet, Man of Marble.





- In China, Tzin Sing—the future Dr. Sin—is born in a remote farming village. At a very young age the child displays incredible genius in the sciences.

## 1905

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- Professor Arthur Challenger, a British paleontologist, discovers a world displaced by time on a hidden plateau in South America. This primeval world is populated by dinosaurs and other prehistoric beasts, as well as two known human settlements from ages past—the Incan Viracochasuyu and the Roman Nova Roma—and other primitive tribes. Later explorers, who simply call it “The Lost World,” discover it is actually another dimension with hidden access points around the world.

## 1906

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- The Freedom City Historical Museum is established in a nineteenth-century mansion.

## 1908

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- **June 30:** A massive explosion near the Podkamennaya Tunguska River in Russia levels everything in a 35-mile radius. Although the cause of the blast remains a mystery, theories range from a rogue comet or meteor to the crash of an alien vessel or microscopic black hole.
- Upon his death, Howard Phillips, in an attempt to break what he calls the “Phillips curse,” wills his family estate in Port Regal to Dr. Reginald Carter, who converts the mansion into the Providence Asylum.

## 1918

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- **April 17:** On an alternate Earth where the Roman Empire survived into the 20th century, invading forces from the Terminus lay waste to everything in sight. On the verge of that Earth’s defeat, one of its leading scientists sends his infant son across dimensions, in an experimental escape pod, to Earth-Prime. During the journey, the child is exposed to the energies of the cosmos, giving him the potential for incredible powers. The pod streaks over Freedom City—thought by most to be a shooting star—and lands in Wharton Forest, where it is discovered by Tom Leeds. Leeds and his wife Mabel adopt the boy, naming him Mark.
- In China, the nefarious scientific genius Tzin Sing begins building his criminal empire, struggling against various Western heroes who come to know the villain as Dr. Sin.

## 1925

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- **August 26:** A mysterious vigilante known as the Ghost wages a one-man war against gangland crime in Freedom City, heralding the rise of the so-called “mystery men.”

## 1927

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- Jordan International Airport opens.
- **March 30:** Vigilante Johnny Danger delivers “Six Fingers” Socci to justice and breaks up the Tomo crime family.

- **June 4:** Blues guitarist Chester Brown adopts the identity of the Bluesman to fight crime in West End.

## 1935

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- In Egypt, noted archaeologist Dr. Adrian Eldritch discovers the lost Temple of Sarrion and unwittingly revives the mummy of the evil Atlantean sorcerer Malador the Mystic. The sorcerer binds Eldritch in chains of force and leaves him to die at the talons of the tomb’s guardian creatures; instead, the spirits of three Atlantean sorcerers appear and explain that Eldritch is the reincarnation of the sorcerer who defeated and imprisoned Malador. The spirits awaken Eldritch’s latent magical abilities, and he immediately chases down Malador and defeats him, claiming the mantle of Earth’s Master Mage.
- Wilhelm Kantor, a German aristocrat, joins the occult Thule Society in Germany and begins to study black magic.
- In Japan, Asano Ranaga, a petty thief and leg-breaker for the Yakuza, discovers the long-lost Three Flames Katana. Using the cursed weapon to elevate his own status, the villain quickly rises to the rank of the Emperor’s personal bodyguard and assassin, taking the name the Crimson Katana.

## 1936

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- Wilhelm Kantor, showing great aptitude for the occult and incredible ruthlessness in eliminating his rivals, rises to a position of power in the Thule Society.
- In Japan, the Green Dragon Society of occultists rises to a position of great power within the Imperial government. Sharing similar goals, the group makes tentative contact with the Thule Society.

## 1938

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- **June:** The Centurion makes his first public appearance, foiling a robbery at the First National Bank by lifting the getaway car off the ground with his bare hands while bullets bounce off him harmlessly. The Freedom City Ledger declares this event the end of the “Age of the Mystery Man” and the beginning of the “Age of the Super Hero.”
- **August 17:** In England, Amanda Phipps-Gordon discovers a mummified body covered with glowing Celtic tattoos while on an archeological dig. Unearthed magic and past-life memories invest her as Lady Celtic, mystic protector of the British Isles.
- **October 30:** Chemist Travis Hunter, intending to demonstrate his light-absorbing “midnight mist” at a Halloween party, is stunned when “Martians” appear during the radio broadcast of War of the Worlds, demanding all of the partygoers’ valuables. Hunter, dressed in a dark suit, cloak and wide brimmed hat, confronts the “aliens” and reveals them to be human thieves in costumes. Realizing the potential of his invention, Hunter continues to fight crime as Midnight.
- Wilhelm Kantor leads an expedition to discover the legendary lost city of Seti-Ab, burial site of Tan-Aktor. Sacrificing a dozen German soldiers, the Nazi invokes a dark

ritual that raises the evil city out of the sand and awakens his past-life memories and mystic powers as Tan-Aktor.

- A Thule Society expedition discovers the location of Ultima Thule. While amused by the humans and their primitive notions of “racial superiority,” the Ultimans reject the Thule Society and erase their memories of their visit. However, one ambitious Ultiman, Kal-Zed, travels to Germany, presenting himself to Adolf Hitler as der Übermensch.
- **November 9:** The Nazis initiate a series of brutal pogroms against Jewish citizens. During the assault, troops led by Wilhelm Kantor murder Professor Helmut Shaal and his wife Gertrude; recognizing their mystic potential, Czech mystic Honza Krisovar spirits away their twin children, Wolfgang and Sophie, who become the mystic light-bearers White Rose and White Thorn.

## 1939

- The Thule Society begins a pogrom against all rival mystics, looting their magical resources. Many members of the Order of Light flee or go underground.
- **June 16:** Aviation engineer Michael O’Connor, seeking to push the envelope of flight technology, discovers what he believes to be a lost Leonardo da Vinci folio—actually by Daedalus—detailing a strange flying harness. Constructing the device, he discovers it works. When fifth columnists first attempt to steal and then extort the device from him, O’Connor dons the device and a costume to hide his identity, using it to capture the thieves. O’Connor decides to use the harness and costume as the crime fighter Freedom Eagle.
- **August:** Aurora Press creates a comic book detailing Freedom Eagle’s adventures: A-1 Comics.
- **September 1:** Germany invades and conquers Poland, heralding the beginning of World War II.
- In Germany, Kal-Zed makes his first public appearance as der Übermensch, the first German Übersoldaten.
- Wilhelm Kantor subjects brutal S.S. officer Dietrich Meinhoff to dark, arcane rituals that transform him into the shadowy Nacht-Krieger.
- The Thule Society enacts a special project to draw upon the power of the mythological Aesir to aid the Reich. The project produces only two successes: Karl Reinhardt, a soldier in the German army, is empowered with the lightning powers of Donar, Lord of Thunder; and Ingrid Hildebrandt, daughter of a high-ranking Thule Society member, becomes host to one of die Walkürrie (the Valkyrie).
- Noted paranormal and psychic researcher, Professor Artur Zion, flees from Germany to the United States to escape the rise of the Nazi party.
- on the criminal elements of the city as the Bowman. Not long after, the Bowman adopts Tim Quinn—an orphan whose father, Matt “The Mighty” Quinn, was killed by the Mob for refusing to throw a boxing match—and trains him as his junior partner, the Arrow.
- Bayview Heights teenager Johnny Wade is soaked in experimental rocket fuel when the stolen truck hauling it crashes. The chemicals speed Wade’s metabolism to superhuman levels, allowing him to escape the subsequent explosion. Following another car from the scene, he uses his new super-speed to apprehend the criminal gang that was trying to steal the fuel. Hearing one of the criminals describe him as moving “like a rocket,” Wade adopts the name Johnny Rocket and begins his career as a crime fighter.
- Amelie Dutemps, the daughter of French citizens killed for refusing to give up their home to a Nazi officer, uses her hunting and fighting skills as the heroine la Renard Rouge.
- Keiko Ishido, a mutant with the ability to control the emotions of others, having driven her abusive husband to suicide and worked her way into the corridors of organized crime, comes to the attention of the Green Dragon Society in Japan, who recruits her as Geisha.
- A coup in Atlantis results in the death of the king and the exile of Prince Thallor. While the prince establishes a group of loyal followers in exile, the coup leaders seek to further isolate Atlantis from the surface world, though some factions favor alliance with the Axis powers.
- **September:** RAF pilot David Jones, his plane shot out from under him, begins flying under his own power. Possessing great strength while in flight, the hero starts tearing the wings off of Nazi planes, bringing down many bombers. Taking the name Spitfire Jones, the charming young flyer becomes a media darling. The British government tries pairing him with Lady Celtic, although the pair barely tolerates each other due to class and personal differences.
- During the Blitz in London, Ann Pennington is infused with the power of the Spirit of Britain, granting her the mantle of the heroine Britannia.
- **October 31:** The mysterious ghost known as Lantern Jack, rumored to exist since the American Revolutionary War, makes his first confirmed Freedom City appearance in the modern age.
- **November 5:** Comics publisher Aurora Press adds Freedom Adventures and Crime Busters to its list of titles.
- In Poland, the construct Golemeth is created by a rabbi to free the Jewish people from the ghettos.
- White Rose and White Thorn begin a counter-propaganda campaign across Nazi-occupied Europe, focusing on undoing the brainwashing of Germany’s children by the Hitler Youth.

## 1940

- **March:** Freedom Ledger publisher Fletcher Beaumont, while attending a charity costume party as Robin Hood, uses a bow and arrow to deal with criminals attempting to rob the partygoers. Deciding to put his skills as an archer and an investigator to good use, he wages a war

## 1941

- **June 22:** Germany violates the Molotov-Ribbentrop Pact, launching a massive invasion of Russia. The Russian hero Bogatyr is instrumental in repelling the Nazi war machine.





- While training for the Luftwaffe, young pilot Konrad Zoller suffers a mechanical problem, forcing him to bail out of his plane. Despite his lack of a parachute, Zoller hovers for a moment, then floats to the ground. Discovering he has the power of flight and the ability to generate force fields and devastating shockwaves, Zoller is transferred to the Übersoldaten as Roter Adler (Red Eagle).
- FBI secretary Donna Mason discovers a fifth column cell is planning to attack the Bureau's headquarters. Unsuccessfully trying to warn her boss, Agent Dan Bradley, she is shot and Bradley is abducted by the criminals. Close to death, Mason experiences a vision of the Spirit of Liberty, who gives her a chance to save either herself or Bradley. She chooses Bradley without a thought, so the Spirit heals Mason and infuses her with the power of Lady Liberty. The new heroine saves Bradley and breaks up the spy ring.
- **July:** The Freedom Brigade forms to protect Lend-Lease shipments from Axis saboteurs. Its members: Commander USA; Dr. X; the Invisible Agent; the Magister, a crime-fighting jurist armed with his Gavel of Justice; The Mysterious Madame Radium; and the Sea Hawk, a shipyard heiress who developed a powerful flying submarine to combat the dreaded Nazi Wolf Pack.
- **September:** A "close encounter" with a UFO grants Sergeants Wallace Allen and Tony Gorman superhuman powers over metal as Allen Wrench and Sergeant Shrapnel.
- **December:** Wilhelm Kantor leaks information that a new Nazi super-weapon is about to be tested. Eight heroes take the bait; Golemeth, Mehire, Le Guillotine, and la Renard Rouge are killed when Kantor and his Übersoldaten ambush the heroes. Lady Celtic, Spitfire Jones, White Rose, and White Thorn survive and found the Allies of Freedom.
- Arriving from the future, the disembodied mind of Dr. Oberst Geistmann possesses the body of an albino gorilla captured in Africa and brought to Germany as a test subject. Geistmann convinces his handlers he is from the future—and therefore of use to the Reich—and bestows vital intelligence to the German High Command using his knowledge of the past.
- A German U-boat sinks a luxury liner in the Atlantic. Lounge singer Lynn Sidon is thrown overboard, but is rescued by Prince Thallor of Atlantis. Recognizing her as the subject of an ancient prophecy about a siren of the surface world, Prince Thallor takes the singer to an ancient Atlantean temple hidden in a sea cave. There, she is infused with the power of the Sirens.
- **December 7:** Japan launches a surprise attack on the United States Naval Base at Pearl Harbor. During the attack, Sarlyn—a Utopian sent to the human world to investigate the effects World War II would have on their hidden society—saves many lives. When asked who he is by surprised soldiers, he merely identifies himself as an "Envoy."
- **December 8:** Tomas Morgen, a resistance fighter from an alternate Earth known as Erde where the Axis Powers won World War II, travels to this timeline. Taking the name Dr. Tomorrow, the time-traveling hero obtains an audience with President Roosevelt, warning him of the future defeat at the hands of the Axis if steps are not taken to prevent it.
- The Freedom Brigade, outraged at the attack on Pearl Harbor, leaves to great fanfare on a mission of revenge

against Tokyo. Dr. Tomorrow intercepts the heroes, informing them that if they reach Tokyo they will be captured and brainwashed by Axis scientists, then sent to murder scientists and heroes before being killed. The time-traveling hero offers to transport them to his Earth, which has no heroes, where they can truly make a difference against the world-dominating Nazi regime. The heroes agree to accept Dr. Tomorrow's offer and are never seen again, becoming known as "The Forgotten Brigade."

- **December 10:** President Roosevelt, convinced of Dr. Tomorrow's sincerity, orders the formation of a team of American superheroes called the Liberty League. Dr. Tomorrow, as the League's first recruit, is named team leader and Freedom City becomes the group's headquarters. Bowman and Arrow, Centurion, Envoy, Freedom Eagle, Johnny Rocket, Lady Liberty, and Midnight become the group's first recruits.
- William Warner, a student at St. Thomas Aquinas Academy, becomes the new host for the Vengeance Spirit, transforming into the Burning Ghost. Eldritch finally contains the sinister spirit with the help of Lillian Vervain. Eldritch and Vervain become close for a time and Lillian's daughter is born not long thereafter.

## 1942

- A number of new superheroes appear, including the Patriot, successful subject of a top-secret U.S. government program; Siren; and the Human Tank and Gunner. Their appearance is matched by a number of new super-villains, including Opal, Dr. Zero, Marionette, Magnifico the Magician, and the swamp creature Tom Cypress, who band together as the Crime League.
- Similarly, the ranks of the Nazi *Übersoldaten* swell with such names as *der Totenkopf* (Death's Head), *Sea-Wolf*, and *Schlasbringer* (Sleep-Bringer). Kamikaze joins the *Hinomaru* in Japan.
- Freedom City Police Commissioner Bachle establishes the Special Committee Against Sabotage. As part of this group, several former adventurers from the 1930s form the Science Brigade, known for eccentric habits and their willingness to field-test special weapons developed by the city's most notable inventor, Dr. Dingle.
- Dr. Allen Grant, seeing the research possibilities in the city, establishes the Applied Scientific and Technical Research Organization (ASTRO) Labs—a lucrative scientific research company—in Freedom City.

## 1943

- German forces attempt to conquer the small African nation of Dakana to gain control of the daka crystals. They are driven off by the Dakanese army, which is far more technologically advanced than they have allowed the outside world to know.

## 1944

- Wilhelm Kantor, realizing the war is lost, makes plans to flee to South America with the knowledge of Ultiman science he has obtained from Kal-Zed and orders Nacht-

Krieger to cover his escape by killing as many Allied heroes as he can. *Der Übermensch* faces off against Centurion; losing the battle, the villain flees Germany, leaving the Nazis to their fate.

## 1945

- **March 28:** The Allies of Freedom attempt to capture Wilhelm Kantor, but Nacht-Kreiger slaughters nearly all of them before taking off towards Freedom City. White Rose and White Thorn pursue and manage to trap the Nazi shadow-creature in a subterranean prison of light at the cost of White Rose's life and White Thorn's freedom.
- Prince Thallor's forces defeat the usurpers of Atlantis and take control of the undersea nation once again. The newly crowned King Thallor proposes to Siren, asking her to be his queen.
- Hidden in South America, Wilhelm Kantor establishes *Projekt Zeugung* to develop cloning technology based on Ultiman science.
- Taurus and Ms. Scarlett form the Labyrinth, a secret organization intended to control the political, economic and criminal arenas of the world from a centralized source.
- An unexpected storm throws Langston Albright overboard from the trawler on which he is working. Sinking into Great Bay, he finds himself surrounded by dark shapes. Suddenly infused with the power of light, he rises from the water and tows the trawler to safety. Albright adopts the costumed identity of Beacon.

## 1946

- The Crimson Katana murders the Human Tank and Gunner in Osaka, Japan.
- The Grue Unity and the Lor Republic wage a series of skirmishes in Earth's solar system, resulting in several UFO sightings. A damaged Grue scout ship crashes near Roswell, New Mexico. The U.S. government covers up the crash and moves the wreckage and remains of the crew to a top-secret location.

## 1950

- The Grue Unity, now aware of Earth, send scouts to infiltrate the United States and sow dissent, making the planet ripe for conquest. The Grue scouts use already-existing fear over communism to turn public opinion against superheroes, prompting the government to tighten control over them.
- Wilhelm Kantor rapidly ages one of his clones to adulthood; dressing him in the uniform of an Imperial German officer and christening him the "Killer Kaiser," the Nazi mastermind presents the clone as himself gone mad. When the Killer Kaiser perishes aboard his *Battle Blimp* two years later, the world believes Kantor is dead.
- To assist the war effort in Korea, the Patriot recruits a new group of heroes: the Atomic Brigade, named in the hope they will be an alternative to the use of nuclear weapons. Four members are killed in defense of Chosin



Reservoir around the end of the year and the team never reforms to its full strength.

## 1952

- Wilhelm Kantor creates the Secret Hierarchy of Agents for Domination Over the World (SHADOW), using cloned stormtroopers and resources and allies left over from the Third Reich, and names himself the Overshadow.

## 1954

- Hepcat, beat poet and vigilante, fights crime in the West End and Fens districts of Freedom City.
- Earth's superheroes become aware of the Grue infiltration and wage a secret war against them, ultimately driving them off.
- An earthquake in Dakana frees the Beast of Kilimanjaro. King M'Zale, heir to the mantle of the White Lion, lures the creature into a trap of daka crystals to re-imprison it.

## 1955

- With the Grue invasion bringing governmental distrust of superheroes to a new high, the House Un-American Activities Committee (HUAC) begins investigating all superhuman activities. This leads to the conviction and imprisonment of Silver Soldier from the Atomic Brigade, and the public revelation of Scarlet Spectre's identity as Virginia North when she attempts to testify against the Liberty League. The Committee raises accusations of communist sympathies and immoral behavior, demanding the League members reveal their true identities and submit to government control. When the League refuses, the government disbands them. The group regretfully dissolves and many of its members retire.
- Tim Quinn takes up the mantle of the Bowman and Fletcher Beaumont's son, Fletcher, Jr., becomes the new Arrow.
- Jack Simmons, having given up his Patriot identity and feeling the nation needs a security force to deal with superhumans now that the Liberty League has disbanded, begins putting together an operational plan to create such an agency.
- Wealthy financier Alexander Rhodes establishes the Rhodes Foundation, a multinational investment and management company.

## 1960

- Hades, enraged at Daedalus' activities as a crime fighter, uses the unwitting aid of a mortal would-be wizard and launches an invasion of Freedom City from Tartarus. A number of heroes, including Centurion, Lady Liberty, Bowman, Daedalus and the Raven band together to drive off Hades and his forces. The heroes, realizing they can deal with threats more effectively as a team, band together to form the Freedom League.
- Jack Simmons' new task force, designated the American Elite Government Intervention Service (AEGIS), is given office space in the Treasury building. Simmons begins

tapping his CIA and FBI sources to recruit law enforcement personnel, assuring AEGIS will have accurate intelligence before taking the field. He also uses his friendships in the superhero community to make contact with the new generation of heroes, proposing covert partnerships and promising AEGIS will fight for superhero rights and prevent another witch-hunt like HUAC. Many heroes agree to cooperate with the new agency.

## 1961

- **February 13:** Dr. Atom purchases the newly constructed Goodman Building in Midtown Freedom City and moves there with his family.
- Alexander Rhodes develops incredible mental powers. Discovering he is the reincarnated soul of the ancient Egyptian hero Heru-Ra, he takes on the identity of the Scarab, using his abilities to fight crime.
- "Mad Dog" Rae forms the "Dog Pound Squad," a special unit of the Freedom City Police Department meant to combat superhuman violence.
- Overshadow, recognizing the Scarab as his ancient enemy, launches Operation Inundation, a plot to seize control of every institution in the Western world. The Scarab discovers the plot before it is initiated, but no one in the government listens to him other than Jack Simmons. AEGIS mobilizes to protect key American installations and contacts friends in the armed forces of other nations to warn them; it is only their quick action, and that of the Freedom League, that prevents SHADOW's attack from succeeding.

## 1962

- Psychology doctoral student Cassandra Vale becomes the chosen vessel of the Voodoo loa Siren, goddess of the sea, in conflict with Baron Samedi, loa of the dead, over the value of humanity.
- The Egyptian god Horus the Avenger comes to earth to fight injustice in the human world.
- The Leopard King raises an army of brainwashed "Leopard Men" and launches an invasion of the nation states of Africa. At the request of King M'Zale of Dakana, the United Nations sends Uniform to intervene in the conflict.

## 1963

- Astronaut Chuck Shepard is lost through a black hole, which transports him to another world. Becoming that world's champion and granted their life-extension technology, Shepard becomes known as Space Ranger.
- The Lor Republic and the Grue Unity agree to a tentative peace, inducing a state of détente between the two interstellar governments.
- The Mobile European Network Acquiring Control of Earth (MENACE), a group of European fanatics, steals the plans for the Inexistence Gun. In response, the UN establishes Team Alphabet, an elite team of 26 super-spies to deal with superhuman threats.

## 1964

- AEGIS opens Blackstone Penitentiary, a prison specially designed to hold superhuman inmates, on Blackstone Island off the coast of Freedom City. The United States Department of Justice makes Blackstone the de-facto prison for superhumans in the United States. Jerry Kramer is appointed Warden.
- The Maestro uses a visit by the Beatles to mind-control thousands of screaming fans. The Freedom League manages to thwart the evil mastermind's plans.
- A newly resurgent SHADOW infiltrates the United States and Western European military with I-Bots (Infiltration Bots) to foment conflict. The androids are able to bring the United States and the Soviet Union to the brink of war before the plot is foiled by an alliance of Centurion and Bogatyr.

## 1965

- Omega bridges the dimensional gulf between the Terminus and Earth-Prime and invades the city with an army of Omegadrones. The Freedom League and Dr. Atom are able to repel the invasion and seal the breach.
- Theseus, son of Siren and King Thallor of Atlantis, joins the Freedom League as Sea King.
- Brigade Six, a secret branch of British Intelligence, is formed to deal with threats too dangerous for regular agents.

## 1966

- Freedom Friends, a cartoon loosely based on the exploits of the Freedom League and produced by Filmatic Studios, premieres. Although campy and childish, the show is extremely popular.
- Warden Kramer accepts the assistance of Daedalus in redesigning the cellblocks of Blackstone Penitentiary to reduce the chance of escapes.

## 1968

- Team Alphabet cuts off MENACE's access to the Arsenal Outside Time, the place they had stolen their temporal weaponry from.

## 1969

- **July 20:** Apollo 11 delivers the first humans to the Moon. The inhabitants of Farside City watch the mission carefully, now aware of the speed of humanity's technological development.
- Selene, an ambitious member of the Farsider royal family, uses the fear of humanity's technological development to attract a large group of followers. The group seizes control of the Moonstone, granting Selene powerful mental abilities and control over the city. Taking the name Lady Lunar, Selene orders the royal family killed; one member, her young nephew Mentac, manages to escape to Earth.

- **September 9:** Chester Brown, the Bluesman, passes away. The city mourns the gang-busting hero and honors him with a statue in Liberty Park. The grove where the statue stands comes to be known as Heroes Knoll.
- Renegade Star Knight Rojan Lhar flees to Earth. Taking the name Blackstar, he seeks to amass enough power to storm the Star Knight Citadel and claim the Star Stone. However, Star Knight Sri A' Lan Koor tracks the renegade to Earth and joins the Freedom League, foiling Blackstar's schemes.
- **October 14:** A scouting party from the Grue Unity infiltrates humanity. Seeking to infiltrate the Freedom League, the alien plot is foiled when one of their number, R'ik Faax, finds individuality and sympathy for the human race and exposes his fellow Grue. For his betrayal, R'ik Faax is banished from the Unity and marooned on Earth, where he creates the identity of freelance journalist Rick Fox and joins the Freedom League as Pseudo.
- The Malfidians, the personal guard of Lady Lunar, arrive on Earth, where they set up a base in a gravel quarry in Central England. Their mission is to procure rare materials and prepare for an invasion of Earth by Farside City. Uni-force thwarts the plot with the assistance of the Associates, a pair of time travelers who claim to be agents dedicated to preserving the time-stream from interference.

## 1970

- White Lion, the heir to the African Kingdom of Dakana, joins the Freedom League.
- Sonic-powered Freedom League member and protégé of Daedalus, Mary Minstrel, dies.

## 1971

- To honor her memory, Daedalus uses Mary Minstrel's brain patterns to create the Chorale—Aria, Paean and Panegyric—three symbiotically connected androids with vocal powers. While initially identical, over time they develop distinct personalities, becoming valued allies of the Freedom League.
- Fletcher Beaumont, Jr., having problems with alcoholism brought on by the stress of his double life, retires as Arrow. Although the story is never made public, Tim Quinn retires soon after as Bowman.
- The first annual C.B. Blues Festival—named for the Bluesman, Chester Brown—is held in Liberty Park.
- Talos creates the Foundry, an organization intended to distribute weapons to humanity with the ultimate goal of their destruction, leaving the world free for artificial life to control.

## 1972

- **August 24:** The Raven confronts his archenemy Dr. Sin on-board his airship fleet and destroys it with the aid of the villain's daughter Jasmine, seemingly killing the villain but suffering crippling injuries in the process. Duncan Summers retires as the Raven and marries Jasmine.
- **July 4:** Lady Liberty's powers inexplicably fade and eventually disappear altogether. Although she contin-



ues to operate without them for a time, Donna Mason eventually retires as a crime fighter. Strangely enough, as the years pass, the public's memories of the specifics of Donna Mason's time as Lady Liberty slowly and inexorably fade as well.

## 1974

- Fletcher Beaumont, Jr., in recovery from alcoholism, claims the mantle of Bowman, training former gang member Ethan Keller as the new Arrow. The White Lion leaves the Freedom League, returning to Dakana to assume his responsibilities as king.

## 1975

- Daedalus, tiring of the endless battles and beginning to question the purpose of his immortal life, constructs a starship of his own design—the Icarus—and leaves Earth to explore the galaxy. Pseudo, feeling isolated from humanity, joins the inventor in his travels.
- Evening, a former Brigade Six agent from the UK, makes her heroic debut when she stops a robbery in Freedom City, quickly becoming the unofficial heroine of the West Side.

## 1976

- The Eye of Vengeance, a cybernetic assassin created by the Labyrinth, is sent to eliminate Evening. Evening eventually uses her mental powers to override the Labyrinth's brainwashing, freeing his human consciousness.
- While attending Hanover Institute of Technology, Andrea Atom meets Mentac, hiding on Earth as a debunker of the paranormal calling himself Mentac the Magnificent. Andrea introduces Mentac to her father, beginning a long association between the mentalist and the Atom Family.

## 1977

- Adrian Eldritch relocates to Freedom City, in its Riverside neighborhood.
- Evening and the now-renamed Eye of Justice begin fighting crime as a duo, confronting Jack-A-Knives, the Labyrinth, and other foes.
- The Atom Family—Dr. Atom, Andrea Atom, Jack Wolf, and Mentac—begin a series of adventures across the Earth, through outer space and across the very dimensions themselves. Most of the group's exploits do not become widely known to the public. During one of the Atom Family's adventures, Jack Wolf is temporarily transformed by the influence of the Moonstone into the lupine Wolfjack.
- Star Knight finally captures Blackstar and leaves the League and Earth to take the villain to Mentor for trial. The traitorous knight is sentenced to imprisonment on a faraway asteroid.
- **October:** An op-ed piece in the Freedom Ledger refers to the team of Evening and the Eye of Justice as the "Eyes of Night." The name sticks and the pair adopt it as their official title.

## 1978

- During a battle with the Shark Syndicate, Bowman and Arrow suffer a humiliating defeat due to Bowman's relapsed drunkenness. Arrow eventually manages to take down the criminal gang on his own, but is so disgusted with his mentor's behavior he leaves the partnership to operate on his own.
- SHADOW initiates a second Operation Inundation using Overshadow's army of clones. The plot is foiled when the Scarab pushes his mental powers to the limit and turns the clones against each other by making them, temporarily, believe they are the true Overshadow.

## 1979

- The immortal Lucius Cabot, posing as his own descendant, reestablishes the law firm of Cabot, Cunningham & Crowley in Freedom City.
- Overshadow unleashes the Scions of Sobek and the immortal sorcerers attack Freedom City, seizing control of the minds of most of the Freedom League. Scarab's new protégé, Brainstorm, tries to defeat the Scions, but is no match for their sheer strength and perishes just as the Scarab arrives. Scarab, still not at full-strength after taxing his abilities during Operation Inundation, pushes himself past his limits to free the League from the Scions' control, dying in the process. The League overcomes the Scions with the aid of Eldritch.
- The Chorale, abandoned by Daedalus, are attacked by Jack-a-Knives at Hades' urging. The androids destroy Jack's host-body, breaking with their original programming. Changing their collective name to the Erinyes and their individual names to Tisiphone, Megaera and Alecto, the three inflict harsh punishment on those they deem to have done wrong. A TV news reporter nicknames them the Furies Three.

## 1980

- A disillusioned Arrow adopts the new codename of Archer and begins a ruthless war on drug-lords and organized crime, sometimes using lethal force to achieve his goals.
- Mentac reveals his origins to the rest of the Atom Family. The group travels to the Moon to confront Lady Lunar and frees the city from her despotic rule. Although the rightful heir, Mentac abdicates and helps set up a democratic system of government. Mentac finally confesses his love for Andrea, who wholeheartedly returns his feelings.
- Citizens for Order, Decency, and Ethics (CODE) is founded. The organization calls for greater regulation and control over costumed heroes, citing dangers to impressionable children as well as to law and order.

## 1981

- A serial killer known as "Gemini" kills dozens of people. AEGIS agent Horatio (Harry) Powers manages to iden-

tify and track down Gemini, using experimental anti-psionic technology to help overcome him.

- A massive bronze statue honoring the sacrifice of Brainstorm and the Scarab is established in the lobby of 1 Pyramid Plaza.
- Evening and the Eye of Justice are married. The Freedom City Police Department makes the Eyes of Night honorary police officers and appoints them deputies of the Department.
- The Katanarchists launch a devastating attack on the Freedom League, resulting in the deaths of two new members, Tectonic and Halogen. After the Katanarchists are defeated, Centurion disbands the Freedom League.

### 1983

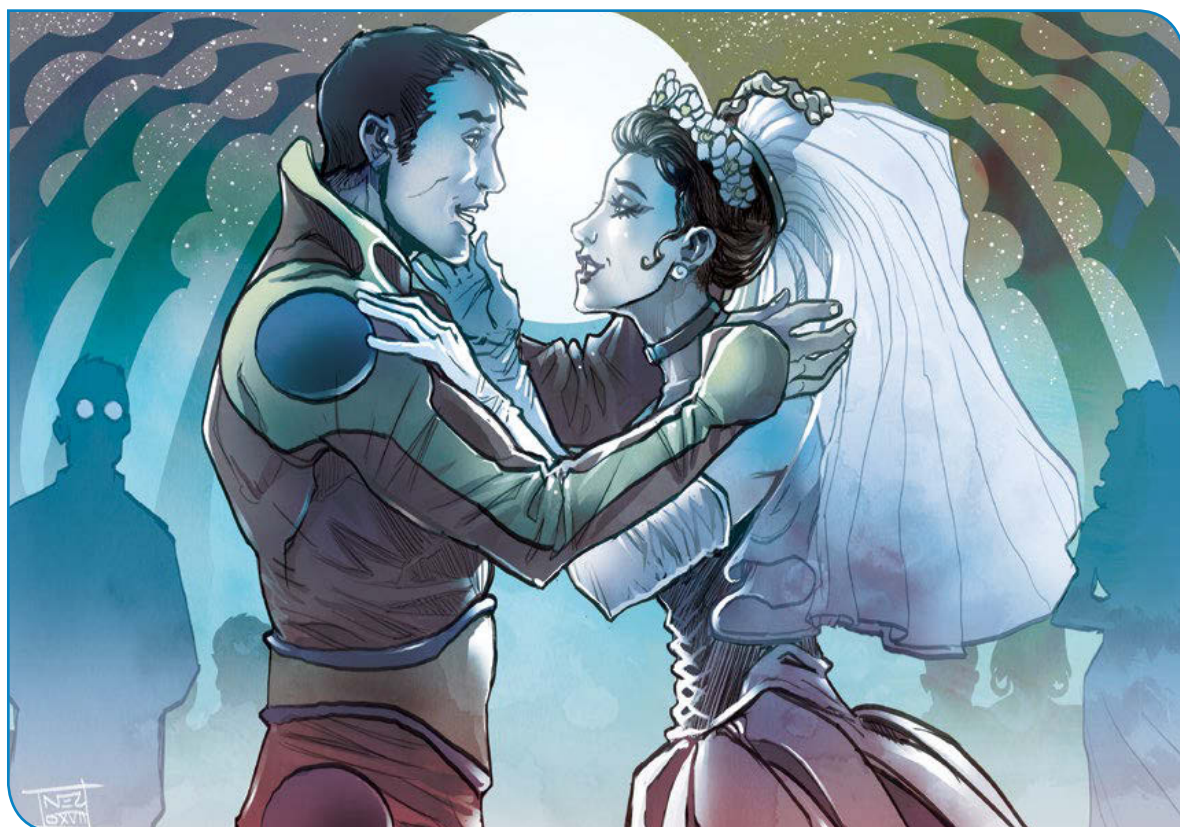
- Inmates at Blackstone Federal Penitentiary, led by Doc Abattoir and Countess Azure, incite a riot. The warden and 40 guards are killed, as well as both of the instigators and the villains Ramrod, Sir Razor, the Wraith, the Silver Satyr, Ms. Malice, and the triplets known as ConflagNation. Only the clear-headed actions of the prison staff, led by rookie guard Joshua Drummer, and the technology of Dr. Abby Wallace keep any prisoners from actually escaping. Public blame for the disaster falls on the city administration as well as absent heroes, despite evidence distractions had been set up to keep heroes like Centurion occupied during the prison break. CODE, in particular, lambasts against the failures leading to the riot; their membership swells as a result.
- The day after the Blackstone Riot, an envelope—anon-ymously sent by Doc Abattoir—arrives at the Daily

Herald, containing the secret identities of the Eyes of Night. The newspaper publishes the information, effectively ending the heroic pair's anonymity.

- Taurus creates the Zodiac Cartel, a fictional criminal organization supposedly responsible for numerous bank robberies, hijackings and murders, as a distraction from the Labyrinth; failed or clumsy SHADOW operations are attributed to the made-up group.

### 1984

- **April 18:** Andrea Atom and Prince Mentac are married, bringing an end to the Atom Family's adventures. A heartbroken Jack Wolf leaves Freedom City to join the Soldiers of Fortune mercenary group.
- Backed by support from CODE and a secret cadre of criminal organizations, including Augustus Roman's Circus Maximus and the Oliverti Mob, Franklin Moore is elected mayor of Freedom City on a platform of "zero tolerance" for superhuman vigilantism. As his first act in office, the mayor quickly signs the Moore Act, outlawing all costumed heroes in "his" city, threatening them with arrest if they continue to operate outside the law. The police and mayor's office become increasingly corrupt and criminal kingpins gain strong influence, operating with near impunity. Most heroes comply with the law and either retire or leave the city. Others choose to ignore it and operate secretly. Director Simmons covertly uses AEGIS to help superheroes who have not descended into vigilantism.
- Mayor Moore appoints the corrupt Roy Alquist as commissioner of the police on a platform of "restoring law





and order.” Alquist forms the “Price of Freedom” SWAT team, heralding the new unit as the most innovative and unique squad of police in the city’s history, blithely ignoring such previous special police groups as the Science Brigade and Dog Pound.

### 1985

- Andrea Atom and Mentac’s first child, Maximus, is born.
- Archer forms a new team called Freelance Organization of Criminal Elimination Operatives (FORCE Ops), consisting of himself, Bruiser, Network, Kismet, El Gato, and Nightrage. The group wages a brutal war against Mayor Moore’s corrupt political machine as well as other criminal threats. The new heroes are quickly branded outlaws by the mayor’s office.
- St. Thomas Aquinas Academy student Micky Graves awakens the Vengeance Spirit. The terrible entity possesses Graves, granting him the power to transform at night into a fiery, motorcycle-riding agent of vengeance known as the Hellrider.

### 1986

- Tesla “Tess” Atom is born. The Atom Family begins splitting their time between Freedom City and Farside City, allowing Mentac to advise the fledgling council while Dr. Atom and Andrea study Farsider technology.

### 1987

- The despotic Star-Khan, brutal ruler of a savage interstellar empire, leads his fleet against the Lor Republic. On the verge of victory, the Star Knights and Daedalus join the battle on the side of the Lor.
- A Labyrinth test subject develops the power to teleport through doorways, steals a prototype kinetistaff, and escapes. Calling himself Trap Door, he gains a reputation as a Robin Hood figure—stealing, but giving money to orphanages and other charities.

### 1988

- Victoria Atom is born.
- The Lor Republic, following the invasion of the Star-Khan and the incursions of the Grue, initiate an effort to engineer more powerful mentats.
- SHADOW’s leaders, factionalized due to internal conflicts, break out into open warfare with each other.
- Mayor Moore is re-elected in Freedom City—despite numerous rumors and accusations of corruption, misappropriation of funds, and nepotism within the administration—due to the support of CODE and other citizen action groups.
- The Eyes of Night return to Freedom City and operate in the West End and Fens neighborhood in defiance of the Moore Act, overthrowing the Fearsome’s control of the criminal underworld there.

### 1989

- Chase Atom is born in Farside City.
- European activist Dominic Ashe takes over as leader of a small, violent circle of terrorist he names “the Overthrow of Western Civilization,” or simply Overthrow.
- Jonathan Grant is introduced to Taurus and the Labyrinth after proving himself sufficiently ruthless. As a show of loyalty, Grant sacrifices his father Charles to Hades, making the death appear to be a sudden heart attack. Although foul play is suspected, none can be proven: Jonathan takes over as head of Grant Technologies.
- Eddie Graves turns states evidence against the mob, accepting a jail sentence as part of his plea bargain. No longer hating his father, the Vengeance Spirit leaves Mickey Graves, taking with it his ability to transform into the Hellrider.
- Freedom City celebrates its bicentennial.
- Overshadow retakes control over his organization and removes from power those who corrupted SHADOW with “crass commercialism.”
- During Callie Summers’ sixteenth birthday party, Dr. Sin re-emerges from hiding and kidnaps his granddaughter. Duncan Summers—reclaiming his Raven identity—and Jasmine Summers track down the villain, but while successful in freeing their daughter, Jasmine is killed when she throws herself in front of her father’s death ray to save her husband. Not long thereafter, Callie Summers begins operating covertly as the Raven.
- Overthrow escalates its attacks in Europe, attracting the attention of Overshadow, who offers to become Dominic Ashe’s patron. With SHADOW’s backing, Overthrow begins to reorganize and expand.

### 1990

- Jack Simmons suffers a massive heart attack brought on by years of stress and overwork, forcing him to retire. Harry Powers is appointed Director of AEGIS. Overshadow uses the Tapestry of Fate to invade AEGIS HQ in an attempt to destroy his old enemy Simmons, but suffers a resounding defeat.
- Security Chief Joshua Drummer is appointed the new Warden of Blackstone Federal Penitentiary. He appoints Dr. Abby Wallace as Chief of Security.

### 1991

- Michael O’Connor, Jr. announces his candidacy for mayor of Freedom City. Despite numerous attempts to discredit him as well as several death threats, O’Connor’s “No Moore!” platform becomes extremely popular.
- The Lincoln Youth Center is established in Freedom City. The center, run by the former Black Avenger, Wilson Jeffers, becomes extremely successful in reducing gang and youth violence in the district.
- Freedom City Deputy Mayor Albert Barker is indicted for his involvement in the murder of two DEA agents. Over the next 13 months, 34 other members of the

Moore administration are charged with crimes ranging from racketeering to bribery and tax evasion.

- Brilliant meteorologist and R&D scientist for Nolan Aircraft, Dr. Sebastian Stratos, enraged over the rejection of his theories for weather manipulation technology, develops a working prototype for a weather control device that he directs at Nolan Aircraft, forcing down the experimental X-14 supersonic plane piloted by Ray Gardner. Dr. Stratos then threatens to ground all air traffic if he is not paid millions in ransom. Unbeknownst to Stratos, the energy of the device infused Gardner with incredible strength, resilience and power over electricity. Calling himself Captain Thunder, the new hero tracks down Dr. Stratos' hidden lair and defeats him.

## 1992

- Facing irrefutable evidence of corruption and FORCE Ops's revelation of the mayor's ties to organized crime, the Moore administration is soundly defeated by Michael O'Connor, Jr. and his "No Moore" campaign. Moore, while never personally charged with a crime, leaves the city in disgrace. The Price of Freedom team is disbanded and most of its members, facing corruption charges, leave the city. Mayor O'Connor devotes his effort and fortune to reestablishing the public's trust in the government, immediately working to repeal the Moore Act.
- Augustus Roman, no longer under the protection of the mayor's office, is exposed for bribing several members of the Moore administration. His criminal syndicate collapses, allowing Raphael Oliverti to take over the Freedom City underworld.
- Captain Thunder reveals his secret identity to Nancy Dumont while proposing to her; the two are married shortly after. Danny Cloud, a young mechanic for Nolan Aircraft, accidentally discovers his friend Ray Gardner's secret identity of Captain Thunder. Swearing to keep the hero's secret, Cloud gains the occasionally difficult reputation of being "Captain Thunder's Pal."

## 1993

- **February 16 – The Terminus Invasion:** Omega launches a new invasion of Earth, using Freedom City as a beachhead. Dr. Atom tries to seal the dimensional breach while Andrea Atom and Mentac dive through the gate to try and hold off Omega. The lord of the Terminus apparently vaporizes the pair without effort and invaders pour through the gateway, blasting open the walls of Blackstone Federal Prison, releasing prisoners to sow chaos or to become agents of the Lord of the Terminus. Over the next four days, nearly every hero, law enforcement, and military agency in the city band together to fight back; even SHADOW covertly attacks Omega's troops. Daedalus, having been made aware of the attack, returns from space to assist. Many heroes die in battle, including the Flea, Kismet, Network, and Nightrage. Centurion personally battles Omega, shattering Omega's armor and forcing him to flee, but Centurion perishes in the process—the moment captured on film by Pulitzer Prize-winning photojournalist Christina Valley. The Eyes of Night, seen fighting Omega

drones during the battle, vanish afterwards, their whereabouts unknown.

- **February 20:** A mysterious entity composed of concrete, glass, and steel appears in the midst of the devastation of the Terminus Invasion, declaring, "I am Metropolis." The entity then speaks with representatives of the city government and, while offering no explanation as to his origins, makes clear his intent to aid the city. He begins working with scientists and rescue workers, who name him "Dr. Metropolis." The new ally of the city uses his powers to direct emergency personnel and speed repairs at an astonishing rate, granting the city an incredible new infrastructure in record time.
- Its ranks decimated during the invasion, FORCE Ops disbands. Ethan Keller, exhausted by the constant fighting and humbled by the Terminus Invasion and the loss of so many of his friends, retires as Archer and becomes a freelance security consultant.
- In the aftermath of the Terminus Invasion, the city and the world mourn the death of Centurion. At the funeral, Jack Simmons delivers a blazing eulogy, declaring Freedom City should welcome its heroes back with open arms; he further asks the heroes to rally beside AEGIS. A grateful Mayor O'Connor repeals the Moore Act, allowing superheroes to once again legally aid a grateful city.
- St. Thomas Aquinas Academy, having suffered terrible damage during the Terminus Invasion, closes its doors. It is purchased by Duncan Summers, who reestablishes the faded school as an academy where young superhumans may receive training. The school is renamed the Claremont Academy in honor of its founder.
- Ray and Nancy Gardner's son, Ray Gardner, Jr., is born.
- Dr. Alexander Atom, his health failing from cancer, exhaustion, and grief over the loss of his daughter and son-in-law, transfers his mind into a holographic computer system, allowing his physical body to die. Jack Wolf returns to the Atom Family to help care for Andrea and Mentac's orphaned children, becoming their legal guardian.

## 1994

- Captain Thunder, Daedalus, Dr. Metropolis, the Raven, and Siren officially reestablish the Freedom League.
- **February 15:** Mayor O'Connor establishes Honor Day, an annual citywide holiday to commemorate the end of the Terminus Invasion and honor the sacrifice of Centurion and other fallen heroes, with the dedication in Riverside Park of the Sentry Statue, a 100 foot sculpture of gold tinted marble, designed by Raul Diaz. Statues of the other heroes who died, including a miniature version of the Sentry Statue, are raised at Heroes' Knoll in Liberty Park.
- The incorporation of the U.N.'s superhuman agencies is completed; the new organization is named the United Nations International Superhuman Oversight Network (UNISON). Carlos Santiago of Spain is named its first director.
- The otherworldly imp known as Quirk makes his first appearance in Freedom City, before Captain Thunder tricks him into returning where he came from.



## 1996

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- Mayor O'Connor activates the Special Tactics and Regulation (STAR) Squad of the FC Police Department to deal with super-powered threats; Leonard Upton is appointed to head up the squad. The STAR Squad faces its first challenge when the Fear-Master activates an experimental device that turns the citizens against superheroes. The officers are able to rally enough people to fight their fears and force the villain to retreat.
- Quirk initiates a battle that culminates in a local restaurant being turned into a pie-throwing monster.
- Talos creates the android Argo, able to mimic the powers of other beings. Argo nearly destroys the Freedom League and is only stopped by the genius of Daedalus, which it is unable to duplicate.

## 1997

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- The Factor Four attack the Atom Family at the Goodman Building. While the Atoms are victorious, the top three floors of their home are destroyed. With Dr. Metropolis' help, the damage is repaired by year's end.
- Mob boss Raphael Oliverti is assassinated by persons unknown; although his oldest son, Giovanni "Johnny" Oliverti, takes over the family, the other families insist leadership of the Mafia pass to Alberto "Big Al" Driogano. "Big Al" surprises everyone by quickly and aggressively expanding operations within the city.

## 1998

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- Augustus Roman organizes the Circuit Maximus, an underground fight league using super-powered combatants.
- Maximus, Tesla, Victoria, and Chase Atom are revealed to have mutant powers. Maximus has powers over his body's atomic structure, Tesla displays the ability to generate and manipulate nucleonic energy fields, Victoria has the power to change her shape, and Chase displays telepathic abilities.
- Bill "Bulldog" Maddicks, known throughout the force for his tough methods, becomes new commander of the STAR Squad.
- Johnny Rocket, the grandson of the Liberty League member of that name, gains his powers and accepts an invitation to join the Freedom League. Unfortunately, his lack of a secret identity allows an ex-boyfriend to reveal details of Johnny's personal life to the tabloids; rather than deny it, he comes out publicly, becoming the first openly gay superhero.
- The Collective makes its first appearance. The Atom family manages to stop the Collective by breaking it down into its component parts, but elements of the swarm survive and eventually reform.

## 1999

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- UNISON Director Santiago is assassinated by agents of Overthrow; he is replaced by Harry Smith of Jamaica.

- Lemar Phillips, a young man from the Lincoln area of Freedom City, gains sonic powers and takes on the identity of Sonic, training with his mentor Wilson Jeffers, the former Black Avenger.
- **December 31:** The Freedom League defeats the Millennium Bug and his Y2K Drones, preventing the long-feared millennial computer shutdown.

## 2000

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- First appearance of the criminal Thieves Guild as a team, consisting of Bolo, Firebug, Huckster, Looking Glass, Mad Maple, and the Weather Mistress.
- UNISON Director Harry Smith is assassinated by Overthrow.
- **December 31:** The Millennium Bug, with the aid of forces from the Terminus, engineers a mass jail break from Blackstone Prison. While the Bug and most others are defeated, it takes the world's heroes over six months to recapture all of the escapees.

## 2001

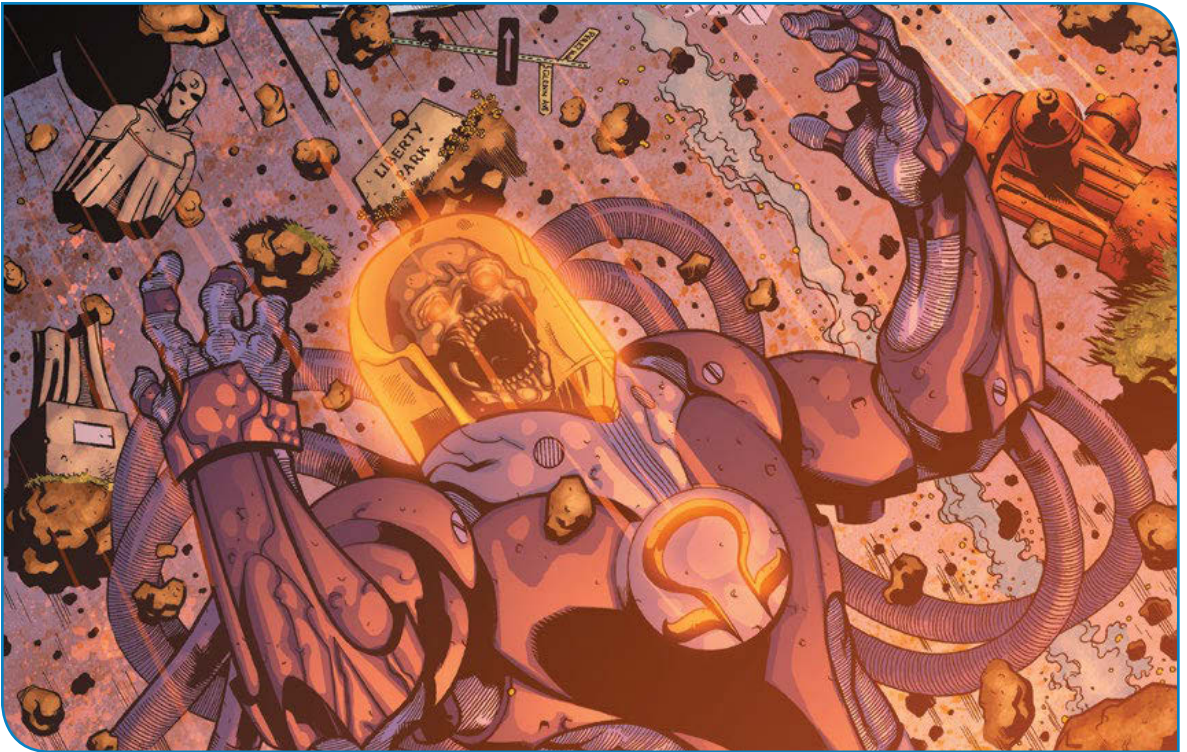
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- Duncan Summers completes the renovation of Claremont Academy and takes in its first new group of students, including Bowman (Fletcher Beaumont III), Megastar, Nereid, Seven, and Sonic.
- Avian warrior Talona attacks Grant Conglomerates over a threat to the Aerie. Lady Liberty is able to stop Talona from doing any serious harm, and the Freedom League provides aid to the Avians.
- **June 22:** An alliance of super-villains destroys Freedom Hall and disables most of the League. The villains are narrowly defeated by Daedalus, although unconfirmed rumors suggest he had help from Foreshadow.
- **July:** The last villain to escape from Blackstone, the plant-controlling Green Man, is defeated by a group of super-powered students from Claremont Academy. When asked by the press if they worked with the Freedom League, Sonic cockily states "They're old school. We're the Next-Gen!" The moniker sticks with the young heroes as they begin to make a name for themselves.

## 2002

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- Jennifer Ellis is appointed director of UNISON. She manages to escape the expected assassination attempts by Overthrow.
- The Alpha-Centurion, a creation of Omega, masquerades as the real Centurion returned from death, until Raven learns the truth and the League manages to banish him to the Zero Zone.
- **April 30:** The Atom Family thwarts the Factor Four's theft of archeological artifacts for an occult ritual to increase their power.
- **May 5:** Argo reactivates and breaks out of ASTRO Labs, rampaging across the city until the Freedom League is able to once again deactivate him. Argo's sudden reactivation by his creator Talos serves as a distraction while Foundry agents steal from local tech companies.



- **June 20:** The Raven and her long time foe, the world-class thief Magpie, temporarily join forces to capture a mysterious time-and-dimension traveling thief who had stolen several art treasures.
- **July 7:** Gigantosaur, driven from the depths by Atlanteans under the influence off the Serpent Scepter, arises from Great Bay and attacks Ocean Heights Amusement Park. Members of the Freedom League are able to rescue the park-goers and drive the monster back into the sea.
- **July 8:** The deep ones mobilize the Atlantean military to invade the surface world but are stopped by a combination of the Freedom League and Atom Family; the Next-Gen take their teammate Nereid to free her father and the rest of the Atlantean royal family from the deep ones' influence, averting the invasion.
- Suspected mobster Thomas Gianetti is assassinated by the sonic weapon wielding Silencer, making Gianetti the vigilante's sixth victim.
- The White Knight, a radical racist empowered by the dark entity Mr. Infamy, attacks the opening ceremony of the Celebrate Diversity festival in the Riverside district. Johnny Rocket is able to prevent the White Knight from disrupting the ceremony, although the villain escapes capture.
- **The Time of Crisis:** Omega attempts to destroy the omniverse with a series of cosmic bombs. Only the last-minute intervention of a small group of heroes and the mysterious cosmic entity known as the Norn saves creation from destruction.

## 2003

- The Green Man takes control of Dr. Metropolis and uses his power to turn the city into a primeval rainfor-

est. Freed by other heroes, Dr. Metropolis reclaims his power and imprisons the villain deep within the Earth.

- Jack Simmons, having been diagnosed with inoperable cancer, volunteers for AEGIS' Project Ironmonger. His memories are downloaded into an android body, which is given the identity of deceased agent, Faraday Irons.
- Providence Asylum announces a controversial program to treat mentally ill super-criminals.
- Dr. Stratos captures Captain Thunder and reveals the hero's secret identity on live TV. Captain Thunder manages to escape and capture Stratos, but because his identity is now common knowledge, the Captain decides to become a hero full-time, relocating with his family to Freedom City. Soon after, his son Ray Jr.'s electrical powers emerge and he enrolls in Claremont Academy using as Bolt.
- The immortal hunter, awakens from one of his prolonged states of hibernation, decides humanity has reached a point of social and technological evolution that he finds acceptable. Fascinated by superhumans, but convinced they are a threat to his right to rule humanity, he takes on the identity of Mastermind.

## 2004

- Blackstar escapes from his imprisonment, flees to Earth, and rejoins the Crime League.
- In California, Officer Maria Montoya uncovers widespread corruption in her department, leading to the discovery of infiltration by the alien Grue. Forced to go on the run, she is aided by Pseudo, who has returned to Earth to warn the planet of a Grue invasion. She also attracts the notice of Mentor, the computer commander of the Star Knights, who appoints her the new Knight of Earth's sector of space.



- Bowman graduates from the Claremont Academy and formally joins the Freedom League.
- The Grue kidnap and replace the Atom Family with Grue duplicates and imprint Darr’Kann, a specially bred and modified warrior, with the powers of all of the Atoms, intending him to be the first of a new generation of super-Grue. However, psychic interaction with the Atoms, enhanced by the telepathic abilities of Chase Atom, breaks Darr’Kann’s connection with the Meta-Mind. Filled with fear for his life and personal ambition, the so-called Meta-Grue turns against his master.
- The betrayal of Darr’Kann, along with Pseudo helping other captured heroes to escape, provides the distraction necessary for the Atoms to damage the Grue mothership. The Freedom League and its allies and reserve members, warned of the invasion, manage to hold off the main fleet while Chase Atom, with the assistance of the Moonstone and Earth’s greatest psychics and mystics, defeats the Meta-Mind in psychic combat. The telepathic shock disables the Grue, sending them fleeing back into deep space, while the Meta-Grue is exiled and stranded on Earth. The new Star Knight officially joins the Freedom League.

## 2005

- The Freedom League builds a satellite headquarters called “The Lighthouse” and expands its ranks to act as guardians of the planet instead of just Freedom City and the United States. Freedom Hall becomes their local outpost in Freedom City.
- SHADOW develops LV-13, a biological agent intended to suppress the will of those infected. It mutates into a sentient, telepathic network and escapes the secret lab, spreading across the world before Daedalus, Dr. Atom, and Mastermind are able to cooperate to create a vaccine. Although all samples of LV-13 are destroyed, SHADOW retains the gene-map and Overshadow plots to turn the discovery into an advantage.

## 2006

- Ten patients with no connection to each other disappear from Trinity Hospital. Later that day, the patients reappear as a new supervillain group with powers based on the ten plagues of Egypt in the book of Exodus—the G’Tach—and attack the city, wreaking terrible havoc. The villains Arov, Arbeh, Barad, Chosehech, Dam, Dever, Kinim, Shikhin, Ts-fardeia, and their leader, the Death Angel, are eventually defeated by a small group of heroes.

## 2007

- Stewart Bonham is appointed as Chief Administrator of AEGIS’ Freedom City Operations Center.
- The AlterniTeens, a group of young heroes from alternate dimensions brought together by Navigatrix, arrive at the Claremont Academy in search of sanctuary after a difficult battle. They are the brother and sister team of Dauntless and Relentless; Changeling; Elite; Magni Thorson; and Whoop-Ant, a happy-go-lucky size-changing mutant. Duncan Summers grants the group asylum,

allowing them to join the Academy as students. The mad god Black Anubis follows the AlterniTeens to Earth-Prime.

- The Lor Republic succeeds in enhancing the psionic potential of Tia-Kim, a young recruit and sends her to study at the Claremont Academy on Earth under the code name Mindforce. She joins other new students like the Emissary, the Star of Africa, Agent H, Prometheus, Angst, Crater, and Ultiteen.
- Chase Atom and Bolt (Ray Gardener, Jr.) graduate from high school.

## 2008

- Seven begins an apprenticeship with Adrian Eldritch.
- Inspired by the Claremont Academy and more than willing to play the long game, Taurus acquires and establishes the Evanier Preparatory School, a front organization for his “Shadow Academy,” a school for young supervillains where they can be inculcated with loyalty to Taurus and the Labyrinth. A woman code-named Tenebrous becomes its headmistress. Among her first students are Count Zero, Dwarfstar, Hellhound, Lethal Lolita, Shadowbox, and Stompzilla.
- Meanwhile, Claremont’s new students include Ripper, Druid, Bank Shot, Zarana the Jungle Girl, HD, Mystery Mutt, Caryatid, Gladiator, Raptor, Gravity Master, and L33T.
- Dr. Simian uses a sample of Johnny Rocket’s DNA to grow a female clone—which he mockingly names “Jonni Rocket”—intending to use her against his foe. Johnny Rocket learns of Dr. Simian’s plot and rescues the child before the villain can corrupt her. Given their connection and her potential super-powers, he decides to adopt Jonni and raise her.
- Michael O’Connor, Jr. retires as one of the most beloved mayors of Freedom City to campaign for office in Washington DC. Local business mogul Jonathan Grant enters the mayoral race and wins, promising to “keep moving Freedom forward.”

## 2009

- Doc Otaku takes advantage of his 18th birthday to make a clean break from his juvenile delinquency and creates Takashi Technologies, a tech firm specializing in robotics that is a multi-billion dollar business within two years.
- Dr. Atom manages to cure Adam Ward (AKA Gamma, the “Atom Smasher”) of his radioactive powers. Ward undergoes court-ordered therapy and rehabilitation.

## 2010

- After aiding in capping the disastrous Deepwater Horizon oil spill, Siren chooses to move to reserve status with the Freedom League to operate full time in New Orleans, the Gulf region, and the Caribbean.
- Thunderbolt (Captain Thunder’s son, formerly named Bolt) drops out of Freedom City University.
- During a freak lightning storm, a teen girl appears in Freedom City. Calling herself “Centuria,” she claims to be the daughter of the Centurion from an alternate Earth,

sent across the dimensional boundary because their world was being invaded by the Terminus. Tests prove she is telling the truth, but it is too late to save her home Earth. Centuria enrolls in Claremont Academy.

## 2011

- Whoop-Ant graduates from the Claremont Academy with honors.
- Nereid and Magni are forced to break off their romantic relationship when it becomes clear she cannot leave Earth—and her responsibilities to Atlantis—nor can he remain.

## 2012

- Marriage equality becomes law in Freedom City. Johnny Rocket marries his boyfriend, paramedic Chris Penny, in a highly publicized, but private, ceremony.
- Seven joins the Freedom League.
- The Silver Storm occurs in Emerald City in the northwest United States, significantly changing the demographics of supers in the U.S.A. and the world. The Chamber's alliance fractures, leaving Emerald City wide open in an "every-villain-for-themselves" scramble.
- Collapsar the Devourer destroys and consumes Magnalor, the capital of the Lor Republic, throwing the galaxy into chaos.
- The alien artificial intelligence Tellax attempts to recreate the Silver Storm on a worldwide scale; local Emerald City heroes manage to prevent it.
- Centuria graduates from the Claremont Academy and attends college in Freedom City.
- Jonathan Grant wins a second term as Mayor of Freedom City.

## 2013

- Refugees from the shattered Lor Republic come to Earth looking for asylum. When it is granted, hundreds more follow. They report the forces of the Star Khan have overrun the Republic and seized control. Captain Kraken leads a band of interstellar pirates who attempt to seize refugee vessels and strip them of their valuables; the Freedom League puts a stop to it.
- Daedalus settles a number of alien refugees temporarily on Star Island off the coast of Freedom City, raising a number of concerns from city, national, and world authorities. Star Island becomes a vast refugee camp under close guard.
- Mayor Grant makes several questionable legal moves to seize "illegal aliens"—and their technology—and hold them without trial or recourse to council, sparking debate and protests.
- Dire circumstances in the galaxy force Star Knight to take an extended leave from the Freedom League and Earth in order to operate more in space.
- Max Mars' old Commander armor develops sentience and becomes the robotic supervillain Scion.

- Mayor Grant's daughter, Sarah, an alien-rights activist, is murdered and one of her alien associates is held accountable for the crime. Investigation by Raven and Daedalus eventually reveals the killer is a genetically engineered human-alien hybrid created on Earth. Confronted with the evidence, Mayor Grant confesses to knowledge of the creation of the hybrid but, before he can reveal anything further, he is assassinated by the Labyrinth, tying up loose ends.
- Seven succeeds Eldritch as Earth's Master Mage then faces a tremendous challenge from Una the Invincible, Queen of the Netherworld. Against all odds, Seven prevails, but her victory proves a pyrrhic one: the conflict with Una was engineered by an unknown third party. If Seven lost, Earth's Master Mage would have been eliminated; when she won, she mystically inherited Una's power and position as Dark Lord of the Netherworld. Unable to remain Master Mage without abandoning the Netherworld and all its inhabitants to almost certain death, "Lady Seven" accepts the difficult road of rehabilitating her new realm and shedding the mantle of Dark Lord while resisting the temptations of power that come with it. For the first time in millennia, Earth is left without a Master Mage, leaving a number of matters in doubt.
- Blackstar uses the enhanced power of the Nightstone to create the Blackguard. Tellax uses advanced nanotechnology to engineer a corps of agents called the Argents. The two factions involve themselves in interstellar affairs, including border conflicts along the Stellar Imperium and matters involving the Star Knights.

## 2014

- The Atom Family learns the Cosmic Mind may be involved in the new Stellar Imperium in some way: refugees from the Republic report mentat "hounds" exhibiting the appearance and behavior of the Cosmic Mind's thralls. The Cosmic Mind was beamed into space; could it have ended up in the new Imperium?
- Callie Summers chooses to end her costumed career as the Raven and enters the political arena in the special election for Mayor of Freedom City. She chooses Elite—formerly of the AlterniTeens—as her successor, with her father's approval. With Navigatrix's assistance, Elite sets-up an interdimensional headquarters called "Nevermore."
- Daedalus and the Freedom League begin moving alien refugees from Star Island to the Starhaven colony in Earth's solar system. While the removal of "illegal aliens" from Earth is generally lauded, the League is subject to continued criticism for acting on their own authority.

## 2015

- Several cosmic factions, including the Stellar Imperium, Lady Lunar, the Blackguard, and the Argents, struggle over control of "The Preserver Stones," ancient artifacts of great power and key to protecting Earth and the universe from Collapsar. A group of heroes is able to temporarily assemble the stones, preventing Collapsar from consuming Earth and its entire solar system and causing the living singularity to apparently collapse in on itself and vanish from the universe.



# USING HISTORY IN YOUR SERIES

The extensive history of Freedom City provides a backdrop for the modern setting and adds some detail and depth to the places and characters in this book, but there are additional ways you can use the history of the city in your game.

- **Time Travel:** With opportunities for time travel, the past doesn't have to remain closed to the heroes. You can send them to witness or participate in any event in history, and you can take characters from history and bring them into the present day. You'll have to decide for yourself whether or not the characters can change history, and what will happen if they do. Most comic book stories assume heroes do their best to avoid changing history in any way, or that it's simply not possible, but it can make for an interesting story if the heroes can actually change history. They may find the original was better and have to find a way to change it all back!
- **Flashbacks:** There are several immortal—or extremely long-lived—characters in Freedom City who actually witnessed much of the city's history. If you have a similar player character in your group, you can explore the character's long history through flashbacks, telling the story of one of the character's past experiences. For example, a veteran Golden Age hero of the group may encounter something that triggers a recollection of an "untold tale" of his exploits in the 1940s. You can run the flashback as an independent adventure before returning to the events of the present day.
- **Historical Series:** You might decide to set your regular MUTANTS & MASTERMINDS series in an earlier period of Freedom City's history: The 1940s, with the adventures of the Liberty League during WWII, and the 1960s, with the original Freedom League, both make excellent settings for series. You could also set a game during the darker period of the 1980s, with FORCE Ops and other vigilante heroes operating outside the law, or in the time immediately after the upheaval of the Terminus Invasion. If you run a historical series, feel free to change any "future" events as needed. Perhaps things will turn out differently in your game than in the "official" history of Freedom City.
- **Generational Series:** Finally, you can combine many of the ideas above into a series spanning decades, or even longer. The players can take the roles of characters in the early days of Freedom City—maybe monster hunters like Elijah Prophet or wrongfully persecuted witches and sorcerers. As the series progresses, the characters age, have children, and players shift to new generations of characters in different eras. Players can establish heroic dynasties extending across centuries as the group builds an entire alternate history for Freedom City, culminating in the modern day—or maybe even going beyond, into the distant future!

## ALTERNATE HISTORY

Naturally, you can change the history of Freedom City as you wish to suit your own vision for the setting. Some possible variations include the following:

- **Freedom City Has Different Heroes:** Change the names, powers, and histories of the heroes and villains in this history as desired. Maybe one of the player characters joined the Liberty League during World War II. Maybe other heroes founded the Freedom League in the '60s. Maybe Omega wasn't the big villain who inspired the modern reformation of the League. Rearrange things however you like.
- **Freedom City History Has Been "Retconned":** Comic book fans use the term "retcon"—short for "retroactive continuity"—when comic book companies and writers revise and update the histories of their characters and settings. Freedom City isn't bound by the restrictions of comic book publishing, so most characters in the setting have aged as time has passed. However, it's possible this universe still gets "revised" and that the present situation isn't how it has always been. Perhaps history on Earth-Prime has been revised before—perhaps even many times—without anyone knowing it!
- **Freedom City Was Rebuilt Differently:** The near-destruction of Freedom City by the Terminus Invasion gives you plenty of leeway to change things around. Want to add a new building or take out an existing one? Do so or assume a building was destroyed in the invasion—or some other super-battle—and rebuilt differently. Dr. Metropolis is another factor to consider, as he sometimes does inexplicable things for his own mysterious reasons.
- **There Are Fewer Heroes:** If you find the heroic population of Freedom City too crowded for your taste, feel free to kill off more heroes during the Terminus Invasion or other major events. Maybe Omega killed *all* the heroes in Freedom City before Centurion finally overcame him, making the player characters the first in an entirely new generation. Alternately, you can keep some of the dead heroes alive, although you may have to change a few details. For example, if the Centurion doesn't die fighting Omega, then the Sentry Statue is built in his honor, not as a memorial.
- **Some—or All—of the Heroes Are Villains:** Take some or all of the heroes and, using the example of the Tyranny Syndicate, make them into villains for your players' heroes to fight! Some of these villains may be evil duplicates of real Freedom City heroes, possibly from a parallel world, while others may simply have always been villainous; the heroic version of the character just doesn't exist in your setting.

# CHAPTER 5: SECRETS OF THE CITY



While the city described in **Book 1** contains numerous wonders from generations of superheroes and villains, Freedom City also holds many secrets. Most of the people who live and work there remain unaware of just how strange, wondrous, and even terrible their home can be, with all manner of things hidden away below the surface: behind the façades of otherwise ordinary buildings, in tunnels under the streets, in out-of-the-way neighborhoods, or in forgotten and dusty corners of libraries or archives.

This chapter looks at some of the behind-the-scenes secrets of Freedom City, offering details on some of its most important places, which the Gamemaster can use for a variety of adventures and hooks for *MUTANTS & MASTERMINDS* adventures. It also looks at places and characters from **Book 1**, providing the GM with hidden details, secrets, or options, with an eye towards elements of Freedom City designed to be filled-in or decided on by the Gamemaster.

This chapter should be read in tandem with the *Visitor's Guide to Freedom City* section of this book. It generally doesn't repeat information from that section unless necessary, but is meant to supplement it for the Gamemaster. Thus players shouldn't read this chapter unless they want to potentially spoil some of the city's secrets. Likewise, Gamemasters should first read through the *Visitor's Guide* and **Book 1** to get a feel for the city before delving into this section.

## LANTERN HILL

The historic Lantern Hill neighborhood is one of Freedom City's oldest settled areas, dating back to its founding in Colonial times. The area's long history has seeped into the brick-front buildings and 18th Century churches—such that one can almost imagine stepping back in time on the streets of Lantern Hill, seeing it as American colonists did more than two hundred years ago.

Today, as then, Lantern Hill is one of Freedom's most exclusive neighborhoods, with refurbished turn-of-the-century row houses going for substantial amounts on the real estate market or turned into high-end condos or

apartments. The city government and historical society go to great efforts to preserve the area's unique history and architecture, as well as its character and charm.

Unknown to most Freedomians, Lantern Hill's history includes more than a small element of the occult; mystical forces have been unleashed in the area over the centuries, making it a nexus of sorts. Fortunately, Lantern Hill also has a guardian in the form of the ghostly avenger known as Lantern Jack, who has haunted its streets for more than two centuries, paying for his sins by serving as an instrument of justice and, on occasion, righteous vengeance.



## HISTORY

Early colonists built on Lantern Hill not long after the first permanent settlement was established on the peninsula Freedom City now occupies. The hill was the highest point on the peninsula, offering a commanding—and defensible—view, so it became home to a number of structures surrounded by a wooden palisade. The gentle slopes of the hill offered grazing pasture for sheep, and wood from clearing the land for farming and building provided fuel and lumber. Watch fires and lights burning up on the hill were visible from the shore, giving the name “Lantern Hill.”

Of course, Lantern Hill has a history long before its English name. The local Happanuk natives considered the hill a sacred site, and performed rituals and gathered there in tribal councils. Indeed, building on what was initially nicknamed “Happanuk Hill” was an early point of contention between the colonists and the natives, one of several the Happanuks lost.

## LAYOUT

Compared to downtown Freedom City, the layout of Lantern Hill is meandering and organic, with some of the roads snaking their way up and around the hill dating back to Colonial horse trails and brick or cobblestone carriage roads.

## CABOT HOUSE

The Cabot house on Lantern Hill is an early Colonial structure—a mansion even by modern standards, palatial by the standards of the time when it was built. It proclaimed for all to see that the man who owned and lived in it was a man of means and accomplishment, just as it was intended to do. After all, Lucius Cabot paid for his success—with his very soul!

The house has been in Cabot’s “family” since he first had it built more than two hundred years ago. He has arranged a variety of trusts, “heirs,” and holding companies for it to pass through over the generations—steadfastly ignoring lavish offers to buy it and taking great pains to maintain

it—while also keeping the house private property. Historical tours are permitted to go past Cabot House, to point it out and talk about what is known of its history, but an opportunity to see the inside is by invitation only—one that is rarely extended.

To those who know him—business rivals and heroic foes alike—Cabot is remarkably sentimental about his home; it could even be said to constitute a weak-point for him, if he were not certain to visit a terrible revenge upon anyone with the temerity to strike at him through it. Lucius’ private study on the second floor not only has a fine collection of rare grimoires and occult trinkets, but also a summoning circle on the floor beneath the fine imported carpet, which the attorney can use to commune with his infernal patron.

The senior partner of Cabot, Cunningham & Crowley is, in fact, an immortal who made a pact with demonic forces centuries ago to extend his life and influence; a true “devil’s advocate.” While not a sorcerer, Cabot has learned a great deal about the occult over the centuries and has some skill as a ritualist. He’s primarily devoted to fulfilling the wishes of his demonic patrons to ensure his own longevity, protecting his prosperity and his secret.

## CLARK HOUSE

In contrast to Cabot House, the former home of Revolutionary War hero Major Joseph Clark is held in public trust as a historical landmark, and has been for decades. This Colonial home has been painstakingly restored and furnished in period reproductions. It shows Clark’s considerable wealth as a landowner in Freedom at the time.

The Freedom City Historical Society conducts tours of Clark House several times each day, and touring the historical mansion is something of a rite of passage for all elementary school children in the city. Without a doubt, their favorite features of the house are the hidden passages in the basement—used during the Revolutionary War and later during the Civil War—and the statues of Maj. Clark and Colonial heroine Lady Liberty found in the main hall.

## THE EMERALD DRAGON TAVERN

This small Colonial tavern became known as the “Cradle of Freedom,” as it was a meeting place for revolutionaries in the 18th Century; here they gathered by candle- and lantern-light to discuss and debate the issues of the day and, later, to decide on a course of action as the rift between the crown colonies and Britain grew wider and wider.

The Emerald Dragon is also infamous; British redcoats learned of the clandestine meetings there and raided the tavern to round up the rebels and execute them. The first victim is often believed to be John Halloran, a Freedom patriot who attempted to warn people of the attack but was shot and killed by a British soldier; in truth, Halloran only attempted to warn the Colonials after an attack of conscience, since he betrayed their meeting-place to the British. For his sins, Halloran’s spirit became the haunting avenger of injustice known as Lantern Jack.

### LUCIUS CABOT

### PL8 • 109 POINTS

**STR** 1 **STA** 3 **AGL** 0 **DEX** 1 **FGT** 5 **INT** 4 **AWE** 3 **PRE** 4

**Powers:** **Infernal Pact** (Immortality 3, Source (Pact); Immunity 4 (aging, disease, poison, starvation and thirst))

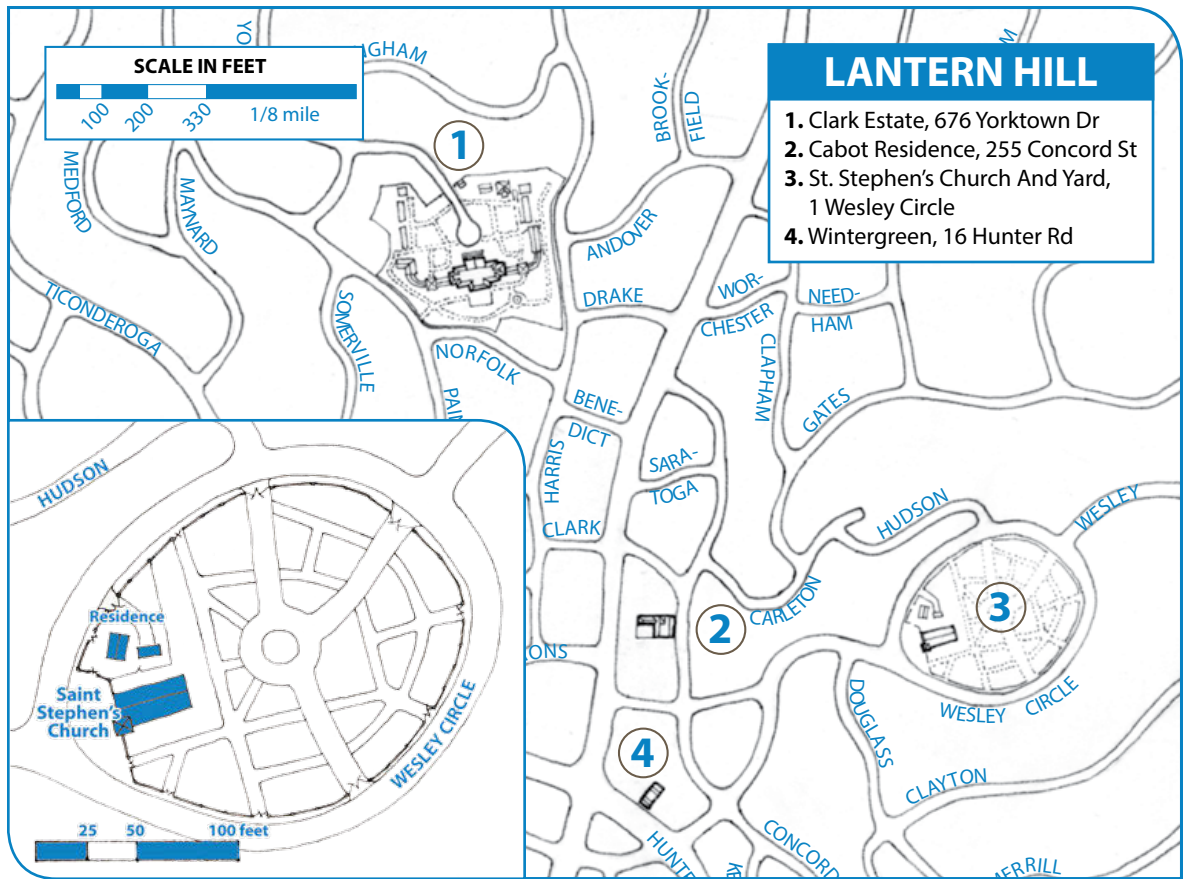
**Advantages:** Beginner’s Luck, Benefit 4 (Multimillionaire), Connected, Contacts, Jack-of-all-trades, Ritualist, Well-informed

**Skills:** Deception 8 (+12), Expertise: History 8 (+12), Expertise: Law 10 (+14), Expertise: Magic 8 (+12), Insight 6 (+9), Intimidation 6 (+10), Investigation 4 (+8), Perception 4 (+7), Persuasion 6 (+10), Ranged Combat: Guns 4 (+5), Treatment 2 (+6)

**Offense:** Initiative +0, Unarmed +5 (Close, Damage 1)

**Defense:** Dodge 6, Parry 6, Fortitude 7, Toughness 3, Will 9

**Totals:** Abilities 42 + Powers 7 + Advantages 10 + Skills 33 + Defenses 17 = 109



## LANTERN HILL

1. Clark Estate, 676 Yorktown Dr
2. Cabot Residence, 255 Concord St
3. St. Stephen's Church And Yard, 1 Wesley Circle
4. Wintergreen, 16 Hunter Rd

Freedom City maintains the Emerald Dragon Tavern, rebuilt and restored, as a historical site on Lantern Hill. It is the one building on the hill Lantern Jack will not enter willingly—as opposed to Cabot House, which he is mystically barred from entering.

## THE LANTERN COMMON

Originally sheep pasture, the Lantern Common is a small public park, one of the oldest in Freedom City. It is a popular spot for locals and tourists alike to visit. Several bronze statues and busts of historical figures decorate the park, along with carefully managed flowerbeds—in an English garden style—during the warmer months of the year. The iron lampposts and Colonial era charm of the park and surrounding area make it quite photogenic, particularly in the winter, when it is decorated with small white lights and wreaths of evergreen.

## ST. STEPHEN'S CHURCH

St. Stephen's holds the distinction of being the oldest church in Freedom City. Built in 1734, it underwent extensive restoration in the past decade or so and is a historic preservation site. Although it is still an operating United Methodist Church, St. Stephen's is also on the city historical tour, as evidenced by the bronze plaque outside its doors and the tour trolleys and passers-by with cameras. Tours are not conducted on Sundays or during Christian religious holidays.

The church is a tall, narrow building with high stained glass windows and a tall steeple topped with a cross. The original church bells in the steeple have been replaced with newly cast ones in the same style, and they are rung before services on Sundays and on occasions like Christmas Day. Urban legend has it the bronze from the original bells was melted down and holds mystical properties, although its exact fate varies depending on who is telling the story. A combination of generous parishioners and government historical preservation funds help keep St. Stephen's operating and in fine condition.

Reverend Madeline Dickenson, the pastor of St. Stephen's, is described in **Chapter 2** of **Book 1**.

## LANTERN HILL CEMETERY

Adjacent to St. Stephen's Church is Lantern Hill Cemetery, surrounded by a stone wall and wrought-iron fence. It is the oldest cemetery in Freedom City, also preserved as a historic landmark. Some of the graves date back to the founding of the church in the 1730s.

Lantern Hill Cemetery has not seen any new internments since 1934 and is no longer in active use, having long since run out of space for new gravesites. St. Stephen's maintains the cemetery and handles landscaping and similar matters. Tours of Lantern Hill Cemetery are particularly popular during October, with the approach of Halloween; the Church traditionally decorates the Cemetery with jack-o'-lanterns, and now holds an annual pumpkin-carving contest for grade-school age children.



## SECRETS OF LANTERN HILL

Lantern Hill is a part of Freedom City steeped in both colonial history and the mysterious. Its secrets can include historical findings dating back to the founding of the European colony here and beyond, to the practices of the Native American tribes who first dwelled on the land now occupied by Freedom City. It has been the site of demon summonings, hauntings, witchcraft, murder, betrayal, and vengeance, as well as heroism and villainy.

Lantern Hill can serve as a backdrop for different kinds of *M&M* adventures, offering a change from the soaring skyscrapers of the city's downtown area. The neighborhood lends itself to more low-key investigative scenes or spooky occult encounters. Even with the ability of Dr. Metropolis to fix up any damage done, characters need to exercise caution among the historic properties and places on Lantern Hill, perhaps tempering some of their usual heroic fisticuffs.

### HIGH-CLASS HEADQUARTERS

Lantern Hill is an excellent place for a hero or team's headquarters, particularly if it is intended to hide in plain sight by blending in to the surrounding neighborhood. For example, a mystic hero might operate out of a historical home, such as Clark House or another mansion modeled on Cabot House; row house; or even cemetery on Lantern Hill. Similarly, a hero with a long history in Freedom City—inheritor of a legacy dating back to the 18th Century, for example—might have a home on Lantern Hill that also serves as a secret base of operations.

### GHOSTS OF THE PAST

Lantern Hill wins hands-down as the most haunted area of Freedom City. In addition to Lantern Jack, its most famous spectral inhabitant, the hill is home to various other haunts and specters—most are harmless curiosities, but others have proven more troublesome. After all, the area was the site of some of the worst witch-hunts and executions in Freedom City's history; a site of sedition, rebellion, and warfare; as well as a focus for mystic forces. So little surprise there are some restless souls about the place at certain times of the night, month, or year.

Potential adventures include vengeful ghosts of Happanuk natives; executed witches or suspected witches; or British or Colonial soldiers or sympathizers from the Revolutionary War; any of which might be disturbed by things like archeological digs, reenactments, or just the right conjunction of mystical forces at a particular time—say, Halloween or All Souls' Day, for example. Lantern Jack may not be able to deal with these fellow ghosts, requiring the aid of other heroes. For example, what if the ghosts of Jack's Colonial compatriots—or British collaborators—return to put him on trial and wreck vengeance on all of Freedom City?

## MUSKETS & MINUTEMEN

Colonial-era Lantern Hill makes a great locale for a *MUTANTS & MASTERMINDS* game set in Revolutionary War Freedom. The characters may be masked heroes operating in and around the area; spies dealing with the likes of the Viscountess and her minions; or even low-level mystics fighting a secret war against British occult lodges for the future of the Colonies and the world, with Lantern Hill a mystic symbol of the "shining city" as the prize.

Even if you're not interested in a whole Colonial Freedom City series, modern heroes might end up there via time- or dimensional-travel, either with their full powers and a need to avoid changing history, or their abilities limited by accident or outside forces and a need to set some problem with history aright. Perhaps it turns out the heroes were predestined to travel into the past, assuming the roles of famous masked heroes of the Revolution and providing a reason why those heroes sprang up so suddenly, carefully limited their activities, and so mysteriously disappeared by the war's end.

### RAISING HELL ON LANTERN HILL

As a focus for various mystic forces over the years, Lantern Hill seems to attract would-be wizards, necromancers, and warlocks either looking for a quick fix of arcane energy or a place to perform their latest "open the gates to the dark lords of the depths" ritual.

Dark magic threats on Lantern Hill can include raising the kinds of ghosts talked about in **Ghosts of the Past** (previously) or bringing skeletons or zombies forth from Colonial-era graveyards to run rampant through the streets. Native American creatures or spirits might lurk in the depths of ancient and buried ritual grounds, while crypts or church foundations might conceal binding pentagrams or summoning circles belonging to underground cults.

### LANTERN JACK

The ghostly guardian of Lantern Hill dates back to the Revolutionary War in Freedom City. Stories claim Lantern Jack is the restless spirit of a colonial patriot slain by a British officer when he attempted to warn the people of the city of an attack.

The truth is John Halloran betrayed the rebels secretly meeting in the Emerald Dragon tavern to the British. He regretted his actions when he found they planned to murder, not imprison, the rebels and anyone else in the tavern. John tried to warn them and stop the redcoats, but was killed for his trouble. The fate of his soul hanging in the balance, John Halloran's final good deed did not outweigh his sins. Given a chance to redeem himself and prove himself worthy, John accepted the charge of meting out vengeance, justice, and truth against the evils of the world.

Many times over the past two centuries, people on Lantern Hill have seen a dark, mysterious figure wearing a tricorne and long cloak, face masked in shadow despite

carrying a glowing lantern. The spectral figure only leaves Lantern Hill in times of great crisis or to battle unearthly evils loose in the world.

The light of his lantern changes, depending on what Lantern Jack seeks—it burns blue with the light of truth, burning away all guises and pretenses; it burns violet with the light of vengeance, its flames punishing to the guilty; and it burns green with the light of justice, igniting honesty and setting things right. The lantern's light can seem harsh at times, and many find Lantern Jack's presence disturbing at best. But the people on Lantern Hill sleep well knowing an ever-vigilant protector watches over them.

## USING LANTERN JACK

Lantern Jack is primarily intended as a background character in the setting, someone who can handle obscure and arcane threats behind-the-scenes while the brightly clad heroes deal with the megalomaniacal supervillains and the giant monsters. The characters can hear about Jack's activities without needing to worry about them too much; likewise, the ghostly guardian can serve as a guide, delivering dire warnings to the heroes of things about to happen unless they intervene, or bringing them to places or dimensions they might not otherwise be able to visit. In short, Lantern Jack is intended as the sort of character who can fill-in as needed in the setting without getting in the way.

If you are running a *Freedom City* game heavily focused on Lantern Hill, you might want to downplay or even eliminate Lantern Jack as a factor. On the one hand, he can serve as a useful patron, guide, or even character in such a game—assuming a player wants to take on his role. On the other, a group of mystics might feel overshadowed by Jack's long-standing presence and influence.

A good way of dealing with this might be a literal and metaphorical "passing of the torch:" the heroes help John Halloran on to his Final Reward and he, in turn, passes responsibility for guarding Lantern Hill on to them, perhaps even granting them powers as part of the bargain. This might be how low-powered or un-powered characters gain higher-level abilities, or existing characters a small enhancement. Each might inherit a portion or aspect of Jack's mystic flame, with the resulting "Lanterns" or "Torch-Bearers" tied together by a common set of powers as well as a common history and goals.

## LANTERN JACK

PL12 • 165 POINTS

STR 0 STA — AGL 1 DEX 1 FGT 8 INT 1 AWE 3 PRE 3

**Powers:** **Ghost Form** (Flight 1, Immortality 1, Immunity 30 (Fortitude effects), Insubstantial 4, Invisibility (Concealment 4, all visual senses)); **Mystic Lantern** (Removable); **Animation** (Perception Ranged Summon 9, Affects Corporeal 9, Limited to available objects), **AE: Blinding Radiance** (Cumulative Ranged Affliction 12 (Resisted and Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Vision), **AE: Deathly Stare** (Perception Ranged Cumulative Affliction 9 (Resisted and Overcome by Will; Impaired, Stunned, Paralyzed), Affects Corporeal 9, Vision-dependent), **AE: Light of Revelation** (Ranged Nullify Deceptions and Illusions 14, Affects Corporeal 10), **AE: Psychokinesis** (Perception Ranged Move Object 9, Affects Corporeal 9), **AE: Soul Sight** (Mind Reading 12, Affects Corporeal 10), **AE: Soul Fire** (Ranged Damage 12, Affects Corporeal 10, Alternate Resistance (Will)); **Spectral Senses** (Senses 7 (Darkvision, Magical Awareness, Postcognition))

**Skills:** Expertise: History 8 (+9), Expertise: Magic 8 (+9), Insight 8 (+11), Intimidation 10 (+13), Perception 6 (+9)

**Offense:** Initiative +1, Blinding Radiance +8 (Ranged, Affliction 12, Fortitude DC 22), Soul Fire +8 (Ranged, Damage 12, Will DC 27)

**Defense:** Dodge 8, Parry 8, Fortitude Immune, Toughness 0, Will 12

**Totals:** Abilities 34 + Powers 95 + Advantages 0 + Skills 20 + Defenses 16 = 165





# PYRAMID PLAZA

The triple towers of Pyramid Plaza are among the most famous landmarks of the Freedom City skyline, not only because they are the tallest buildings in a city of soaring downtown skyscrapers, but also because of the towers' unique design, making them architectural marvels of the modern era. The towers of Pyramid Plaza are designed so each floor is rotated by a few degrees, causing each tower to appear to "spiral" up into the sky. The towers twist around their central axis, making for an impressive sight that often leaves visitors to the city standing and gawking on the sidewalk.

Pyramid Plaza is located in the heart of Freedom City's Wading Way business district, and much of the space in the three towers is leased for offices and businesses. The Plaza and its buildings are owned by the wealthy Rhodes Foundation, a multinational investment and management company started in the 1950s by financier Alexander Rhodes. Mr. Rhodes died of a brain aneurism in 1979, just a few years after completion of the Plaza. The current CEO of the Rhodes Foundation is Ms. Sophia Cruz.

## HISTORY

Construction on the Plaza began in May of 1973, and was by far the most ambitious construction project ever seen in Freedom City at the time. Work was completed in June of 1976, in time for the bicentennial celebration held in Freedom City that July. Alexander Rhodes officially cut the ribbon to open the plaza on June 16th of that year.

Pyramid Plaza suffered its first significant damage in 1979, when the Scions of Sobek used magic to control the Freedom League and caused them to attack the Plaza

and its towers. The Scarab and the fledgling psychic hero Brainstorm sacrificed themselves to free the League from the sorcerers' influence and put a stop to the attack. A massive bronze wall sculpture and plaque depicting the incident was installed in the lobby of 1 Pyramid Plaza in 1981 to honor and commemorate the heroes' sacrifice. The Freedom League assisted in repairing damage to the Plaza and its buildings.

Several offices in Pyramid Plaza suffered damage in 1989 during a conflict between RIOT and FORCE Ops in 2 Pyramid Plaza. Although Flag-Burner set fire to portions of the tower, fire-control systems and the quick action of the vigilante heroes prevented the damage from being worse than it might have been. RIOT's objective at the Plaza was never entirely clear.

Like most of Freedom City, Pyramid Plaza suffered significant damage during the Terminus Invasion in 1993. To the credit of its builders, the Plaza remained standing, although there was concern over structural integrity. Dr. Metropolis repaired all damage to Pyramid Plaza later that year, along with restoring much of Freedom City's urban area using his powers.

Since its restoration, Pyramid Plaza has remained a fixture of the Freedom City skyline and its business district. It remains one of the most prestigious downtown addresses for businesses, residents, and shops, and a popular destination for tourists visiting the city.

## STRUCTURE

The core of each tower consists of three banks of elevators, each consisting of four local cars, serving between 5 and 8 floors, and an express elevator serving the lobby and each of the three sky lobbies.

For instance, to go from hotel room #1019 to apartment #11 on floor 76 of 1 Pyramid Plaza to take advantage of the nearly 270 degree views of the 4th of July fireworks over Riverside Park, you'd take any of the elevators in the western bank down to the Main Lobby. From there, you'd take any of the three express elevators to the 3rd sky lobby (floor 67), and take any of the four local cars in the eastern bank.

The core also includes three stairways serving all floors and mechanical levels and a men's restroom, a women's restroom, and a service room for building maintenance on each floor.

Around the core stands a ring of twelve columns—each 4 feet in diameter and roughly 30 feet away from each other center to center—that serve as the main structural support of each floor-plate. Three triangular columns support the areas of the floor-plates outside this ring, one for each point of the triangle, spiraling upward at the same rate—3.75% per floor-plate—as the building

## STATISTICS AND SPECIFICATIONS

**Floors:** 90 (97 actual floors including mechanical levels and mezzanines)

**Structural Height** (not including radio towers and the like): 1,260 feet, 10 feet taller than the Empire State Building in New York City.

**Floor-to-Floor Height:** Just under 13 feet (12' 11.885"), also the height of an equilateral triangle with sides measuring 15 feet.

**Footprint** (of each tower): Equilateral triangle, each side of which measures 210 feet, for 19,096 square feet, of which 4,453 (23%) is taken up by the core.

**Available square footage** (of each tower): 14,000 x 90 = 1,260,000 square feet.

**Total square footage** (for the three towers): 3,780,000 square feet.

**Total retail space** (for the three towers): about 80,000 square feet.

**Total office space** (for the three towers): 2,968,000 square feet.

overall. All of this is encased in a curtain wall of triangular steel tubes spaced 15 feet apart along each face.

This means the window openings are at most 15 feet wide and 13 feet tall, not counting the depth of the floor plates, which varies between 1.5 feet and 3 feet, depending on the use of the floor. Non-elevator walls are generally 12 inches thick.

## USE

All three towers in Pyramid Plaza comprise a considerable amount of space. The Rhodes Foundation leases space in the buildings to retail businesses and offices, but also for private residences, a hotel, and a restaurant, as well as public attractions like the observation room atop 2 Pyramid Plaza.

All three towers have four floors of lobby retail space—on floors 1, 23, 45, and 67—and as many as twelve spaces each for retail businesses, typically boutique stores serving people who work and live at the Plaza along with visitors.

## 1 PYRAMID PLAZA

Tower One has additional retail space on Floors 2 through 5, providing as many as 39 spaces averaging 900 square feet, for a total 35,100 square feet. The first five floors of Tower One are the most active shopping area of the Plaza.

This tower is also home to Pyramid Plaza's residential space: 23 floors (68-90) of exclusive downtown apartments, ranging from 600-square-foot studios to 4,600-square-foot penthouses. It's also home to the prestigious Plaza Hotel—16 floors (7-22) plus the hotel lobby on the 6th floor—just above the shopping levels. The Plaza Hotel has 381 rooms and suites, catering primarily to business travelers and tourists.

The remainder of Tower One, 42 floors (24-44 and 46-66), is given over to a total of 588,000 square feet of office space.

## 2 PYRAMID PLAZA

Tower Two of Pyramid Plaza has a total of 1,190,000 square feet of office space on 85 floors (2-22, 24-44, 46-66, 68-89) in addition to the four floors of lobby retail space.

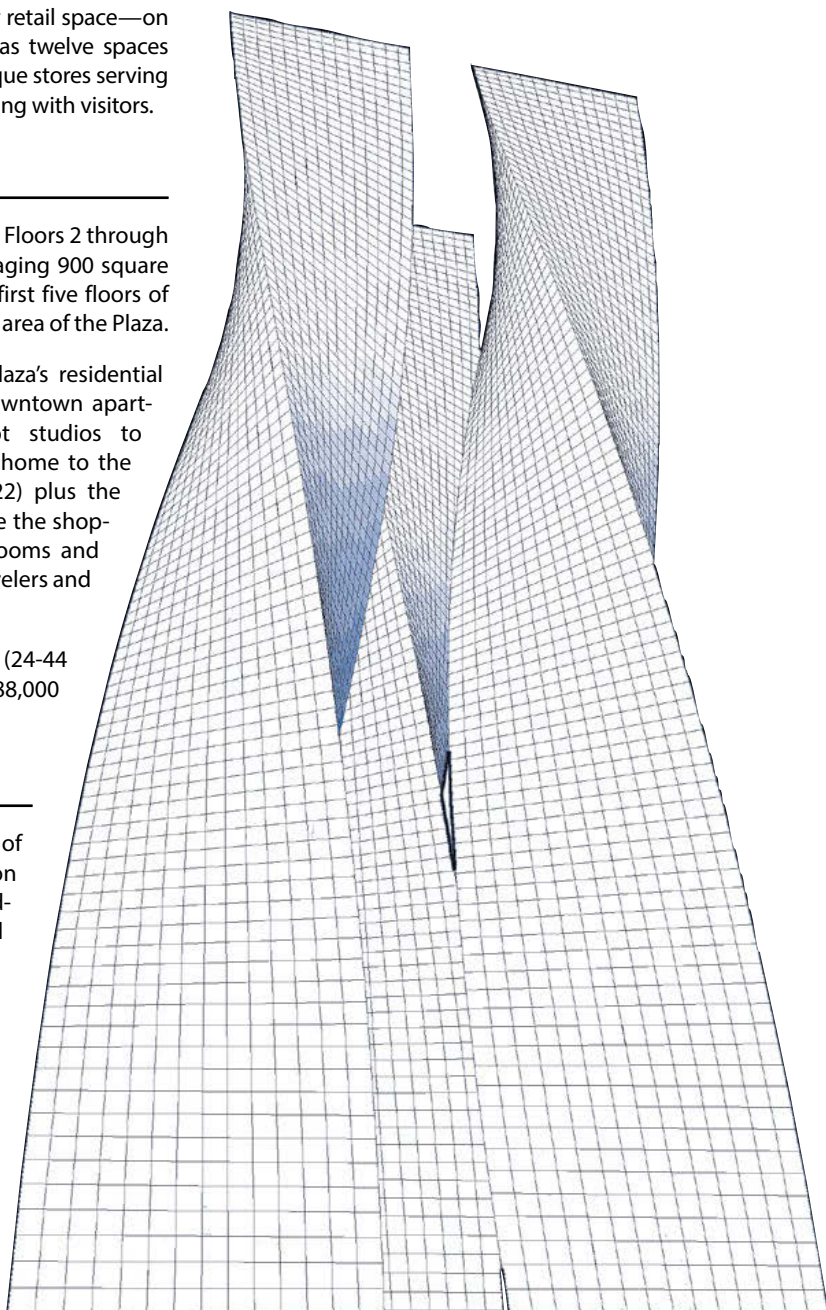
Tower Two is best known for the Observation Room on the 90th floor, affording an all-around view from the top of the tower and the least expensive way of seeing Freedom City from the top of Pyramid Plaza. Tourists can visit the Observation Room for the price of a single-visit or all-day ticket, as opposed to the cost of a reservation at Pharos or the rent on the penthouse at 1 Pyramid Plaza.

It's worth noting the windows of the Observation Room do *not* open and rooftop access is alarmed and blocked off from casual visitors; a DC 20 Stealth check and a DC 30 Technology check will overcome both.

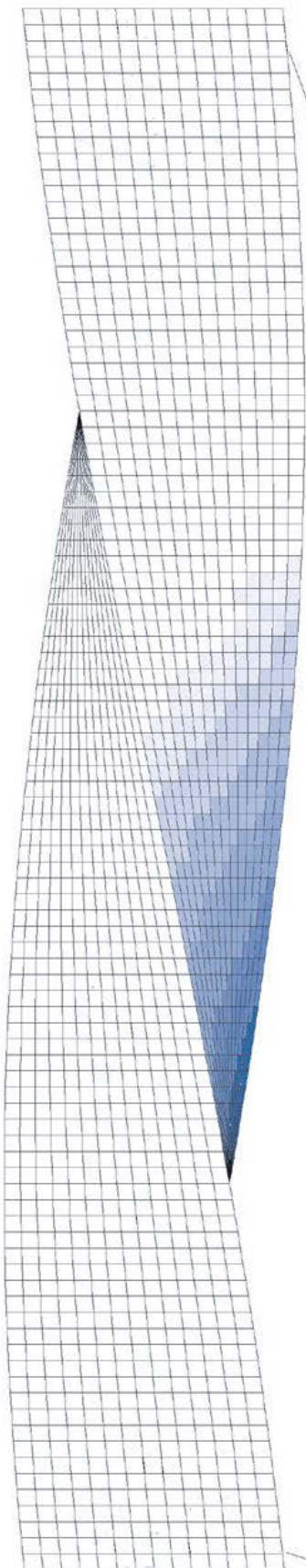
## 3 PYRAMID PLAZA

Tower Three also has a total of 1,190,000 square feet office space on 85 floors (2-22, 24-44, 46-66, 68-89) in addition to the four floors of lobby retail space.

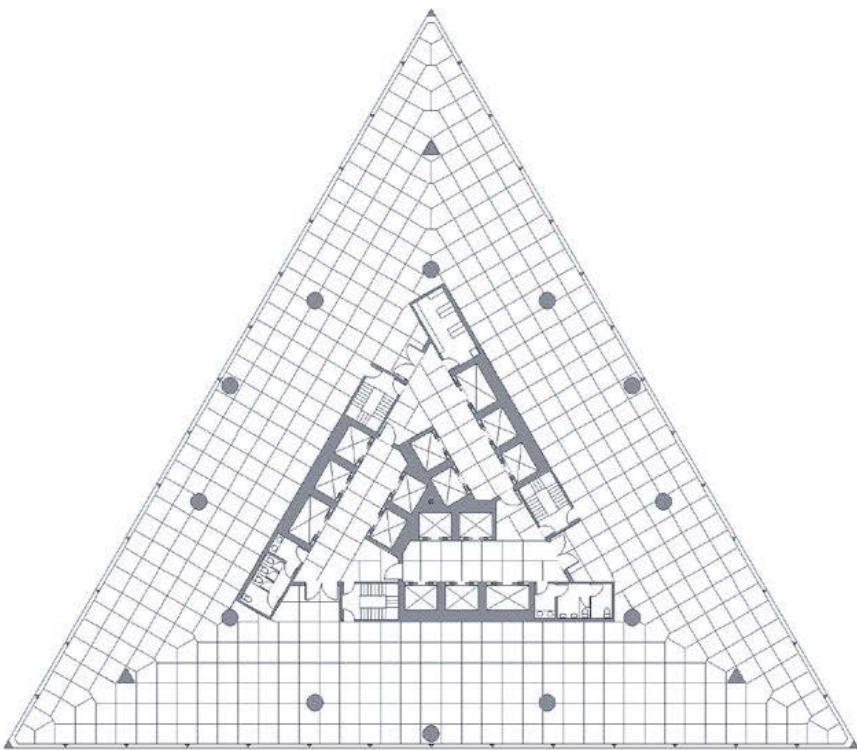
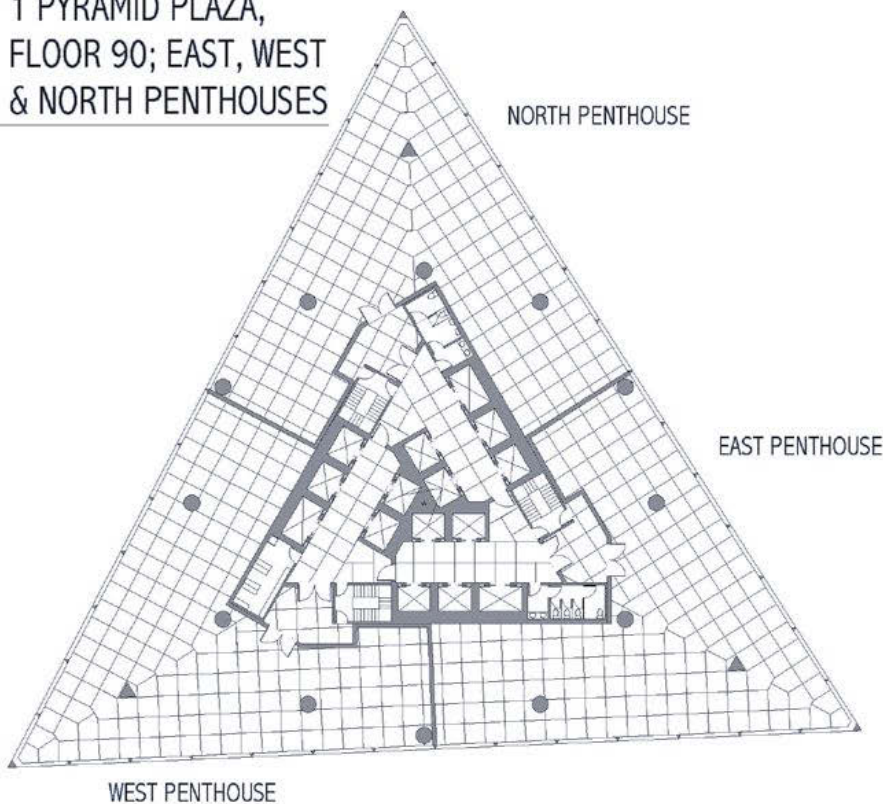
Tower Three's claim to fame is the Pharos restaurant on the 90th floor, affording the most spectacular view of the Freedom skyline to accompany its world-class fine dining. The restaurant's decor is a combination of art deco with some neoclassical Egyptian touches like lotus columns and palm fronds.





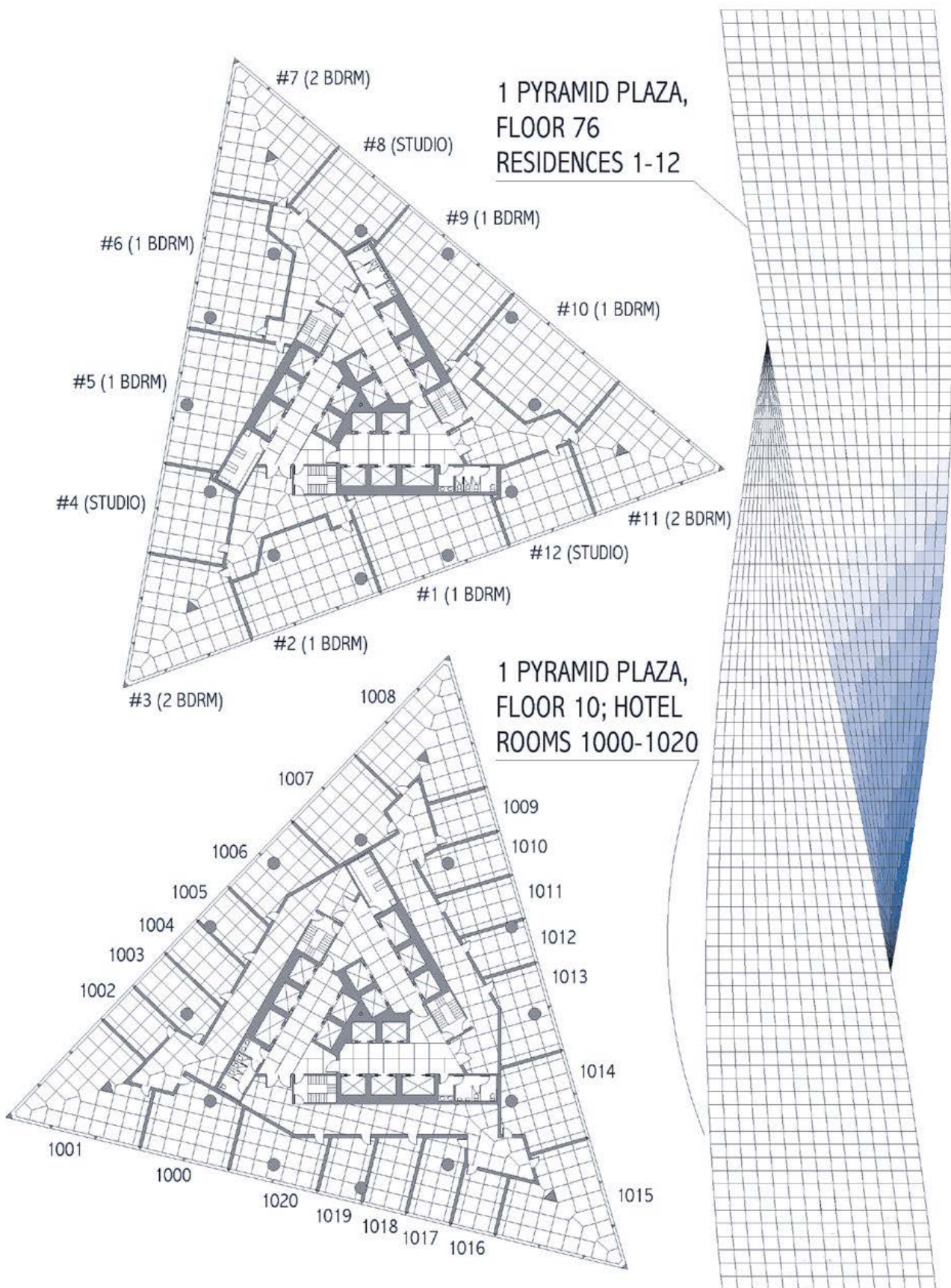


1 PYRAMID PLAZA,  
FLOOR 90; EAST, WEST  
& NORTH PENTHOUSES



1 PYRAMID PLAZA,  
FLOOR 1; LOBBY







## IN THE VICINITY

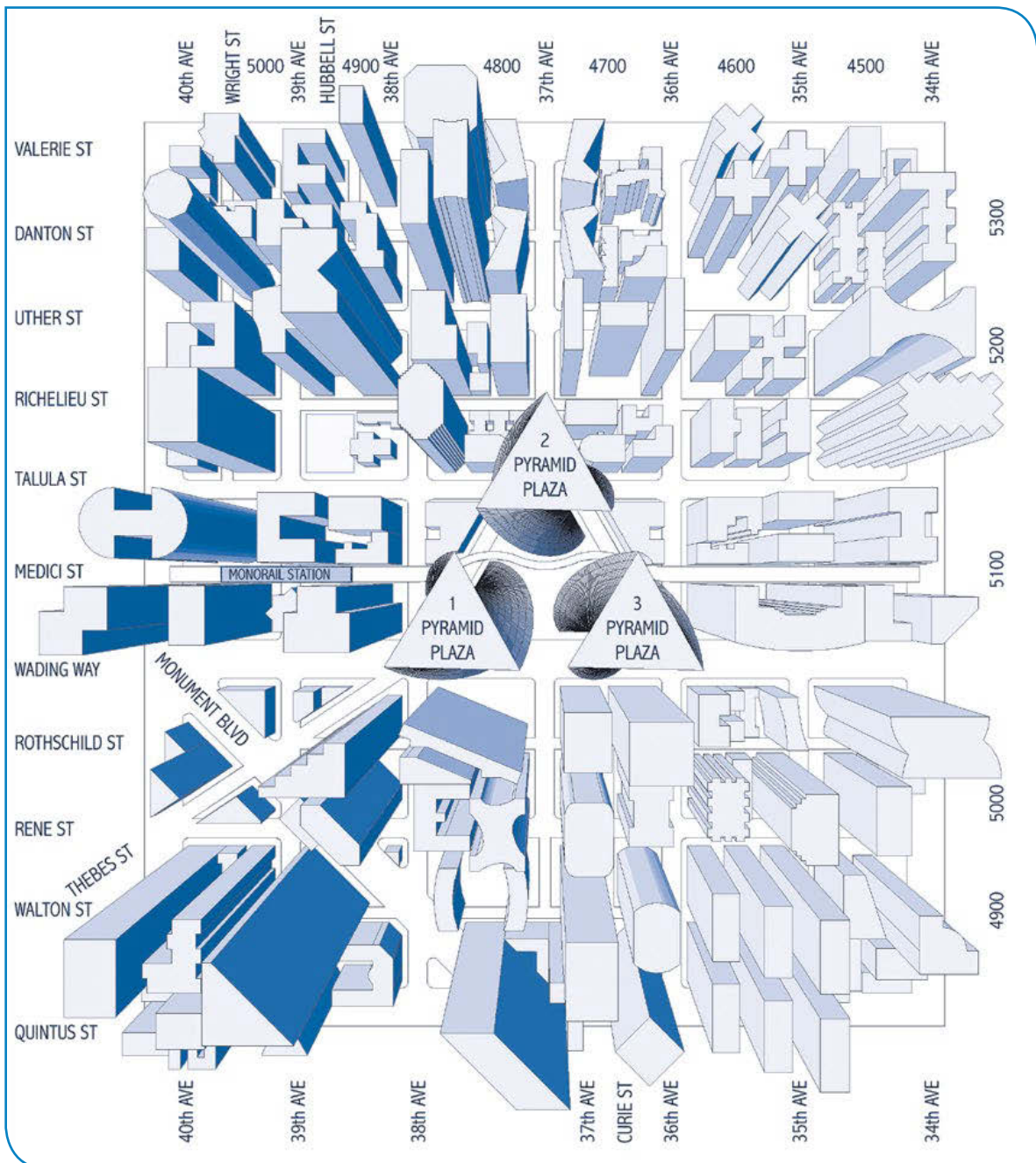
The “base” of Pyramid Plaza—the facing sides of Towers 1 and 3—is right on Wading Way, the main artery of Freedom City’s financial district. 37th Avenue runs perpendicular, coming to the point of 2 Pyramid Plaza and meeting Wading Way right in between the other two towers. Medici Street runs under the monorail line parallel to Wading Way and right up to the center of the Plaza, although the street doesn’t run through Pyramid Plaza itself, as the monorail does; its numbering resumes on the far side of the Plaza.

Although not visible on the vicinity map due to the overhang from the triple towers, two avenues run through Pyramid Plaza: Thebes Avenue from Tower 1 to Tower 2—an extension of Thebes Street after it crosses Wading Way

Way—and Giza Avenue from Tower 2 to Tower 3, passing under the monorail and connecting Talula Street to the corner of Wading Way and 36th Avenue.

The Wading Way Monorail Station is just to the west of Pyramid Plaza, on—technically 50 feet above—Medici Street. It is typically crowded with people coming and going in and out of the area, particularly in the mornings and evenings as people commute to and from work. During the day, it more often sees locals going out to meetings or lunch and tourists riding the monorail for a look around the downtown area.

From Talula St. to Danton St., and 34th Ave. to 37th Ave., are primarily various stores, shopping centers, and high-rise apartment. Some of Freedom City’s most expensive shopping can be found here, and the jewelers and



high-price electronics stores in particular make tempting targets for criminals looking to make a fast buck.

The *Wading Way Bulletin* has its offices in the area. The *Bulletin* is the major daily catering to the professionals and businesspeople working in the area, providing financial news and forecasts; this naturally makes it a target for sabotage and intrigue when certain business interests want to avoid having stories go public.

The entire area in the vicinity of Pyramid Plaza is blanketed with a wireless network maintained by Horizon Telecomm, under contract to the city. It provides free Internet access to the thousands of businesspeople and visitors in the area and is one of the draws of the Wading Way district. Of course, an open wireless network can, on occasion, also draw trouble in the form of computer savvy super-criminals or things like intelligent computer viruses.

Wading Way is home to many of Freedom City's major business ventures, while others have or lease office space in this part of the city to be close to the pulse of business opportunity here. The Eastern Seaboard Bank building is located on nearby Monument Boulevard, while Rath & Stromberg Plaza is also in the area (situated as the GM sees fit).

Three major criminal factions lurk among the glass and steel towers of Wading Way—two of them closely related—although few know any of them pose a threat to the city and its people.

In 1 Pyramid Plaza are offices for Delphic Industries, an international holding company controlled by Greek business tycoon Constantine Urallos (see the **Labyrinth** in **Book 4**). Urallos also maintains a penthouse in 1 Pyramid Plaza, although he spends only a small amount of time there.

On nearby Curie Street is the headquarters of Grant Conglomerates, another multinational holding company with various scientific and technical interests. Many members of Freedom City's heroic community know Grant Co. sits at the heart of a complex web of shell and front companies connected with criminal activities in the city for years; in particular, vigilantes connected the dots between Grant Co. and the infamous DNAscent process. The head office has always managed to insulate itself from liability in these cases, cutting its loses and blaming "rogue elements" and other scapegoats for any criminal activity; that doesn't necessarily hold water with vigilantes or victims of the DNAscent process or Grant Co.'s other experiments. They have attacked the company on occasion and might do so again.

Finally, Majestic Industries operates out of offices on Wading Way, where CEO Hieronymus King secretly finances criminal operations and builds up the web of influence and favors he uses to further his own business interests. Although the CEO's office remains pristine and high above King's secret dirty business, he's been known to attract trouble in the past and is likely to continue to in the future. Heroes might find Pyramid Plaza a vantage point to witness trouble going on at the Majestic offices, or they might find the towers of the Plaza an obstacle after they're sent flying by a foe from the top of one of the area's other skyscrapers!

## SECRETS OF PYRAMID PLAZA

Unknown to most Freedomians, Alexander Rhodes—the financier behind the construction of Pyramid Plaza—was actually the psychic superhero known as the Scarab. He was an active defender of Freedom City and member of the Freedom League during the 1960s and '70s. His arch-enemy was Wilhelm Kantor, the Overshadow—both of them playing out an ancient struggle begun by their prior incarnations in ancient Egypt.

The Scarab used the construction of Pyramid Plaza, along with some subtle psychic influence, to conceal a lair beneath the foundations of the Plaza. Not even the Scarab's allies in the Freedom League knew of this place, where Rhodes kept an extensive collection of artifacts from his past as well as a prison for the sinister Nacht-Kreiger, dark minion of his old foe Overshadow (see **The Scarab's Lair** in the following section).

The assault by the Scions of Sobek and the mind-controlled Freedom League was aimed at the Scarab and was successful: the hero sacrificed himself to save his friends and the city, removing a prime obstacle to Overshadow's plans for at least a generation, if not longer.

Sophia Cruz is now the only person involved with the Rhodes Foundation and Pyramid Plaza who knows the truth about the Scarab's secret identity. She maintains the Scarab's Lair and keeps it sealed off from the outside world until such a time as the Scarab's latest incarnation regains awareness of his true identity and returns to claim his legacy. Who knows? Perhaps it will be a player's hero!

Pyramid Plaza has a number of potential uses in a **MUTANTS & MASTERMINDS** series set in Freedom City, including, but not limited to:

- **Backdrop:** First and foremost, Pyramid Plaza makes for a fun and unusual backdrop for events occurring in Freedom City. Heroes might fight a villain or group of villains in, on, or around the triple towers, having to concern themselves with the thousands of people inside in addition to their foes.
- **Headquarters:** Pyramid Plaza makes a great location for a superhero team's headquarters, affording an imposing view over the whole of Freedom City in a central, downtown location. Perhaps a grateful Rhodes Foundation arranges space at the top of one (or all three) of the towers for Freedom City's newest team of heroes. Of course, the team then has to deal with nervous or even outraged neighbors worried about the kinds of trouble superheroes may attract to the Plaza.
- **Landmark:** As the tallest buildings in Freedom City, Pyramid Plaza makes a useful landmark as well as a potential target. Villains looking to control "the high ground" are likely to find their way onto the rooftop of one of the triple towers, alien spacecraft may hover over them, and unearthly foes may assume the towering structures are the seat of power in the city and seek to attack or control them.



## DID YOU KNOW?

Here's some interesting trivia about Pyramid Plaza. Feel free to include it in descriptions of the triple towers characters might hear on a tour, while visiting, or simply know with a DC 15 Knowledge (business, current events, history, or Freedom City) check:

- The downtown Freedom City monorail runs through the Plaza, about 50 feet above street level. It curves around the buildings, affording an excellent view as it passes by.
  - Each of the three towers start well inside the property lines at Wading Way and Thebes and Giza Avenues, but trace a 242-foot diameter circle as they twist a total of 363.75%, at times extending as far as 60 feet beyond the property lines. This means 1 and 3 Pyramid Plaza, for example, both extend 40 feet over Wading Way, albeit 45 stories above street level. All three towers extend far enough over Thebes and Giza Avenues that they cover part of the opposite sidewalks at their farthest extent. It was a significant political coup for the Rhodes Foundation to secure the rights to do this from the city government.
  - There are four other buildings in the Plaza complex: 4, 5, 6, and 7 Pyramid Plaza, at 5151 Thebes Ave (12 stories), 5201 Thebes Ave (18 stories), 5200 37th Ave (actually two attached buildings: 18 and 20 stories, respectively), and 5150 Giza Ave (12 stories), respectively. It is estimated these properties together bring in another 300 million dollars annually. They were built at various times since completion of the triple towers in 1976, the most recent completed in 1989.
  - Although there is some parking below the Plaza, most of the parking spaces supporting the three towers are under the other four buildings, across Thebes and Giza Avenues. Moving walkways in corridors beneath the streets conduct the thousands of people who live and work in the towers to and from their vehicles.
  - Window cleaning platforms, extendable to 30 feet in length, hang from the roof and from each mechanical level of the towers. The steel columns at 15-foot intervals in the curtain wall have tracks along which the platforms run on electric motors, so they can securely run from floor to floor as the building twists.
  - The height and peculiar shapes of the triple towers have made them magnets for daredevils, who from time to time have to be persuaded not to tight-rope walk between the buildings, or ski down the twisting surfaces, or jump from the monorail tracks onto a window-cleaning platform possibly only 20 feet away. Freedom City heroes often rescue would-be daredevils trying to perform near-fatal stunts.
- **Living Space:** Pyramid Plaza features numerous apartments and condos, and well-to-do characters might live there. Perhaps a wealthy industrialist hero maintains a *pied-à-terre* or primary residence in the Plaza. Other characters could be staying at the Plaza Hotel on business or vacation when something interesting happens.
  - **Meeting Place:** Pyramid Plaza is a well-known landmark, and heroes may use it as a meeting place, whether informally gathering on the roof of one of the towers from time to time, quietly gathering in the lobby in front of the memorial plaque, or meeting for dinner at Pharos some evening. Of course, such heroic get-togethers may draw attention—or even attacks from villains!
  - **Target:** Pyramid Plaza makes a tempting target for criminals, providing heroes with nefarious plots to foil. Terrorists may attempt to seize control of one or more of the towers, issuing demands or simply trying to blow up the buildings. Daring thieves may try to rob the penthouse apartments or the patrons at Pharos, perhaps staging their escape by using jetpacks or some sort of aircraft. Hackers and industrial spies may break into the offices to steal business secrets or blackmail information. Lastly, someone finding out about the Scarab's Lair might try breaking in (see **The Scarab's Lair** for details).
  - **Workplace:** Thousands of people work in Pyramid Plaza every day, so it's easy to imagine one or more characters doing so in their civilian identities. A hero

might work for one of the various businesses leasing office space in the towers, for a retail shop, or even for the Rhodes Foundation itself. Workplace related plot lines could occur at Pyramid Plaza, perhaps leading to events involving the other heroes.

## THE SCARAB'S LAIR

One of the biggest secrets of Pyramid Plaza lies beneath it. In the 1960s and '70s, the crimson and gold clad superhero known as the Scarab was one of Freedom City's stalwart defenders. A member of the Freedom League, the Scarab was known for his formidable psychic powers, including telepathy and telekinesis, and his keen crime-fighting intellect and indomitable spirit. The Scarab was a long-time foe of SHADOW and its machinations, among others.

What only a few close friends and allies knew is the Scarab was the reincarnation of an ancient Egyptian prince—both gifted and cursed with the insight of numerous lifetimes as a defender of good and justice—struggling against the schemes of his arch-foe, the reincarnation of the sinister sorcerer-priest Tan-Aktor, who became Wilhelm Kantor, the Overshadow.

Although it was common knowledge in Freedom City that the Scarab had a secret lair from which he pursued his tireless crusade against evil, few knew exactly where it was. Castle Comics popularized it as "The Scarab's Tomb" in their comic series *Tomb of the Scarab*; even then, the lair was only described as "underground" or "deep beneath the earth," its exact location left vague.

In fact, the Scarab's Lair is hidden beneath the foundations of Pyramid Plaza, a structure the Scarab financed in his secret identity as Alexander Rhodes, and remains hidden there even decades after his demise, awaiting the reincarnating hero's return.

## HISTORY

Not long after Alexander Rhodes awakened to his memories and psychic powers as the Scarab, he arranged for the construction of a hidden complex—from which he could carry out his duty to humanity—that would serve as a fortress against his enemies, particularly his old foe, now the leader of SHADOW. It would also serve as a more permanent prison for Nacht-Kreiger after his defeat by the Scarab and Beacon. The work was hidden in the groundbreaking and initial stages of constructing what would become Pyramid Plaza, with worker's memories subtly altered to protect them from knowledge that could later put them in peril.

The Lair itself was completed long before the Plaza above, and the Scarab used it as his secret headquarters even as construction continued on the triple towers. Only a few select allies knew of the Scarab's Lair, including Beacon and then-current members of the Freedom League, including Centurion and Daedalus, who assisted with some of the Lair's design and systems.

When Overshadow unleashed the Scions of Sobek on Freedom City, they were able to control the Freedom League and use them to attack Pyramid Plaza to get at the Scarab's Lair. Neophyte hero Brainstorm sacrificed himself to hold off the mind-controlled League and, not wanting such sacrifice to be in vain, the Scarab followed Brainstorm's example. His mental exertions were able to free the League from the Scions' control, but the Scarab's incarnation as Alexander Rhodes ended shortly thereafter as a result of a cerebral hemorrhage.

The Freedom League and Alexander Rhodes' faithful assistant Maria Hernandez interred his body in the Lair, per his instructions, and then left it sealed, save for automated monitoring of Nacht-Kreiger's cell. The lair has only been disturbed once since then, when the Nazi super-criminal escaped with Overshadow's aid. Otherwise, the Scarab's Lair remains closed and hidden, awaiting its master's return. Sophia Cruz, Maria's daughter and current CEO of the Rhodes Foundation, is keeper of the family legacy and sees to the Lair's protection.

## LAYOUT

The Scarab's is constructed in a triangular shape, mimicking the footprint of Pyramid Plaza above it. It lies deep below the Plaza's foundations, with a heavy layer of rock and concrete separating them. The Lair is divided into four distinct levels, which are accessible from a secret passage, a secret elevator, and a Freedom League teleportal put in place by Daedalus.

The interior of the Scarab's Lair is done in a neoclassical Egyptian style, making it appear much like the inside of

an ancient Egyptian palace, temple, or, in some areas, a burial tomb. This old-world decoration and appearance actually conceals some very advanced technology even for the present day—let alone when the Lair was originally built—thanks largely to the assistance of the prodigious technical skills of Daedalus.

### 1. MECHANICAL CHAMBER

This area contains the support machinery necessary to run and maintain the Lair, including air circulation and conditioning, power, heat, light, and water. Most of the systems are isolated and capable of operating independently; those that are not are "piggybacked" on the systems for Pyramid Plaza above to conceal their presence and operation.

### 2. PRACTICE HALL

The Scarab used this chamber to perfect his powers. Its columns are actually stacked cylinders of stone, which he psychically moved like giant building blocks. A few of the Scarab's guests, like Beacon, have also used this chamber.

### 3. TRANSPORT HALL

This hall has alcoves with concealed teleportal platforms.

### 4. TELEPORTAL PLATFORMS

These are the most common means of accessing the Lair from the outside world since they provide no clue as to its true location.

### 5. HIDDEN TRANSPORT STATIONS

Special transport stations in this chamber are used as backups for the main stations in the Transport Hall. The codes to operate them are in the Scarab's sealed records.

### 6. HIDDEN CONTROL ROOM

This secondary control room hidden alongside the secondary transport stations is used when the security of the Lair is threatened.

### 7. HOLDING CELLS

The two holding cells, one of which was used to imprison Nacht-Kreiger for years, are buried in tons of solid rock (Toughness 15). The only means of entering or leaving is via keyed teleportal, making them quite secure. The teleportal grid also creates a phase-differential field (Continuous Nullify Incorporeal 12) around the area.

### 8. TRANSPORT CONTROL ROOM

This room contains the systems and machinery to control the teleportals in Area #4, including monitors for current destinations and coordinates.

### 9. CENTRAL CORE

The central core accesses all levels of the Lair. It's an open shaft, since the Scarab was capable of flying and carrying visitors if they needed to go to other levels; it also has



## THE SCARAB'S LAIR

## HEADQUARTERS

**Size:** Gargantuan **Toughness:** 14 **Features:** Communications, Computer, Concealed 3 (DC +20), Fire Prevention System, Gym, Holding Cells (Sleeper), Infirmary, Library, Living Space, Power (Teleport), Power System, Security System 3 (DC 30) 25 points

a detached stone floor the Scarab could use his telekinetic powers on to raise and lower, like an elevator.

### 10. SARCOPHAGUS

The "Sarcophagus" is a heavy, three-sided stone pillar filling the middle of the central core of the lair. It actually contains the Lair's central processing units; the exterior is painted in Egyptian-style scenes of the Scarab's prior incarnations.

### 11. UN-EXCAVATED AREA

The blocked corridor extending off Area #11 is a decision left up to the Gamemaster. It may be a portion of the Lair never finished before the Scarab's demise, an area left for potential expansion when the Lair was first built, or it could have led to other parts of the Lair that suffered structural damage and collapsed. It could even be a false collapsed area designed to fool intruders, much like other false and secret parts of the Lair. If there is truly more of the Lair beyond the blocked-off corridor, it's left for the GM to design and decide what it was used for and what's in it.

### 12. GREAT HALL

The vaulted Great Hall is home to many of Alexander Rhodes' prized ancient artifacts and trophies, including an entire Egyptian chariot, carved pillars and statues from Giza and other parts of Egypt, glass cases of jewelry, framed papyrus scrollwork, and archeological curiosities from other time periods associated with his other lifetimes.

### 13. COMMAND CENTER

This is the "brain" of the Lair, containing the systems the Scarab used to monitor Freedom City and the world for signs of trouble, keep track of things going on in Pyramid Plaza, and stay up to date with the Rhodes Foundation's financial empire.

### 14. EMERGENCY COMMAND CENTER

This smaller, concealed chamber serves as a backup Command Center, isolated from the main chamber, should the Lair's security be breached.

### 15. HIDDEN BURIAL CHAMBER

This secret chamber is where Alexander Rhodes' body is actually interred, inside what appears to be an ancient Egyptian sarcophagus. The sarcophagus is lined with advanced technology keeping the body in an almost perfect state of preservation.

### 16. LIVING QUARTERS

The Lair has spacious and comfortable living quarters, although no one lived here full-time. The only people to use the quarters were the Scarab and his rare and occasional guests, some of whom were blindfolded or rendered unconscious entering and leaving the Lair to safeguard its location.

### 17. BURIAL CHAMBER

This appears to be a burial chamber in the ancient Egyptian style, complete with a sarcophagus that appears to conceal the mummified body of Alexander Rhodes. In truth, this chamber is a decoy and the fake trappings and remains are to fool and delay anyone who might enter the Lair unbidden. The chamber is also a test of sorts: the Scarab's new incarnation will know instinctively that this is not Rhodes' burial place, thus further proving his identity.

### 18. MECHANICAL CHAMBER

Another area containing support machinery and equipment for the Lair, similar to Area #1.

### 19. CONTROL ROOM

This room controls the primary mechanical systems housed in Areas #1 and #18 and monitors their functions.

### 20. MEDICAL FACILITY

Although it looks like an Egyptian temple, this chamber is a sophisticated infirmary capable of treating nearly two-dozen patients. The Scarab was known to assist the sick and injured with the aid of volunteers; neither patient nor volunteer knew the true location of the facility, but it is credited with saving a number of lives during the Scarab's career.

### 21. STORAGE

This chamber is used for storage and filled with wooden packing crates. Their contents are left to the Gamemaster's imagination.

### 22. ANTECHAMBER

The walls of this chamber are covered with Egyptian-style hieroglyphs showing the conflict between Prince Heru-Ra and the sorcerer Tan-Aktor that led them both to repeatedly reincarnate to continue their struggle. The door beyond leads into the Audience Chamber (Area #23).

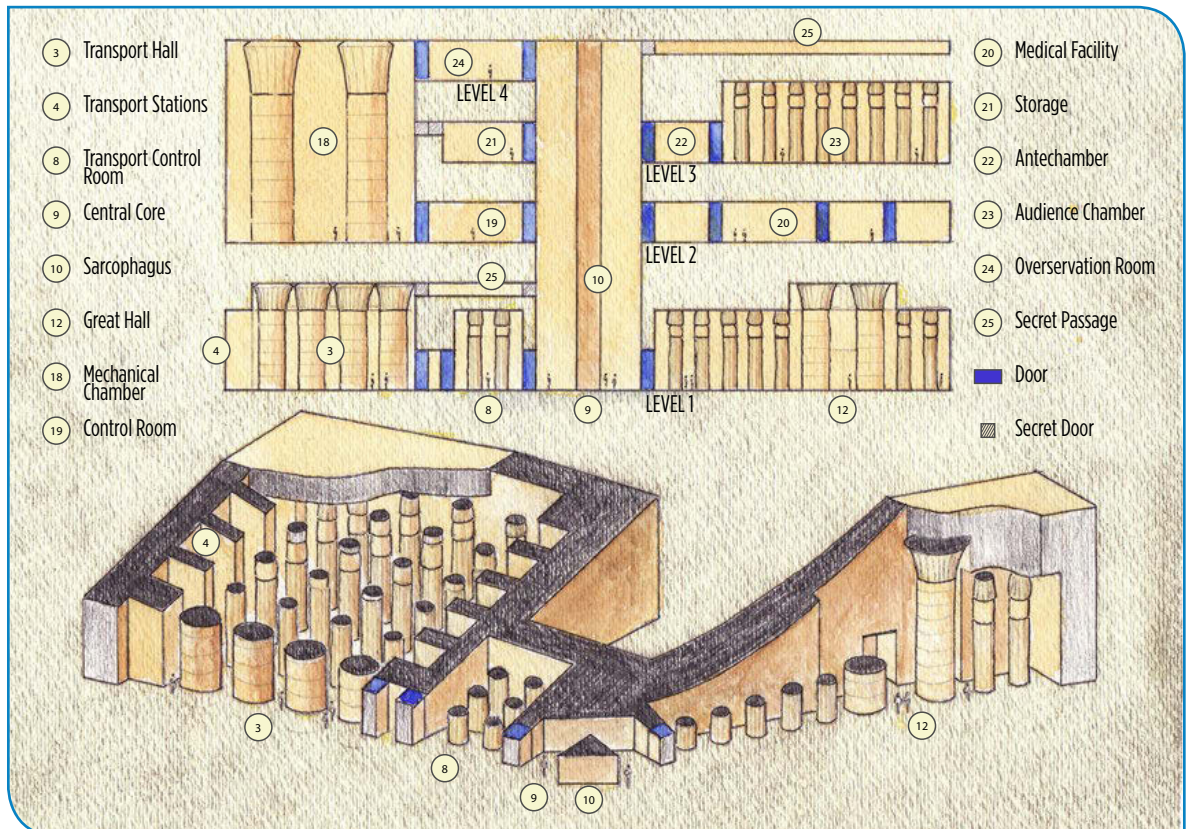
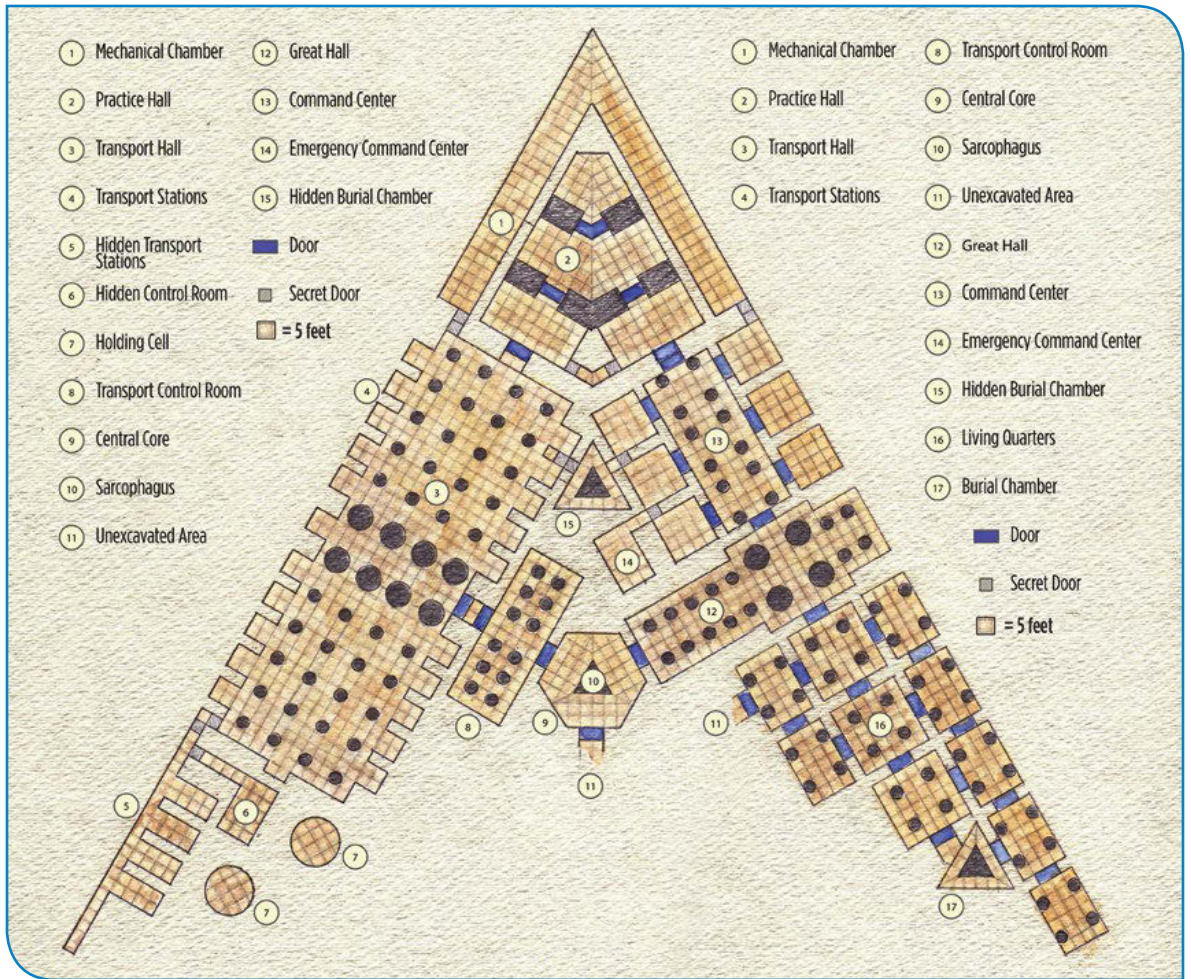
### 23. AUDIENCE CHAMBER

Lined with lotus-style pillars, this room is where the Scarab most often greeted visitors and went to meditate, sitting on—or floating above—the throne-like chair at the chamber's far end.

### 24. OBSERVATION ROOM

This room overlooks both the central core and the lower levels of the Lair. It was once decorated with indoor palms and tropical plants, but were removed when the Lair was abandoned.







## 25. SECRET PASSAGE

This secret passage makes its way to a hidden underground entrance to the Lair. It was rarely used to enter and exit, and is known only to the Scarab and his close associates.

### GAME USES

The Scarab's Lair can serve many uses in a *MUTANTS & MASTERMINDS* game, whether set in Freedom City or not.

### HEROIC HEADQUARTERS

Obviously, in a *Freedom City* series during the years of the Scarab's active career, the Lair can serve its original purpose as the psychic crime-fighter's headquarters and sanctum. This is also the case for time-travel adventures that deposit the heroes in the Scarab's era.

The Lair may also become the headquarters of the new Scarab, whomever he or she might be. If you introduce a new Scarab in your series, whether as a player's character or a GM-controlled hero, you can use the Lair as a ready-made headquarters, including some connections with the past and potential mysteries to solve. A player-run Scarab might offer the Lair as a headquarters and living space for fellow heroes, providing the team with a ready-made base of their own.

Lastly, it seems a touch wasteful to let a facility like the Scarab's Lair lie fallow for such a long time. It's possible someone who knows of the Lair might hit upon the idea of subletting it to a group of heroes in need of a headquarters, particularly a group that operates with some need for secrecy. Daedalus or other Freedom Leaguers from the Scarab's time might think of it and convince Sophia Cruz to go along, or Ms. Cruz might come up with the idea herself, perhaps even recruiting heroes with an eye towards finding out if any of them are the Scarab reborn!

Naturally, a hero team operating out of the Lair might have restrictions on how much they can renovate, and there's the potential complication of what happens when the Scarab returns in a new incarnation and wants the Lair back.

### VILLAINOUS LAIR

If you're not running a *Freedom City* game, or don't intend to use the Scarab as a background element of your game, you can simply use the information given on the Lair as the description of an Egyptian-themed villain's hideout.

### THE SCARAB

### TEMPLATE · 51 POINTS

**Feats:** Beginner's Luck, Jack-of-all-trades (past-life memories)

**Powers:** **Flight 4** (30 MPH), **Senses 1** (mental awareness), **Telekinesis** (Move Object 10), **Telepathy** (Mind Reading 10)

**Note:** The Scarab's reincarnation is more plot device than an actual power, since the spirit must be literally reborn into each new life. This means years when the Scarab is effectively out of play while the new incarnation matures and awakens to full awareness of his past lives and psychic potential.

Alternately, it's possible the Lair has fallen into villainous hands since the Scarab's death. Sophia Cruz *claims* she is taking care of the place and that it remains sealed, but what if she's lying or, worse yet, simply unaware of the truth? The Lair makes a perfect hiding place for a villain, since the few heroes who know of the place would never think to look there for super-criminals. Sophia Cruz might be in on the scheme or simply a dupe; perhaps she's under mind-control or her memories have been altered to conceal the truth. If the Crime League discovered the Lair's location, for example, they could have easily taken it over using Dr. Simian and Dr. Stratos' technical expertise and Medea's sorcery.

In either case, a villain-controlled version of the Lair is likely to have more death traps and hazards, perhaps converting the Great Hall into an "arena of death" where captured heroes are made to fight for their amusement and the burial chambers into death traps with power-nullifying sarcophagi and the ability to fill up with sand in order to suffocate victims.

### HAUNTED RELIC

Freedom City heroes may have cause to visit or explore the abandoned Scarab's Lair in the course of an adventure. Perhaps they come up against one of the Scarab's old foes, like Nacht-Kreiger, and they need access to information in the deceased hero's records, or there might be need for one of the Scarab's ancient artifacts in dealing with a villain and an expert dispatches the heroes to the Lair to find it.

Things happening in and around the Lair might draw heroes to it as well. Perhaps a villain finds the Lair first, and the heroes are called in to investigate. Sophia Cruz might find evidence someone has been inside the sealed Lair and ask for the heroes' help, or reports of strange occurrences at Pyramid Plaza could prompt an investigation. Is the Scarab's ghost truly haunting the place and, if so, why? If it's a hoax, then who's behind it? Perhaps it's a way of tricking someone who knows how to access the Lair into doing so, allowing an intruder to find a way inside.

### TARGET OF EVIL

Lastly, the Scarab's Lair is a rich prize for any supervillain who discovers it and can get past its security. It contains the Scarab's journals and records of his crime-fighting career—including information about his secret identity—to say nothing of his corpse. There is valuable technology, ancient artifacts—some of which might be magical or remnants of Atlantean, Lemurian, or alien technology—and more.

The Lair's teleportal system could serve as a useful backdoor for a clever intruder to access Freedom Hall, the Lighthouse, or the Centurion's Sanctum. Overshadow would certainly pay handsomely for access to his old foe's headquarters—particularly for Alexander Rhodes' remains, which the master villain could use for cloning experimentations as well as a magical connection to locate the Scarab's current incarnation and destroy him before he's even aware of his true power!

Speaking of which, the following is a template for the inherited abilities that come along with the Scarab's *ka* (spirit). A new incarnation of the Scarab possesses these traits at a minimum.

The basic powers given for the template are those the Scarab "reawakens" with, but both the Telekinesis and Telepathy power have considerable potential for devel-

oping power stunts and permanent Alternate Powers as the Scarab learns—or re-learns, in many cases—the full extent of his potential.

Note the template doesn't include the new Scarab taking possession of the Lair and using it again. If that happens, the GM may also require 5 ranks of the Equipment feat to cover the cost of the headquarters.

## PROVIDENCE ASYLUM

After their defeat at the hand of Freedom City's heroes, costumed criminals are bound for one of two places: the first is Blackstone Penitentiary, detailed later in this chapter; the other is Providence Asylum, where those deemed mentally-ill by the justice system can receive treatment; and what is more of a sign of questionable sanity than putting on a strange costume to go out and commit crimes? Save, perhaps, putting one on to go out and *prevent* them....

Situated on the seaside bluffs overlooking Great Bay in Port Royal, the asylum looks more like a Gothic manor than a mental hospital from the outside. Still, no one admitted to Providence's "Secure Patient Care" wing would mistake it for anything else.

### HISTORY

What is now the Providence Asylum was originally the estate of the wealthy Phillips family, one of the Freedom City area's founding families from the 1700s. The estate, built in imitation of French country estates, was called "the Versailles of the South Bank," though more in mockery than admiration—particularly following the French Revolution, as the Phillips family were noted for their "French sympathies."

The estate remained the property of the Phillips family until 1908, when Howard Phillips willed it upon his death to Dr. Reginald Carter to be used as a hospital for the treatment of the insane. This came as quite a shock to the remaining members of Mr. Phillips' family, many of whom protested, but the will was upheld in court. Some believe Phillips' unusual generosity was due to the death of his younger sister Wilhelmina, believed to have committed suicide at the age of fifteen by throwing herself from the bluffs overlooking the Great Bay. Dr. Carter treated Howard during a nervous breakdown in his later years, leading to accusations of coercion and malfeasance.

Dr. Carter established an asylum in accordance with Howard Phillips' wishes, naming it "Providence," and served as its first director. Eleven years later, in 1929, Dr. Carter disappeared without a trace. Authorities could find no evidence of foul play or blackmail, although speculation was rife that Carter fled Port Royal due to guilt or cracked under the strain of his work and took his own life—perhaps in the same fashion as Wilhelmina Phillips, though no body was ever discovered.

### SPECIAL PATIENTS

The Providence Board of Trustees appointed a new director, and Providence Asylum continued to function. In the years following Dr. Carter's disappearance, Providence Asylum began treating the first of what became known as their "special" patients—namely the criminally insane, prone to dressing up in strange costumes and adopting particular motifs for their crimes. Initially, they were the foes of Freedom City's first costumed heroes, declared incompetent to stand trial.

For decades, the asylum's policy was only to treat those patients who could be rendered reasonably safe through the use of conventional restraints and drugs. When true superhuman criminals appeared in the wake of the Centurion's public debut, Providence Asylum wanted nothing to do with housing them. Those deemed criminally insane needed to receive treatment at South River Penitentiary or whatever other facility could house them.

Still, Providence Asylum saw more than a few of Freedom City's costumed criminals: those considered relatively harmless when deprived of their unusual devices, costumes, and gimmicks, or given sedatives or other drugs to control their "conditions." The success rate of treatments remained small, but better than the conventional prison system in terms of rehabilitation.

### THE SPC

Improvements in technology and Providence Asylum's record—along with a need for more government funds for the aging hospital—led to the bold proposal in recent years to refit an area for "Secure Patient Care," (SPC) capable of holding superhuman patients in much the same manner as state-of-the-art prisons like Blackstone. Not only would this deal with concerns about prison populations and overcrowding, but Providence's administration offered a compelling case for potential treatment and rehabilitation as well as the humanitarian issues involving locking the mentally-ill up with hardened criminals.

Since its approval, the SPC program has had mixed success. Conventional treatments often prove difficult under the conditions required to keep patients secure, and government guidelines favor safety and security over an effective clinical environment. Providence's director, Dr. Ellis, has worked hard to prove the effectiveness of



the program, and even lobbied for its expansion, but she faces an often-balky Board of Trustees along with endless amounts of bureaucratic red tape in her pursuit of treatments for the patients entrusted into her care.

## LAYOUT

Providence Asylum is housed in the castle-like Phillips estate in Port Royal, on acres of lightly wooded grounds overlooking Great Bay. Provisions of Howard Phillips' will maintain many of the older features of the estate, while others—particularly the main house—have been substantially renovated for the hospital's use.

## THE GROUNDS

The grounds of the old Phillips estate have largely been kept as they once were, at the request of Mr. Phillips. The land is surrounded by copses of trees, providing shade and privacy, and a small orchard of fruit trees, mostly apples, is planted along the access road leading up to the hospital building; their blossoms are quite beautiful in the springtime.

### 1. ACCESS ROAD

A private access road leads off the main road to the grounds, cutting through the tall trees on either side. There is a swinging gate across the road just before the main gate lodge comes into sight. Visitors are required to check-in here—via intercom with the security personnel at the gate lodge—before proceeding further.

### 2. GATE LODGE

The gate lodge spans the access road with a graceful arch and wrought iron gate, with the name "Providence" spelled out above the span. Uniformed security personnel man the lodge and check the credentials of visitors before allowing them entrance. At least three guards man the gate lodge at all times.

### 3. COTTAGES

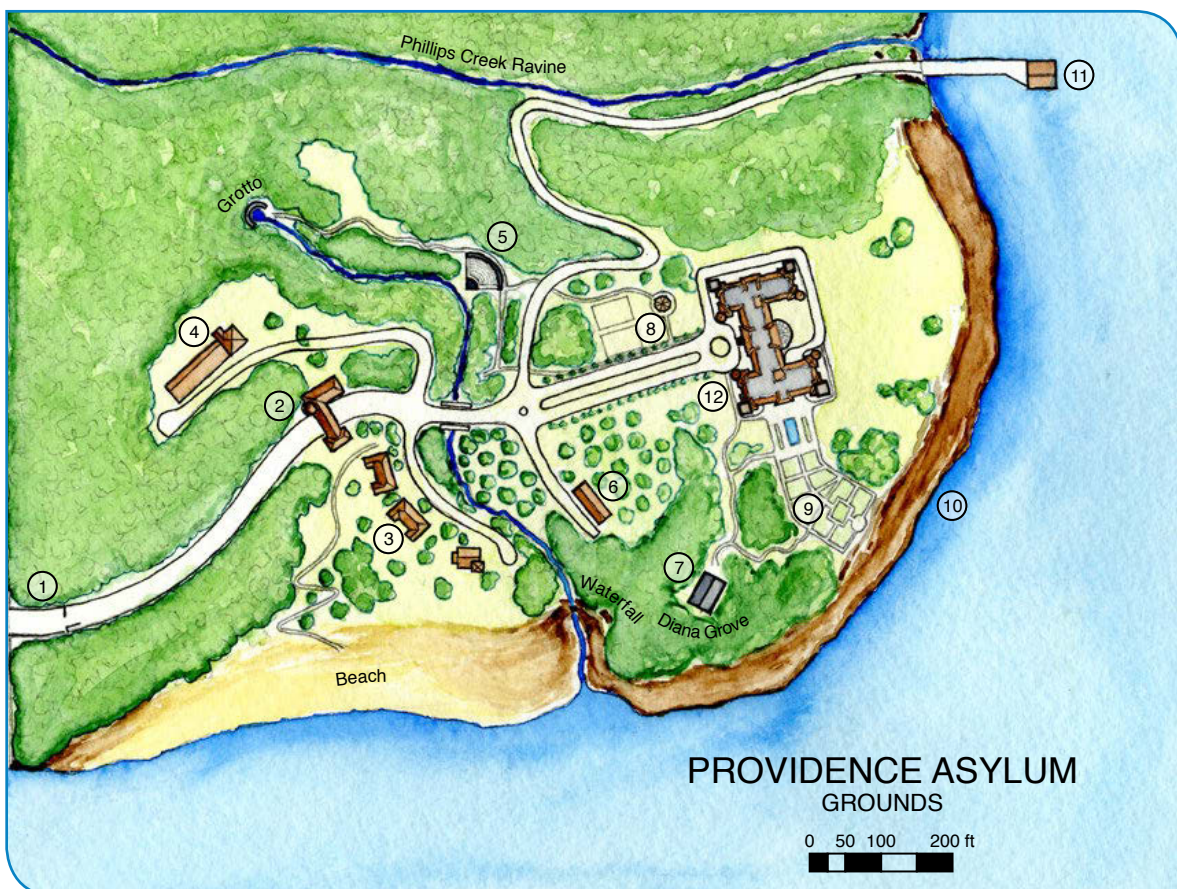
The three small cottages along the side road past the gate lodge have been converted into office and administration buildings for hospital staff, along with some simple overnight quarters for personnel, like Dr. Ellis, who sleep on-site from time to time.

### 4. STABLES

The former stables have been converted into a garage for the storage and maintenance of hospital vehicles, including two mini-vans and two patrol jeeps used by the security staff.

### 5. THEATER

The outdoor theater, set up alongside the babbling brook running from the artificial grotto down towards the bluffs, is largely unused but maintained by the grounds personnel. On occasion, asylum staff have received permission to use the theater to stage benefits or talent shows, or even for art therapy. It is also a spot of interest to patients with theatrical leanings.



### 6. WORKSHOP

The workshop building at the far side of the orchard serves as a machine shop and maintenance facility for the asylum. Access is restricted, simply because many of the tools and other items from the workshop are potentially dangerous in the wrong hands.

### 7. THE DIANA GROVE

A bit of whimsy on the part of the estate's original designers, past the end of the road leading through the orchard, is a stately grove of trees centered on a neoclassical "temple"—a rectangular building of pillared white marble featuring a life-sized statue of the Roman goddess Diana. Marble benches are set around the "temple" to sit and enjoy the peace and quiet of the grove. Providence staff members like to tell tall tales about how the temple was actually used as part of some pagan black magic rituals that took place on the grounds, and how the Phillips estate was involved in the British "Hell-Fire Club" phenomenon, but these are just stories, so far as anyone knows.

### 8. THE TEAHOUSE

The "teahouse" is a decorative gazebo near the tennis courts, and a popular place for staff members or patients allowed access to the grounds to gather and sit in the shade. The tennis courts themselves are clay surfaced and do not see much use, except for occasions when off-duty staff members set up a portable basketball hoop; edicts of the asylum's charter do not permit modifications like the installation of a permanent hoop on the courts.

### 9. ROSE GARDEN

Past the south wing of the manor house, a terraced rose garden stretches down towards the bluffs. It is laid out in an English style, featuring a variety of different colors, and is proudly maintained by the grounds-keeping staff. Marble benches are placed along the gravel paths for people to sit and enjoy the peace and fragrance of the gardens.

### 10. THE BLUFFS

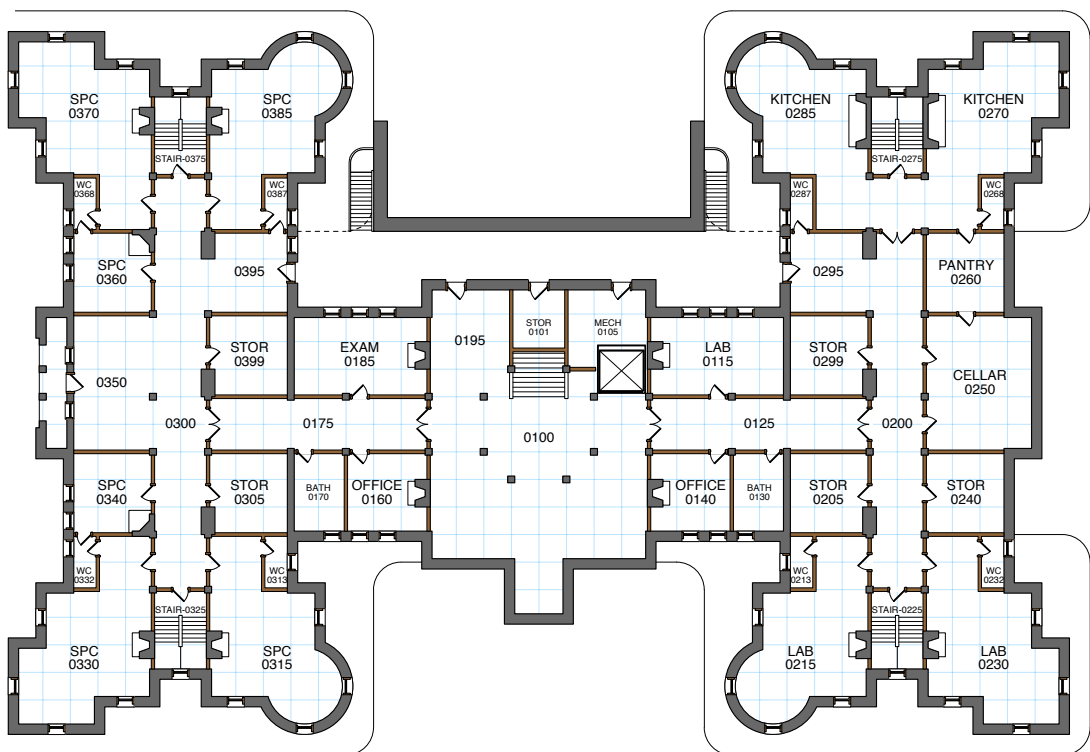
The bluffs overlooking Great Bay feature a fifty-foot drop down to the narrow strip of rocky beach below, where the surf regularly surges and pounds, particularly in stormy weather. A narrow set of wooden stairs down to the boat launch is the only way up or down the bluffs short of climbing them (a DC 16 Athletics check).

### 11. BOAT LAUNCH

At the base of the bluffs, along the beach, is a small boat launch owned and maintained by the asylum where small watercraft—not much larger than a motorboat—can be moored. Providence has and maintains a motor launch, and there is a shed with maintenance equipment and extra fuel. The boat launch sees very little use except in rare emergencies when a patient manages to get out into the water.

### 12. THE MANOR

The large manor house situated on the rise overlooking most of the grounds, with a commanding view of the bluffs and the bay beyond them, is used as the asylum proper.



PROVIDENCE ASYLUM  
0-BASEMENT  
SPC = SECURE PATIENT CARE



## THE ASYLUM

The layout of the main building of Providence Asylum is as follows.

### GROUND FLOOR

The ground floor of the asylum is the only one accessible to the public. The south wing consists of staff offices and examination and treatment rooms, with the old conservatory turned into a waiting room and a large recreation room occupying the former ballroom.

The north wing still contains the manor's substantial library, including all the volumes donated by Mr. Phillips along with the estate. Much of the library is taken up with psychological reference works, but it also holds recreational reading available to residents. The east side of the wing, towards the bluffs, holds the director's office and reception room, while the west side has a reading room and the main reception area just off the library, where visitors are typically asked to wait.

Behind the main hall is the old solarium, looking out over the gardens and towards the bay. It provides a quiet sitting area for patients and staff, particularly during the winter months when it is too cold to go outside.

### UPPER FLOORS

The second, third, and fourth floors of the manor are used primarily for patient care at Providence, bedrooms and the

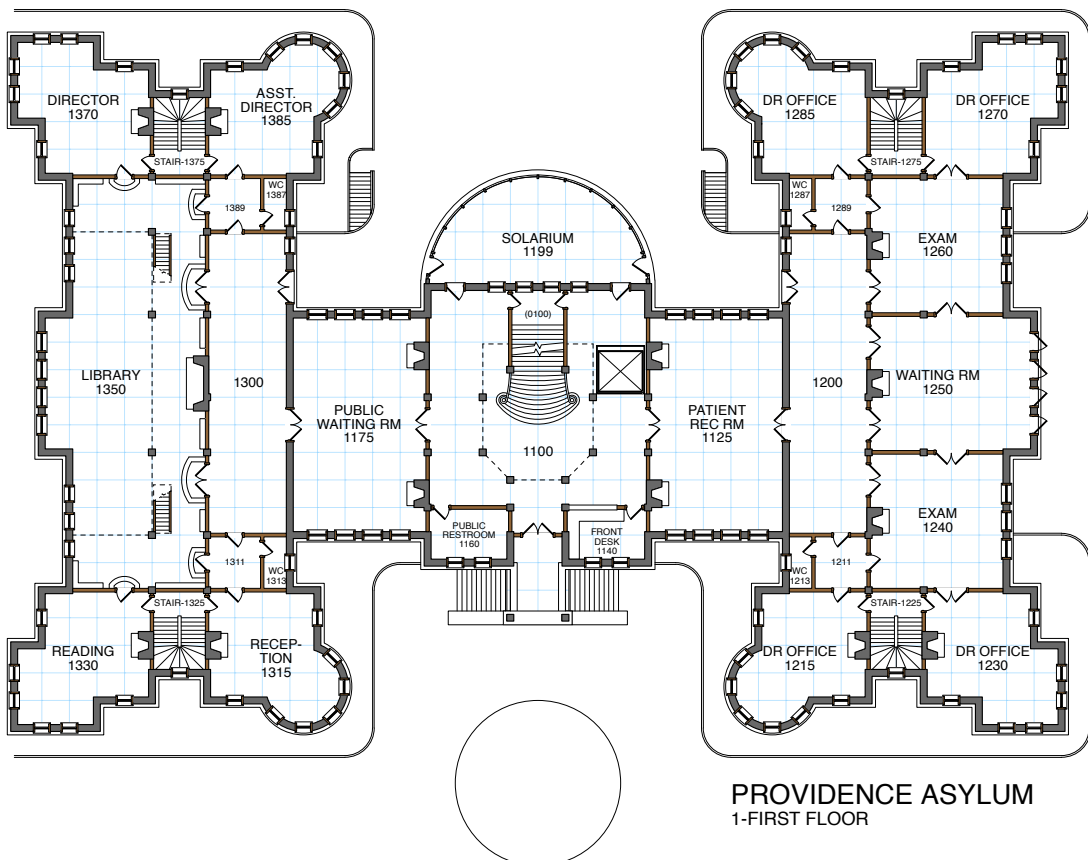
like converted into long-term care and treatment rooms. The patient rooms are equipped with electronic locks (DC 30 Technology check to open) accessible by staff key card or from the central floor station.

Some patients housed on these floors have had criminal careers; the Secure Patient Care wing in the basement is reserved for those patients with innate superhuman abilities, not costumed criminals *per se*. Many of Providence's clients are otherwise ordinary human beings when deprived of their various gimmicks, and therefore housed here, although some of them have proven extraordinarily inventive in the past.

### ROOFTOP

The sprawling roof of the manor, accessible by the two main stairwells, is primarily flat in the middle. The edges are steeply sloped down to the upper parts of the walls below, with the tops of the nine towers rising above the main portion of the roof. At the edges of the sloped portions of the roof are decorative Victorian wrought-iron railings slightly more than knee-high for someone standing on the rooftop, providing fairly little actual safety in terms of preventing a tumble.

Given the potential dangers of a four-story drop, rooftop access is limited and the entryways kept locked using the same electronic locks as on the patient rooms (DC 30 Technology check to overcome them). The doors are also equipped with sensors to alert asylum security whenever one is opened, by authorized means or otherwise (DC 25 Technology check to thwart this).



## BASEMENT

The large basement level of the manor is divided between support facilities like storage, offices, laboratories, and the kitchen in the south wing, and the Secure Patient Care north wing, containing exam, treatment, and patient rooms.

The SPC wing has security measures similar to those found in Blackstone Penitentiary, although not as overt or forceful out of a desire to create a better therapeutic environment. Still, the patient rooms are heavily reinforced (Toughness 14) and have stun gas dispensers (Affliction 10; Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated). Power nullifying manacles are available, but only used when necessary. They provide a continuous rank 10 Nullify effect for most powers.

## PERSONNEL

Working at Providence is both a tremendous opportunity for anyone in the field of criminal psychology and a serious risk, given the nature of some of the patients at the asylum. Small wonder, then, that the place tends to attract extreme personalities in its staff as well as its residents. When they say, "You don't have to be crazy to work here, but it helps" at Providence Asylum, it can be difficult to tell whether or not they are really joking.

### DR. ASHLEY ELLIS

As described in **Book 1**, Dr. Ashley Ellis is a compassionate and fierce advocate for the patients at Providence,

and she prefers to think of them as such, rather than "inmates." Although Dr. Ellis has seen a great deal that would shatter the faith of many people, she remains steadfast in her dedication to the institution and the important work that it does.



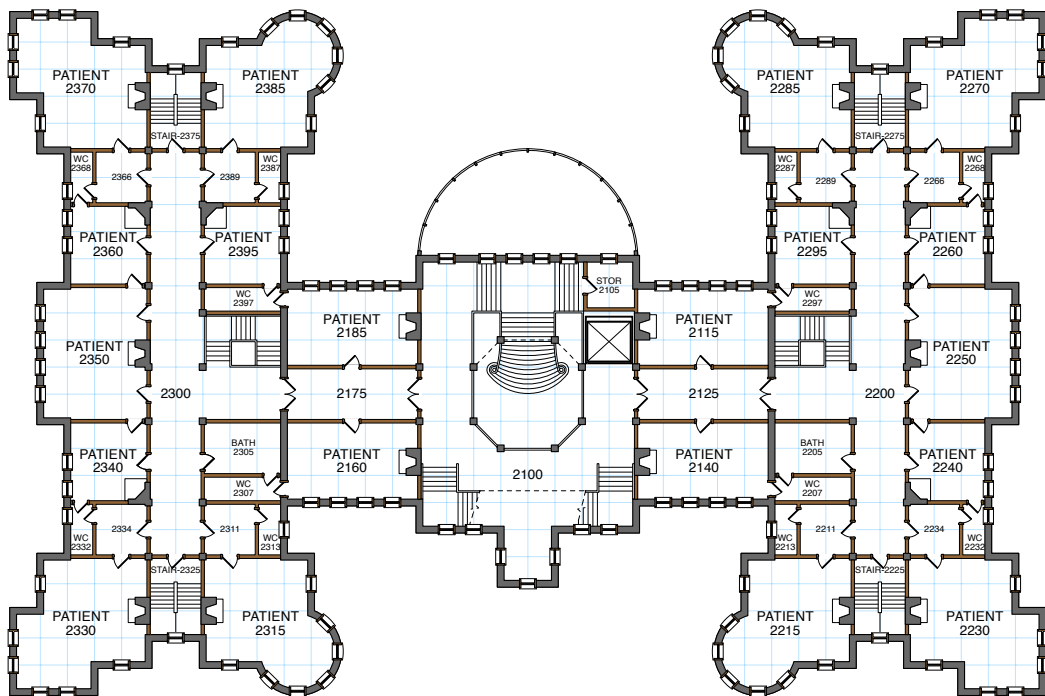
### DR. JEREMY PHILLIPS

Dr. Phillips is Howard Phillips' great-grandson, and inspired by his ancestor's generosity; he tries to quickly dismiss any lengthy discussion of his familial relationship to the estate he might have otherwise inherited.



A good deal of Dr. Phillips' devotion to the field of mental health comes from his own family's lack of the same. Much of the Phillips clan is embittered and filled with passive-aggressive obsession with status and appearances, clinging to bygone days when they were more prosperous, even though as a whole they still control more wealth than most will ever have. Jeremy is something of an empathetic aberration, and while his family applauded his brilliant success in medical school, they cannot understand why he chooses to work at a place that only reminds them of the start of their downfall.

Dr. Phillips is a tall, thin fellow with dark hair, dark-rimmed glasses, and a purely unintentional sort of "geek chic." He's exuberant when discussing his work, a bit shy otherwise.



PROVIDENCE ASYLUM  
2-SECOND FLOOR





ral forces in Freedom City as the serpent people, the Brotherhood of the Yellow Sign, and the Nameless Ones they serve, like the Brotherhood's patron, the Unspeakable One.

The Phillips were an Old World family with a long history in the area; perhaps they had some ties to secret cults or forbidden practices. The death of Mina Phillips (see the following) could have been connected—it may be she did not commit suicide, but served as an unholy sacrifice or an unwilling or unwitting broodmare to bring some eldritch horror into the world.

The bluffs below the asylum could be riddled with caves and tunnels, perhaps even linked to the realm of Sub-Terra (see the *Atlas of Earth-Prime*) where the serpent people still dwell. Hidden or barely-concealed passages might lie in the manor's basement, and the very structure of the building could be suffused with occult forces. The "temple" on the ground might truly be devoted not to a neoclassical Diana, but to a darker woodland goddess of fecundity and unnatural spawn.

### THE GHOST OF WILHELMINA PHILLIPS

The tragic suicide of Mina Phillips at such a young age is left as either one more macabre element of Providence's history, or a potential story hook. The reason for Mina's death is for you to decide, depending on the style and tone of your series. She might have been lovelorn or perhaps even pregnant when she hurled herself off the bluffs, or the truth could reveal far worse things about the history of the Phillips family. She may have been mur-

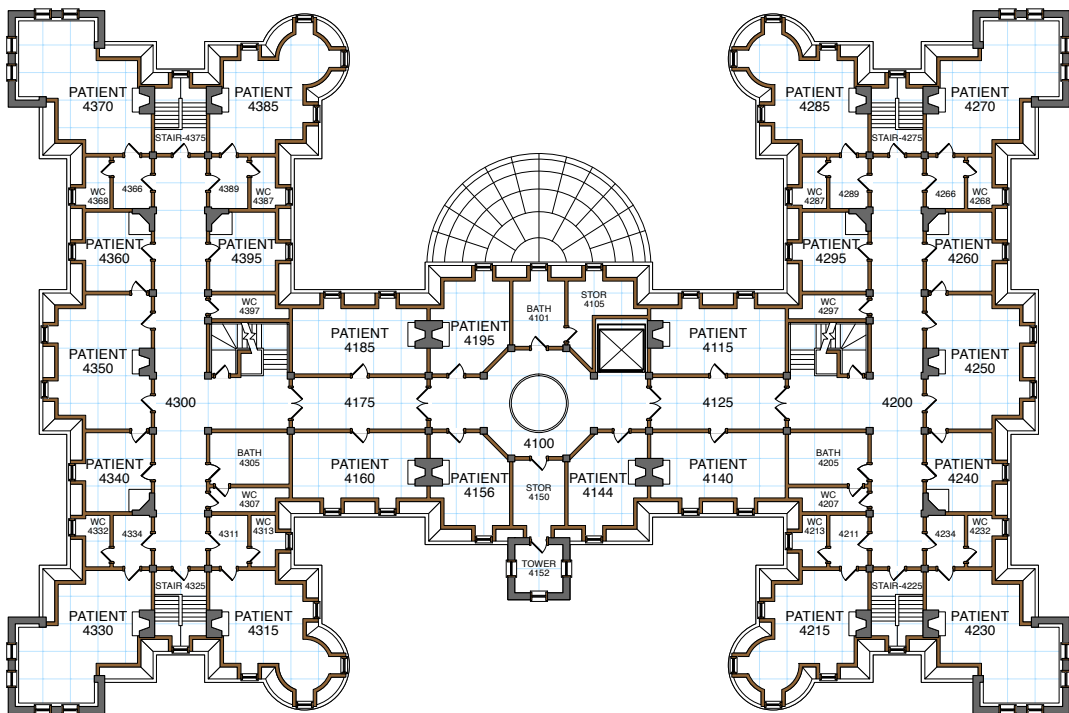
dered—perhaps Howard Phillips' willingness to give away his ancestral estate stemmed from guilt!

Mina can be an active presence in stories set in and around the asylum, as well. Unable to rest, her spirit may have become a ghost. Depending on the circumstances of her demise, she may be vengeful, or still filled with despair and inflicting it upon anyone sensitive to her presence—including some patients of the asylum! The ghostly presence also allows Mina Phillips to transcend time periods, as usable as a plot element in a pulp-era 1930s series as in a modern day one, or anywhere in between.

### THE DISAPPEARANCE OF DR. REGINALD CARTER

Dr. Carter's strange disappearance in 1929 is an open-ended mystery for the Gamemaster to solve, or not, as desired. No "official" explanation is forthcoming, but some possibilities include the following:

- Dr. Carter was murdered, either by a patient cunning enough to cover up the deed, or by an outsider to the asylum. His death might have been due to something he discovered, perhaps in listening to the ravings of a patient everyone else considered delusional. The cause could have been any of Freedom City's various conspiracies, like the Brotherhood of the Yellow Sign or the Labyrinth, forbidden cults, or criminal organizations.
- Dr. Carter committed suicide, perhaps by throwing himself from the bluffs overlooking Great Bay. If Mina Phillips is a vengeful ghost (see the previous), then she might have brought about his death, and the



PROVIDENCE ASYLUM  
4-FOURTH FLOOR



deaths of many others over the years. Carter could have also succumbed to depression concerning his work, guilt over some past indiscretion, or even been the victim of sorcery or psychic influence.

- Dr. Carter was driven mad by the secrets he learned about Providence Asylum, the manor house, and the estate, including the occult history of the Phillips family and the blasphemous secrets of cults like the Brotherhood of the Yellow Sign. He either took his own life in terror and despair, or was a carefully arranged sacrifice to further the agenda of some eldritch force.

Note that a number of “pulp” era figures of Freedom City’s history—such as Bluesman, Johnny Danger, the Ghost, and others—were active in the late 1920s; Dr. Carter’s disappearance could be connected with one or more of them in some fashion. Perhaps whatever caused it returns, leading the modern heroes to investigate a case parallel to one of their early 20th-century predecessors.

## BENEATH THE BLUFFS

At first glance, there is little of interest along the narrow strip of rocky beach at the base of the bluffs, save for the asylum’s small boat launch. However, if you wish, there may be ancient sea-caves in the bluffs, visible only at low tides, which could extend in a network beneath the grounds of the asylum and the manor house itself. These caves can serve as a secret lair for some threat, or might have been used as a hideout for pirates or revolutionaries in bygone days. Perhaps they are where Dr. Carter disappeared, and where clues concerning his fate can be discovered.

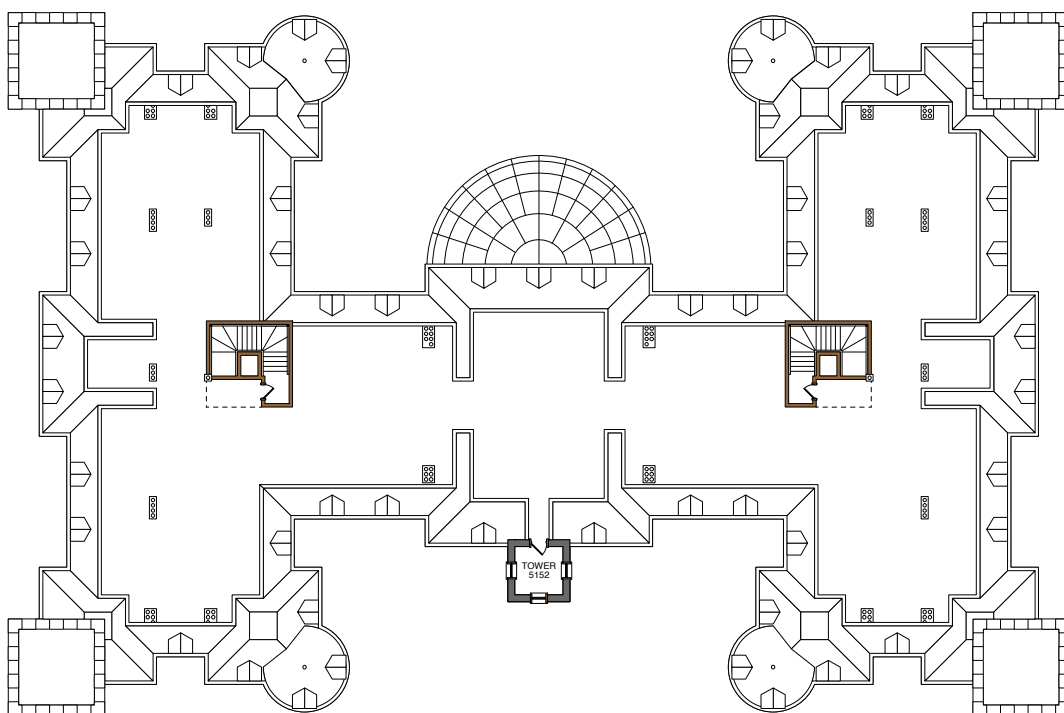
## DIANA’S GROVE

Are “the Temple” and “Diana’s Grove” merely artistic neo-classical whimsy on the part of the designers of the estate, or something more significant? The default assumption is there is nothing sinister to the area apart from the spooky stories told by members of the asylum’s staff to haze newcomers, but the truth is entirely up to you. If you prefer, the grove could have seen use as an occult ritual site or a place of pagan worship at some point in the past. Even if it was not originally intended for such, someone could be using it for that purpose now. Certainly, Freedom City is home to enough mysterious cults to raise the possibility.

## PERSONAL AGENDAS

There is a fair amount of flexibility in the personal agendas and personalities of the staff members of Providence Asylum. Apart from Dr. Ellis, any one of them could either be a dedicated mental health professional or a barely-concealed psychopath as bad—or worse—than any being treated at the hospital. For example, Dr. Phillips might be secretly obsessed with his family estate, or the victim of “the Phillips Curse,” leading him into madness. Similarly, Dr. Black may be trifling with occult forces beyond human ken, and Derek Grady could be a brutal thug secretly terrorizing Providence’s inmates.

There’s also plenty of room to add other staff members, from doctors and nurses to administration, maintenance, and members of Grady’s security staff. Any of these could have personal agendas or secrets when it comes to Providence Asylum.



PROVIDENCE ASYLUM  
5-ROOF ACCESS & TOWER

## GAME USES

Providence Asylum can see a number of uses in a *MUTANTS & MASTERMINDS* series, including: a setting for adventures focused around the hospital, its staff, and patients; a place where some of the heroes' foes may be incarcerated, and perhaps interviewed or interrogated; a headquarters or facility for a hero or team, with some modifications; or even the basis for an unusual *M&M* series focused on the asylum and its work.

## ADVENTURE SETTING

First and foremost, Providence Asylum can serve as a setting for *M&M* adventures centered on the mental hospital. A number of possibilities are suggested in this product, but others may include:

- A villain taking over the asylum and attempting to convince the heroes they are patients, and their heroic identities—perhaps even their entire lives—are nothing more than delusions.
- One or more inmates staging an escape, perhaps one that goes wrong or involves taking members of the staff hostage in order to secure their release. The authorities call the heroes in to help break the stalemate.
- A psychic plunging the asylum into a dream-realm; the heroes must enter a nightmarish version of Providence and deal with its patients' psychoses brought to life in order to stop the villain's plans.

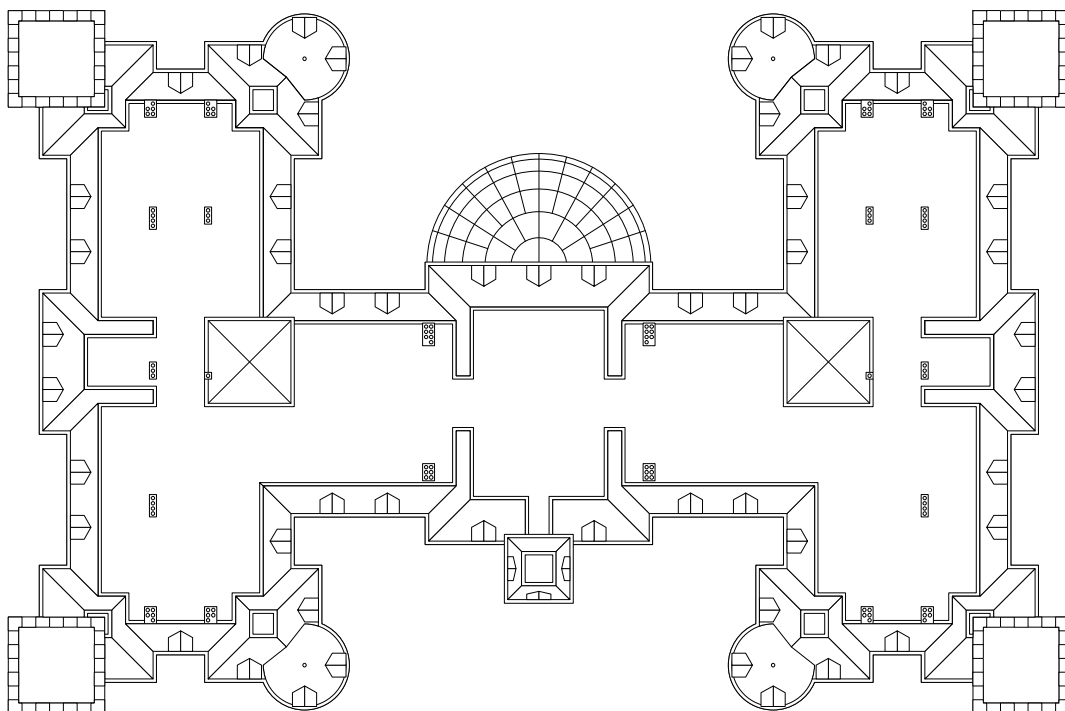
- Evidence of a haunting in the asylum can lead the investigators to a genuine ghost or an elaborate hoax intended to make everyone think Providence is haunted, perhaps to shut the place down. Of course, a hoax can also raise the ire of a real ghost present in the old manor.
- A staff member begins brainwashing patients, either returning them to their former criminal careers or turning them into new costumed criminals when they are pronounced "cured" and released from Providence.

## VISITOR'S PASS

Heroes might visit Providence Asylum for a number of reasons, mainly to consult with a member of the staff or to speak with a patient currently being treated there.

Providence has some of Freedom City's best experts on criminal psychology and behavior, as well as the effects of various superhuman abilities on the psyche. Investigators might consult with them about a criminal's *modus operandi* or to build a psychological profile of a mysterious new foe.

The staff of the asylum also offers potential supporting cast characters, perhaps someone related to a hero or involved in a romantic relationship. Anyone studying the psychology of masked superhumans is sure to find real superheroes fascinating. A hero with a psychological or counseling background might even work at the asylum, providing interesting story hooks as well as challenges in keeping secrets from notably curious and inquisitive colleagues.



PROVIDENCE ASYLUM  
6-ROOF



Heroes may also go to Providence Asylum to speak with a patient. Maybe it's to interrogate a foe who's been committed to the institution, or perhaps to find out from a long-time resident about something that happened in the past. They may even find some of their heroic predecessors here, mute testimony to the toll the life of a masked hero can take on one's sanity.

## HEADQUARTERS

The maps of Providence Asylum can also serve as the basis for creating a "stately manor" or other superhero headquarters for either a team or a single wealthy hero. Perhaps the estate was not converted into a mental hospital, but remained in the family until it was willed to a superhero team or an heir who is secretly a masked vigilante. You can change around the rooms, perhaps even adding a sub-basement level modeled on the basement with additional facilities, like a secret vehicle hangar with a hidden cliffside entrance.

The asylum might also be closed down in your *M&M* series, perhaps by the events of the Terminus Invasion or something earlier. This allows a villain or team of villains to move in and take it over as a hidden lair. A covert hero team might do the same, using the closed-down and derelict mental hospital as cover for their operations—especially suitable for an Iron Age style game.

## SERIES SETTING

Lastly, you could set an entire *Freedom City* series at Providence Asylum. It would be an unusual series, to say the least, but imagine a group of misfit superhumans, remanded to Dr. Ellis' care in the Secure Patient Care wing, who adopt secret identities in order to try and do some good with their unusual abilities while struggling with their own psychological issues. They have to deal with hiding their activities from the authorities as well as sharing space with some true psychotics, perhaps even some of their defeated foes!

# THE CLAREMONT ACADEMY

The Claremont Academy is a prestigious private school in Bayview Heights. Duncan Summers purchased the school and its ground after they were badly damaged during the Terminus Invasion.

Mr. Summers re-opened the school and began admitting a new class of students with a slight difference in his enrollment practices. He also began secretly recruiting "special" youngsters with paranormal abilities, seeking them out with the aid of his daughter and bringing them to Claremont. Here they could learn to control their abilities and get a strong education in values as well as the usual curricula.

Several teachers on staff at Claremont Academy stand out from the rest because they, like Duncan Summers, are former superheroes. The physical education teacher—Alan Archer—was once Hot Rod, a late 1970s speedster who can still run up to Mach 2 in short bursts when necessary. Jesse Perry, English and creative writing teacher, was once the mysterious hero Ghostman. Gabriel Marquez, school counselor, has been paraplegic since the Terminus Invasion, his legs shattered when he rescued his students from a group of Omegadrones. The incident awakened in him the power to nullify others' superhuman abilities for short periods of time, making him invaluable in helping students with less-than-perfect control over their powers.

The Claremont Academy makes a great basis for a teen-oriented campaign, with the players running students at the Academy. They can work to control and understand their powers while hiding them from the local community and dealing with all of the usual changes teenagers endure. Either Duncan Summers or Professor Marquez makes a good mentor and supporting character. Summers can provide the teens with a way to interact with the Raven

or the Freedom League from time to time. There's also the potential matter of the U.S. government uncovering Claremont Academy's hidden purpose and interfering "for the good of the children," but more importantly for their own self-interest.

For more information on the Claremont Academy, its history, staff, and student body, see the *Hero High* sourcebook for *M&M*.

## THE CAMPUS

Claremont Academy is located in the southern area of Bayview known as Bayview Heights. The campus is situated on a large private estate, surrounded by wooded acreage, not far from South Bay Road. Although the structures of the Academy have maintained their turn of the century architecture and appearance, they are of fairly recent construction and use modern building materials. Some of the buildings also have hidden features added under Duncan Summers' direction to serve the school's special needs.

The school's main facilities are located in a set of interconnected buildings around a central courtyard called the quad. These buildings hold Claremont Academy's main foyer (with dedication plaques, trophy cases, and other school memorabilia), classrooms, labs, and other academic facilities, along with the offices of teachers on staff.

Claremont Academy is a live-in school for some of its students, with two dormitory buildings located north of the quad and the gardens. Most student accommodations are double-rooms, although junior and senior students may have single rooms. Dorm rooms have double beds, bureaus, desks, and other amenities. Although decorated in a turn of the century style, they have modern facilities,



including connections to the campus intranet. Cable television is provided only in the student lounges on each floor. The dorms are co-ed, and students earn extra credit as dorm monitors and residence assistants for the other students in their dorm. A secret underground tunnel leads from the western student dorm to facilities under the administration building.

West of the dorms is the administration building, housing the offices of the Headmaster and the school administration along with on-campus quarters for Mr. Summers and certain live-in members of the Academy's staff. The admin building also has secret sub-basement levels, accessible by secret elevators that run through Duncan Summers' office and the library as well as three secret tunnels—one leading to the student dorms, one to the carriage house, and a third to the woods near the athletic field.

The sub-basement levels of the admin building are special facilities for training and working with the Academy's super-powered students. They include labs, testing facilities, a briefing room, and a sophisticated combat simulator. The elevators and doors to the sub-levels have retinal scanners that limit access to key members of the administration and certain students.

Between the quad and the dormitories are the walled gardens of the Academy grounds, lovingly tended and landscaped in a traditional English style. The gardens primarily beautify the grounds, though they also provide examples of exotic plant-life for biology classes. Serena Vervain (Seven) has also cultivated some herbs with mystical uses in the gardens, with Mr. Summers' permission.

Behind the Academy lies a large, lightly-wooded area that includes a swimming pool, baseball diamond, and open field used for various sports and athletic activities. The field is a popular area for students to relax and enjoy the outdoors during good weather.

## THE CLAREMONT ACADEMY

## HEADQUARTERS

**Size:** Huge **Toughness:** 10 **Features:** Combat Simulator, Communications, Computer, Garage, Gym, Infirmary, Laboratory, Library, Living Space, Power System, Secret 2 (DC +20), Security System 3 (DC 30), Workshop 25 points

## DUNCAN SUMMERS

Duncan Summers was an adventurous man in his youth, and traveled the world. While in Asia, Duncan discovered a fabulous lost treasure, but lost his parents and sister to violence back home. Duncan dedicated his newfound wealth to fighting crime, adopting the masked identity of the Raven and operating out of his native New York for many years.



Among the Raven's greatest foes was the sinister Dr. Sin. Raven and Sin's daughter, Jasmine, fell in love, though Sin's machinations kept them apart for years. After one final battle that seemed to end the life of Dr. Sin and the Raven's career, Duncan retired and married Jasmine, who died tragically fighting to save him and their daughter when her father returned from the dead. Although he



## DUNCAN SUMMERS

PL8 • 147 POINTS

STR 1 STA 3 AGL -1 DEX 4 FGT 11 INT 6 AWE 5 PRE 5

**Equipment:** Cane (Damage 2), Concealed Flash-bang and Smoke Bombs**Advantages:** Assessment, Defensive Attack, Defensive Roll, Improved Initiative, Improved Trip, Jack-of-all-trades, Languages 4 (Arabic, Chinese, French, Latin, Japanese, plus up to two others; English native), Leadership, Power Attack, Seize Initiative, Skill Mastery (Investigation), Takedown, Uncanny Dodge**Skills:** Acrobatics 2 (+1), Athletics 3 (+4), Deception 10 (+15), Expertise: Streetwise 4 (+10), Insight 8 (+13), Intimidation 10 (+15), Investigation 12 (+18), Perception 10 (+15), Ranged Combat: Throwing 6 (+10), Stealth 4 (+3), Technology 6 (+12), Treatment 2 (+8), Vehicles 6 (+10)**Offense:** Initiative +3, Cane +11 (Close, Damage 3), Unarmed +11 (Close, Damage 1)**Defense:** Dodge 5, Parry 11, Fortitude 5, Toughness 4/3\*, Will 11  
\*Without Defensive Roll**Totals:** Abilities 68 + Powers 0 + Advantages 20 + Skills 45 + Defenses 14 = 147

lost his wife years ago, Duncan still misses her greatly. In memory of her sacrifice, he remains dedicated to helping young people realize their potential.

Duncan decided to pass on his legacy in another way: by opening Claremont Academy, where he schools young supers in the use of their powers. His students know “Old Man Summers” was a superhero once, and while they don’t know which one, some of them have a pretty good idea.

Duncan Summers is in his 70s, his gray hair white at the temples, and his face, while still strong and handsome, grows more lined from worry every year. His eyes are gunmetal gray, and he’s always clean-shaven. He tends to wear dark turtlenecks and slacks, but still looks quite

dashing when forced into a tuxedo for society or charity parties. He walks with the aid of a cane, which conceals some smoke and flash pellets for emergencies. He’s also adept at using the cane as a weapon, slowed only by his weakened legs; anyone who underestimates Headmaster Summers as “just some old man” is in for hard lesson.

## THE NEXT-GEN

The Academy’s first class of super-powered students took it on their own initiative to defeat and capture the escaped Green Man. When the media showed up and asked if they were members of the Freedom League, Sonic said, “They’re old school. We’re the Next-Gen!” The name quickly stuck, and the Next-Gen became known as a team of teen heroes—after they worked off the demerits imposed by Headmaster Summers for sneaking off campus. Since the team’s premier, the Next-Gen has gone from an “unofficial extracurricular activity” quietly tolerated by Headmaster Summers and his staff to the official “junior varsity” team of Claremont Academy, where the most promising and highest achieving students receive training and field experience.

Membership in the Next-Gen is proposed by the Headmaster or a member of the team, and ratified by both. Joining the Next-Gen is the cherished goal of many of the students at Claremont, and many former members of the team are still active superheroes—some even members of the Freedom League, who serve as a kind of “alumni booster club” to help out and mentor their successors.

In a *Freedom City* series, the Next-Gen can serve as the framework for a teen heroes game, or a resource for young superhumans the heroes might encounter in a different series. For details on the current membership of the Next-Gen, along with the rest of the Claremont Academy student body, see the *Hero High* sourcebook.

## BLACKSTONE FEDERAL PENITENTIARY

In 1964, the federal government commissioned a prison capable of holding super-powered inmates in response to the growing number of super-criminals. Blackstone Penitentiary was the first of its kind, and remains in operation today.

Formed of dark granite jutting out of the sea, “Blackstone” aptly describes the small, isolated island about a mile and a half beyond Freedom City’s Great Bay. It was a military weapons depot and brig affiliated with Lonely Point during the Second World War, decommissioned by the federal government, and later refitted as a super-prison.

Operational as of 1964, Blackstone has become the *de facto* prison for many American super-criminals. Blackstone saw many escapes in its early years, but fewer after Warden Jerry Kramer accepted Daedalus’ assistance in redesigning the cell blocks in 1966. The Blackstone Riots of 1983 saw the warden and 40 guards killed by inmates trying to escape; only the cool-headedness of a few guards—including then-rookie Joshua Drummer—and

the technology of Dr. Abby Wallace kept all the prisoners on the island. The only prisoner casualties of the riot were its instigators, Doc Abattoir and Countess Azure, and the villains Ramrod, Sir Razor, the Wrath, the Silver Satyr, Ms. Malice, and the pyrotechnic triplets ConflagNation—all killed either by other inmates or by not retreating from energy barriers erected against their escape.

Omega struck Blackstone during the Terminus Invasion, his Omegadrones blasting away the western wall of the complex and unleashing many of the prisoners to sow chaos or become agents of the Lord of the Terminus; after that, the surface structures of the prison were moved almost entirely underground.

The construction of Lockdown (the Buckner Ridge Penitentiary, see *Atlas of Earth-Prime: USA*) and the newer Deep Six facility (see the *Emerald City* sourcebook) means Blackstone is no longer the only U.S. super-prison, although it remains the oldest and the one with the largest number of inmates.

# BLACKSTONE FEDERAL PRISON

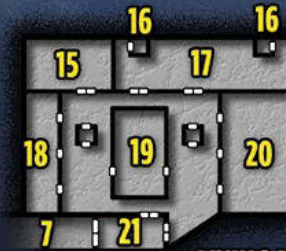
## KEY

1. Old Fort
2. Boathouse
3. Dock
4. Tidal Generators
5. Elevators
6. Living Level
7. Monorail
8. Transfer and Processing Area
9. Drawbridges
10. Command & Control
11. Additional Armories
12. Security Corridors
13. Apex Level (6 Ultra High Security Corridors)
14. Geothermal Tap
15. Kitchen & Mess Hall
16. Emergency Stairs to Surface
17. Recreation Hall
18. Storage
19. Quarters for 100
20. Quarters for 200
21. Monorail Boarding Station
22. Guard Post
23. Cells (Alternate Up and Down)
24. Showers
25. Exercise Area
26. Entrance
27. Food Exchange Window

## APPROACH VIEW

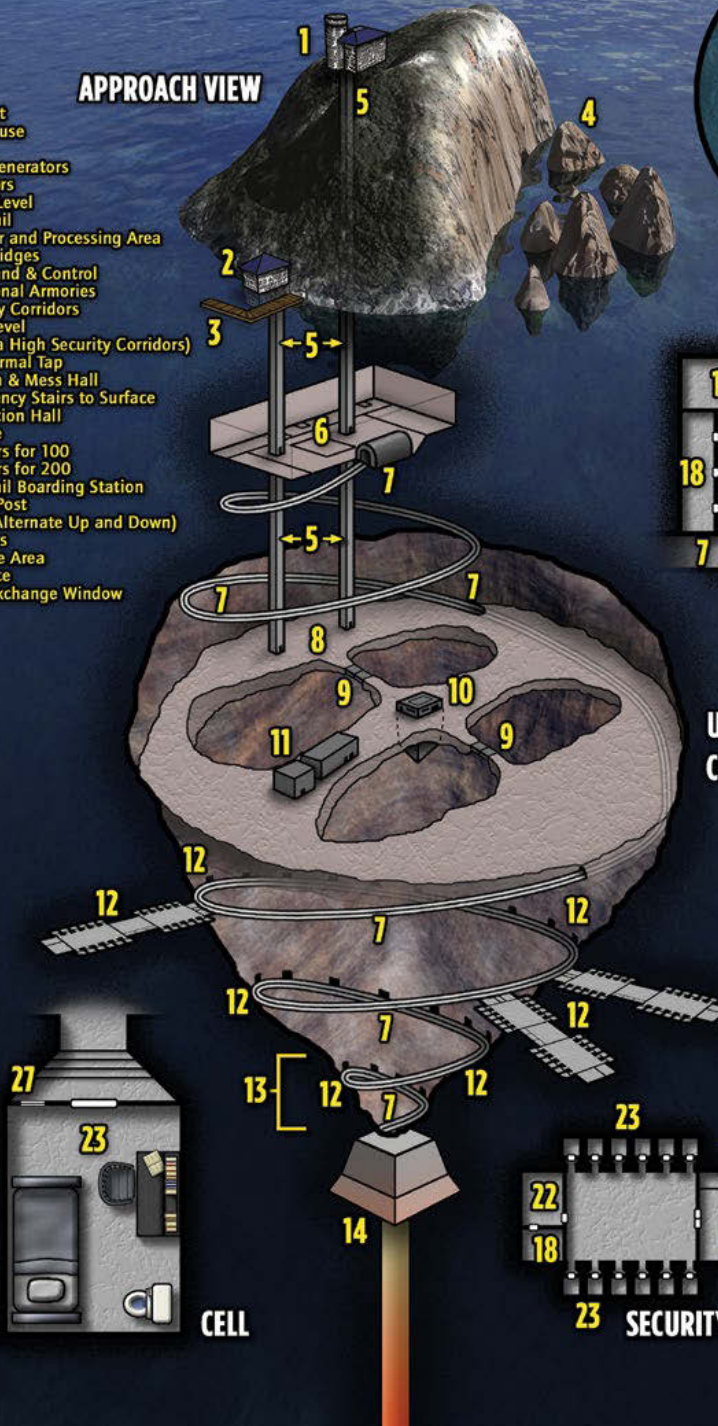


AERIAL VIEW

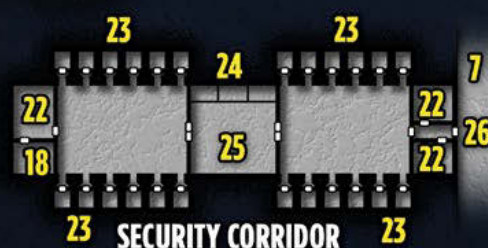


LIVING LEVEL

## UNDERGROUND CUTAWAY VIEW



CELL



SECURITY CORRIDOR

## LAYOUT

At first glance, the complex has only two visible buildings: the arrival dock and boathouse, and the low structure atop the lonely rock hill used as a secondary watch post. Below ground, and accessible from either building, is where Blackstone truly begins: a series of corridors and chambers cut from solid rock. Tunnels

connect all sites, and a monorail provides personnel with fast transport to all areas of the penitentiary and around the central core.

Blackstone has a Command and Control (C&C) room at the heart of the complex, where administrators and senior guards monitor all activities within the prison. There are barracks and personal apartments for staff in





the uppermost parts of the complex (within 80 feet of the surface), reachable by stairwells if the prison is not on alert. Fresh air cycles into the prison constantly, and supplies come in by ferry twice a week. A geothermal tap supplies energy for cell integrity, life support, and defenses, with tidal power from the currents around the island covering all other energy needs. Life support, air, and some foodstuffs come from hydroponics bays in the central core.

Prisoners reside no closer than 150 feet from the surface, with the most dangerous kept in the deepest levels of the complex. All cells are off corridors radiating out from the central core, with guard posts at each end of the corridor. At the center of each corridor is a common room where prisoners congregate for up to four hours a day. Unless they have visitors or are paroled, most prisoners do not leave their security corridor.

There are 24 cells along each 200-foot corridor, 12 on each side; between 15 and 20 of these 30 corridors are operational and occupied at any time. For the most dangerous inmates, security reduces the number of cells in a corridor to eight, with 20 guards. All prisoners have cells customized specifically for them, and energy fields permeate the rock walls of the cells preventing anyone from digging their way out. Artificial diamond-matrix panels (Toughness 18) seal the front of the cells, allowing full visual contact with prisoners at all times; they do have some limited privacy by staggering cells entrances across the corridor. The panels can turn translucent or opaque by command from the cell control pads.

Found in the common rooms and nearly everywhere else in the complex are the main defenses of the prison, supplementing any individual defenses placed on any inmate's cell, and controlled from the guard posts, C&C, and by senior Blackstone personnel with special control pads. These defenses include:

- Powerful strobe lights aimed into each individual cell (Burst Area Affliction 8 inside the cell; Resisted and Overcome by Fortitude; Impaired, Disabled, Unaware; limited to vision).

- Anesthetic gas released into the security corridors or cells (Burst Area Affliction 10; Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated).
- An electrical field along cell seals, security corridor floors, cell walls, and cell floors (Affliction 12; Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated).
- Seismic sensors pick up any digging in the surrounding rock and triggering force fields (Toughness 12) around the intrusion areas.

## PERSONNEL

Unsurprisingly, Blackstone is run by an extremely competent group of people, from its warden down to the average guard.

### WARDEN JOSHUA DRUMMER

Joshua Stormcloud Drummer, the warden of Blackstone, is one of the most respected people in Freedom City who doesn't wear spandex to work. Some say Warden Drummer must have super-powers to do the job he does, but the warden makes no comment; he simply insists Blackstone be run efficiently, morally, and safely. In truth, they're right: Joshua Drummer is a mutant with the ability to sense and resist the powers of others, although he keeps the truth about this to himself.



Drummer is the fourth warden of Blackstone and has had the longest tenure by far, promoted from Security Chief in 1990. Since then, Blackstone has become the paramount prison on Earth despite the setbacks of the Terminus Invasion. While AEGIS wanted the primary say in the prison's reconstruction, Drummer used his political pull and kept the redesign in the hands of Abby Wallace, John Warden, Daedalus, and the Raven. Although he claimed he was doing what he considered best for the

project, Drummer also secretly enjoyed causing trouble for AEGIS Director Harry Powers.

Warden Drummer is the strong-and-silent type; while he is proud of the technological marvels in his prison, he prefers psychology and tactics to keep the inmates in line. He's not averse to providing concessions to prisoners, but he's equally quick to revoke privileges from any troublemakers. He believes in rehabilitation, and his demands have resulted in a better staff of psychologists and therapists. He makes it a point to know the names of everyone on the prison staff, and he cares about their safety first, then the security of the prisoners, and finally, his own. Drummer sees the prison, its inmates, and its staff as his sole responsibility, and he takes it very seriously.

## ABIGAIL WALLACE

Dr. Abby Wallace joined the staff at Blackstone around the same time as Joshua Drummer, and while she was an innovative inventor and designer of superhuman restraints, previous wardens disliked her no-nonsense attitude and unwillingness to play politics. Her demands for more humane treatment of prisoners and calls to redesign much of the prison were also unpopular.



When Joshua Drummer was promoted to Warden, he promoted Abby to Chief of Security and got her the budget she needed to redesign Blackstone the way she envisioned it. It took three years to complete the revamp of the prison, but Blackstone's record has improved and there's no denying the prison is safer and more secure than ever.

Abby, while brilliant, lacks tact and tends to step on people's toes. She spends most of her time in Blackstone's C&C, monitoring "her baby" or designing new cells for incoming prisoners. She used to have a life away from the prison, but her husband died in the Terminus Invasion and she's spent the years since becoming more and more consumed by her work.

She had a brief affair with John Warden (see **Warden in Book 4**) when the two of them worked together redesigning Blackstone, but she realizes now their relationship was largely a way of consoling her grief over the death of her husband, and it blinded her to Warden's obsessions. The breakup was bitter, and she wonders if it was part of what pushed John to become a super-criminal.

## BLACKSTONE SECURITY (THE "BLACKGUARDS")

There are hundreds of security officers at Blackstone who rotate on six different 4-hour shifts. Guards remain on the island unless on furlough—two days out of every ten—living in on-site barracks the rest of the time.

Blackguards train and work in pairs and quartets, preventing prisoners from overwhelming a single guard. Basic Blackguard tactics focus on keeping prisoners contained first and subdued second, so problems with more than one

## WARDEN JOSHUA DRUMMER

PL8 • 142 POINTS

**STR** 3 **STA** 4 **AGL** 2 **DEX** 2 **FGT** 9 **INT** 2 **AWE** 2 **PRE** 2

**Powers:** **Power Null** (Concealment 2 (Detect and Sense Powers), Nullify 7 (Broad, Reaction, Close Range, Limited to Self), Senses 3 (Radius, Ranged Sense Super Powers))

**Equipment:** Blaster Pistol (Ranged Damage 5)

**Advantages:** Accurate Attack, Connected, Defensive Attack, Equipment 2, Improved Disarm, Leadership, Power Attack, Precise Attack (Ranged, Cover), Quick Draw, Takedown

**Skills:** Athletics 4 (+7), Deception 8 (+11), Expertise: Law 4 (+6), Expertise: Warden 8 (+10), Insight 8 (+10), Intimidation 8 (+11), Investigation 4 (+6), Perception 8 (+10), Persuasion 6 (+9), Ranged Combat: Guns 6 (+8), Technology 2 (+4), Treatment 2 (+4), Vehicles 4 (+6)

**Offense:** Initiative +2, Blaster Pistol +8 (Ranged, Damage 5), Unarmed +9 (Close, Damage 3)

**Defense:** Dodge 8, Parry 9, Fortitude 6, Toughness 4, Will 7

**Totals:** Abilities 54 + Powers 28 + Advantages 11 + Skills 36 + Defenses 13 = 142

## BLACKGUARD

PL5 • 52 POINTS

**STR** 1 **STA** 1 **AGL** 1 **DEX** 2 **FGT** 3 **INT** 0 **AWE** 1 **PRE** 0

**Equipment:** Armored Uniform (Protection 2), Blaster (Ranged Damage 5), Commlink

**Advantages:** Benefit 1 (Blackstone Security Clearance), Defensive Roll 2, Equipment 3, Ranged Attack 1, Teamwork

**Skills:** Athletics 2 (+3), Expertise (Current Events) 2 (+2), Expertise (Prison Guard) 6 (+6), Expertise (Streetwise) 2 (+2), Intimidation 4 (+4), Investigation 4 (+4), Perception 4 (+5), Vehicles 4 (+6)

**Offense:** Initiative +1, Blaster +3 (Ranged, Damage 5), Unarmed +3 (Close, Damage 1)

**Defense:** **Dodge 4**, Parry 4, Fortitude 4, Toughness 5/3\*, Will 6  
\*Without Defensive Roll

**Totals:** Abilities 18 + Powers 0 + Advantages 8 + Skills 14 + Defenses 12 = 52

inmate often have guards using force fields to limit their movement before they move in to secure the prisoner.

Guard duty at Blackstone is dangerous, and the security officers all know it. They are trained and paid accordingly and have to pass rigorous screening and testing in order to work at the prison. The Blackguards take their professional reputation quite seriously, and any blemish on their honor as a unit affects them all. Nevertheless, there have been instances of guards who have been compromised, either by outside influences or old-fashioned extortion.

Blackguards have access to MAX and Super-MAX armor, and usually have six MAX units on-duty at any given time; Super-MAX units are only broken out in times of emergency. In keeping with their nickname, Blackguard power-armor units are painted in grey-black urban camouflage schemes. See AEGIS (in the **Law & Order** section) for details on the MAX armor units.

The Blackguards are not at all fond of a cosmic menace (Blackstar's own "Blackguard," see *Cosmic Handbook*) co-opting their nickname, or about any of the visitors or inmates of Blackstone ribbing them about it.



# OTHER PLACES AND CHARACTERS

The following are behind-the-scenes details, secrets, and elements from **Book 1** left open for the Gamemaster's use.

## DECOSTA CONSTRUCTION

There may or may not be connections between the Mob and DeCosta Construction, as the GM wishes. If there is a connection, Buddy DeCosta could secretly be a crime boss, or just an unwilling participant in organized crime. Perhaps the Mob provided seed money for his business and now calls on DeCosta for the occasional favor. He's afraid of what might happen if he defies his "good friends," so he goes along with them. Alternately, the rumors might be attempts by business rivals to ruin DeCosta's reputation or an effort by the Mob to get DeCosta to cooperate with them by setting him up so no one believes he *doesn't* have Mob ties.

## DELPHIC INDUSTRIES

What is not so widely known is that Greek tycoon Constantine Urallos—the wealthy controlling shareholder of Delphic Industries—is also a master criminal. Although he seems to be a charming old man, Urallos is actually a cunning and ruthless figure with underworld ties. His four marriages have all ended in the sudden and tragic deaths of his wives, although no foul play was ever proven.

Constantine Urallos secretly works for Taurus and the Labyrinth. The man-bull recruited Urallos decades ago, and the tycoon's continued extraordinary health and longevity is due to Urallos' willingness to sacrifice to Hades on occasion—thus the unfortunate fate of his wives. He hopes to earn immortality, and is ruthless enough to do whatever it takes to achieve it. Constantine Urallos is in charge of the Labyrinth's finances, and Delphic Industries helps to launder money and conceal a vast network of resources for the organization.

## FUN-TIME TOYS

Some of the empty Fun-Time facilities are haunted by Toy Boy and used as hideouts and death traps where he can lure heroes in order to "play games" with them.

## GRANT CONGLOMERATES

Since the 1980s, Grant Conglomerates has been using a number of different schemes to engineer superhumans. The company's preferred methods involve various drug treatments and gene splicing; some of the techniques derived from the work of Nazi scientists, based on Ultima genetic secrets. Many subjects go mad or die from the process, but there have been a few rare success stories—most notably the DNAscent process and some cybernetic enhancements. Heroes have shut

down various corrupt Grant Conglomerate subsidiaries over the years, but the central corporation carefully insulates itself from liability. It sacrifices a subsidiary and its management whenever things get too hot, shifting attention elsewhere.

In addition to its other illegal activities, Grant Conglomerates is a front for the Labyrinth. Taurus and the Labyrinth provided the backing and influence that allowed Grant Conglomerates to become a major biotech concern, and they use Grant's artificial superhumans as agents. The Labyrinth keeps Grant Conglomerates at arm's length, both to insulate such a useful asset and to keep any heroes who might investigate Grant from discovering its ties to the Labyrinth. Even a resource as useful as the Conglomerates is no more than a pawn in the games of power Taurus plays.

## MAJESTIC INDUSTRIES

Hieronymus King is a ruthless and cunning man, and his willingness to do anything to increase profits—including breaking the law—makes him dangerous. He is a secret backer for many criminal operations, reaping large profits with only minimal risk; King is willing to bankroll supercriminals and provide for the needs of criminal organizations, but only if he gets a cut of any plunder or information. He carefully insulates himself from any liability, working through intermediaries and front companies to provide deniability.

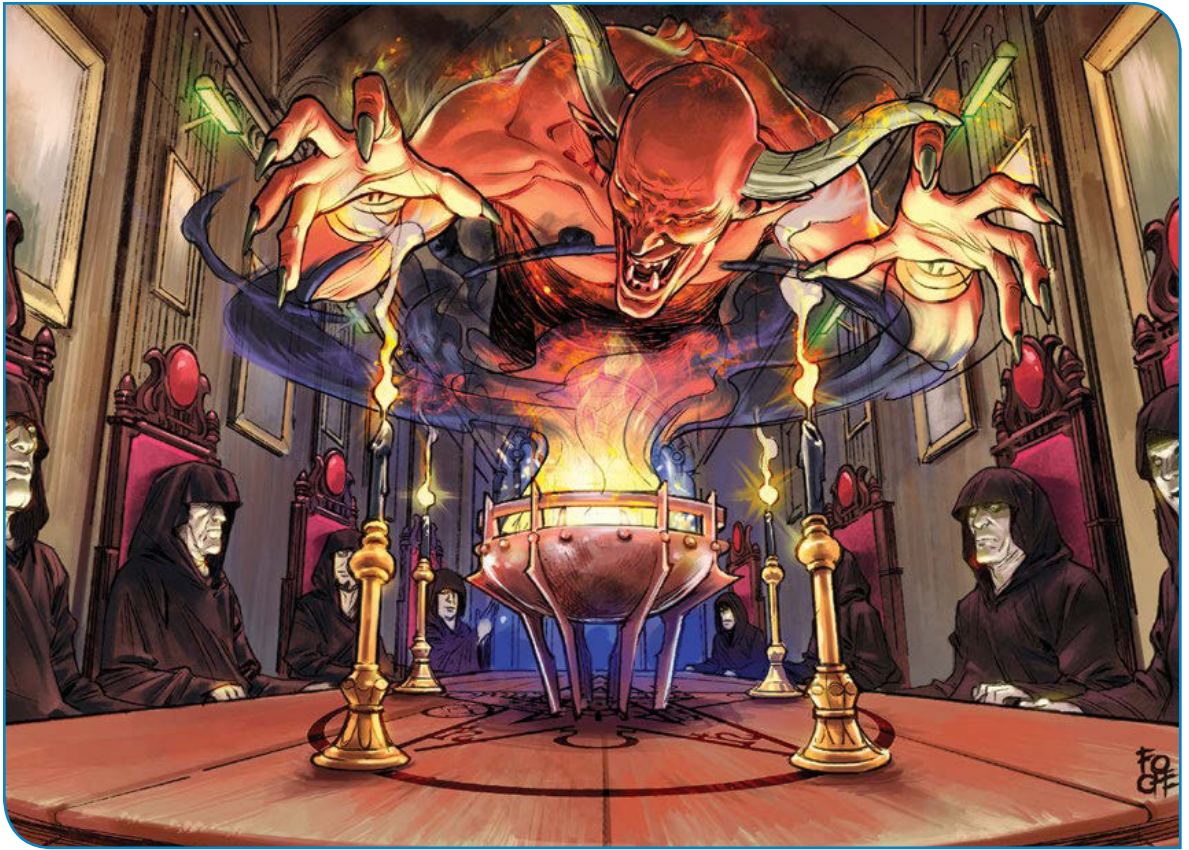
## NEW HORIZON MEDIA

Hank Allard's aversion to superhumans might simply be a reasonable desire not to get caught in a super-powered crossfire again, or it may conceal a deep hatred for all superhumans and a desire for vengeance against them after the death of the woman he loved. If the latter, Allard makes an excellent mastermind and backer for an anti-super organization of some sort, perhaps in conjunction with groups like CODE. Allard's wealth can buy weapons and hunter-killer robots from the Foundry—which is more than willing to supply someone looking to reduce the size of the superhuman population, leaving fewer to oppose Talos' plans in the future.

## CABOT, CUNNINGHAM & CROWLEY

Two of the nine senior partners beneath Lucius Cabot serve as shells for the spirits of Cabot's original partners; Augustus Crowley resides in the form of Charles Crowley, while Jacob Cunningham's spirit lives on in his great-grand-daughter Serena Cunningham-Crawford, much to his chagrin and Cabot's amusement. Another senior partner is a vampire, and five others wield various occult arts.

Despite rumors, no employee of CC&C truly knows what goes on in the upper echelons of the firm until they



make junior partner status; reaching that goal includes a blood pact with at least one of the senior partners, so few partners ever divulge the firm's secrets for fear of losing more of their souls.

## MASTER LEE'S SCHOOL

Master Lee's full background and the extent of his martial arts prowess are left for the Gamemaster to decide. The aged Chinese *sifu* might be a skilled kung fu master or a superhuman wielder of ancient fighting secrets; he could even be an immortal, or an emissary or exile from the Shambala Temple.

He's too old now to be an active adventurer, although he may have been one in his youth (which could have been thirty, fifty, or even a hundred years ago, as you prefer). Master Lee makes a good mentor or teacher for a martial arts hero, and can be a source of information on the martial arts, Chinese mythology, and similar topics.

The identity of Master Lee's wayward student is also left up to you. He can be a super-villain, an assassin for hire, the champion of the Circuit Maximus, or all three. If a player character hero is Master Lee's current student, then his former pupil is a ready-made archenemy.

## THE HISTORICAL MUSEUM

Dr. Metropolis' miniature representation of 1908 Freedom City might be nothing more than a curiosity, but you can also use it as an adventure hook. Perhaps the model is

linked in some way to the actual Freedom City of the time, making it useful for time-travel adventures. A villain like Toy Boy might capture a group of heroes and either shrink them or place their minds in tiny animatronic duplicates, convincing them they really are in 1908 Freedom and their lives as modern-day superheroes a strange sort of dream or delusion. A magical villain could use the replica for sympathetic magic, influencing modern-day Freedom City by manipulating the miniature.

## THE HUNTER MUSEUM OF NATURAL HISTORY

As the anonymous founder of the Hunter Museum, Dae-dalus has a number of agents in place on the museum staff to keep an eye out for unusual or dangerous artifacts. He and his museum fund more than a dozen archaeological digs at a time, and many relics have been secreted away for study over the years. After all, Preserver artifacts tend to create more questions than answers and are purposely "lost" in storage beneath the Hunter and other such institutions.

## LAKE MACKENZIE

Any or all of the rumors about the lake might be true in your *Freedom City* series. It's a good spot for isolated and mysterious lake-monsters, summer camp psycho-killers, and similar threats. A serial killer stalking the lake could be a new host for Jack-a-Knives.



## WHERE IN THE WORLD IS FREEDOM CITY?

The exact location of Freedom City is left vague, in the tradition of the great fictional comic book cities, and will never be officially specified other than the assumption it is on the East Coast of the United States of America. This allows Gamemasters to place Freedom City wherever they want, as best suits their own games. Some possibilities for Freedom City's location include the following options.

### NEW ENGLAND

Freedom City may be in Massachusetts, north of Boston or south of Cape Cod. It's also possible to place the city farther north, in New Hampshire or Maine, or farther south, in Rhode Island or Connecticut. Many of the city's colonial elements fit in well with a New England locale.

### MID-ATLANTIC

Freedom City could be in southern New Jersey, putting it close to New York City and Atlantic City; in fact, Freedom City's geography is roughly based on an area in southern New Jersey. The coastlines of Maryland and Delaware are also good possibilities, putting Freedom City closer to places like Washington D.C.

### THE SOUTH

Freedom City could be along the coast of Virginia, North Carolina, or South Carolina. This may give the city a somewhat different character and climate, but most of the details remain the same.

### REPLACEMENT

If the GM desires, Freedom City can take the place of an existing eastern seaboard city such as Boston, Newark, Norfolk, or even New York City. This may be a matter of alternate history or simply a replacement that isn't questioned by anyone on Earth-Prime. The assumption in this book is Freedom City does not replace any existing real-world city.

### ELSEWHERE

With some additional modifications, Freedom City can be placed almost anywhere you want. It could be a coastal city along the Gulf of Mexico or the West Coast by changing around some of the directions and associated names. Gamemasters can also take particular parts of the city—places described in **Book 1** and detailed in this chapter—and use them in completely different settings.

## OCEAN HEIGHTS AMUSEMENT PARK

Ocean Heights is a great setting for a super-battle, with rides like the roller coaster and Ferris wheel to imperil and places like the Hall of Mirrors and the Haunted Mansion for opponents to hide out and prepare an ambush. A villain with an amusement park or funhouse motif might take over Ocean Heights in the off-season and set it up as a death trap, complete with deadly versions of the tradi-

tional carny games and rides. It's also a good venue if the circus comes to Freedom City, expanding the park and its attractions while concealing some sort of criminal operation for the heroes to bust up.

Characters with a background involving a carnival or amusement park might be tied to Ocean Heights in some way; maybe they know the park manager or one of the people currently working there. The park is a good place for heroes to visit in their off hours for some fun and relaxation, and it makes a great backdrop for a group of younger characters, like the Claremont Academy Students or other teen heroes.

## THE PROMENADE

It's left to you to decide if the Promenade is really haunted or if the ghost sightings are something else altogether. They could be images "bleeding through" from the past, future, or alternate realities, or the "ghosts" could be incorporeal beings of some sort (aliens, spirits, etc.) attempting to make contact with humanity. If the ghost sightings involve real ghosts, what do they want and why do they linger around the park? Could they be connected in some way with famous Freedom City ghost Lantern Jack?

## THE PINNACLE PATH

It's up to the GM whether or not the Pinnacle Path is a sincere religion really trying to help people achieve their potential, or just a cover-up for something else. Either way, heroes should find the Pinnacle Path simply too good to be true. Members of the group seem genuinely interested in self-improvement and in helping others: they're polite, articulate, and more than willing to talk enthusiastically about their beliefs, though they don't actively recruit or proselytize.

Possibilities for a conspiracy behind the Pinnacle Path include everything from brainwashing and mind-control to a front for an evil mystical cult like the Brotherhood of the Yellow Sign. It could be a prelude for an invasion using mind-control, shapeshifting, or possession to control or duplicate cult members—something the Grue might try. Maybe Jeremiah Ross can actually transform people into supers with his spiritual program, but what are his plans for his "chosen" super-humans? The capability to grant such powers sounds a great deal like Mr. Infamy, and the Pinnacle Path would make an interesting cover for his activities.

## THE MAYOMBE

The cult of the Mayombe and its leadership are described in more detail in the **United States of America** entry of the *Atlas of Earth-Prime*. Use the Cultist archetypes from **Chapter 3** of the *Gamemaster's Guide* to reflect its rank-and-file members.

## THE KINGS IN YELLOW

This band might be nothing more than it appears, or its name may imply a connection with the Brotherhood of

## X-ISLE, THE LIVING CITY



The entity known as X-Isle the Living City was formed in the aftermath of the Terminus Invasion, the same as Freedom Leaguer Dr. Metropolis. Some speculate the same “urban elemental” force animated or formed both beings, although neither of them have anything to say about the theory. X-Isle is certainly larger, more powerful, and more alien than Dr. Metropolis. Fortunately, it is also separated from Earth by the dimensional gulf of the Terminus.

X-Isle is apparently made up of matter from the Terminus “imprinted” in some unknown way with the essence of Freedom City, so it resembles downtown Freedom City. However, much of X-Isle’s outward appearance covers a featureless or even alien interior. Some buildings are mere façades, hollow shells on the inside, or filled with structures more reminiscent of organs than architecture. In particular, a complex series of tunnels extends throughout X-Isle’s “bedrock” like a web of arteries and veins, connected to a great central chamber serving as the city’s “heart” (or perhaps “brain” would be more accurate).

The Atom Family discovered X-Isle while studying the Terminus in the years following the invasion. At first, it appeared to be a near-perfect replica of downtown Freedom City, complete with cars, buses, and people going about their daily lives. More importantly, many of the people living there were actual human beings, unaware they were in the Terminus at all.

Upon spending some time studying the situation, the Atoms discovered the city itself was, in some way, alive, and while some of the people living there were real, most were simply realistic replicants created by X-Isle, extensions of the city-island itself. Dr. Atom theorizes X-Isle feels its purpose is inhabitation, and it is incomplete without a population of some kind. This is corroborated by Dr. Metropolis’ description of the Living City as “lonely.” However, it also appears X-Isle feeds on the psychic energies of its living inhabitants to sustain itself, like some sort of parasite.

The Atom Family showed the human inhabitants of X-Isle the truth about their existence and managed to overcome the Living City long enough to transport them back to Earth. It turned out they were all people who went missing during the Terminus Invasion, apparently abducted or pulled into the other dimension. Although they had been gone for years, they were finally able to return to their loved ones and their real lives.

Since then, X-Isle has made attempts—both on its own and in cooperation with others—to acquire new inhabitants. The city has gathered a motley collection of aliens from the Terminus under its “protection,” but it seems most drawn to human life. X-Isle’s occasional intrusions into Earth’s dimension have drawn the attention of Dr. Metropolis and the Atom Family. The Living City shows a particular antipathy toward Dr. Metropolis. While the Freedom City hero is sympathetic to X-Isle’s plight, he is also extremely protective of his city and its people, and intervenes in any of X-Isle’s attempts to abduct or interfere with them.

In a *Freedom City* series, X-Isle the Living City can be anything from a cosmic-level threat intent on “rooting” itself in Earth’s dimension and growing, seizing control of a human population, or the mysterious force behind the disappearances of street people and other “alien abductees.” The Living City can become a source of alien visitors from the Terminus who find their way to Earth, or may create entirely new villains, either replicants of existing characters with an alien bent of mind, or new constructs formed from X-Isle’s substance. X-Isle may be a potential ally for Omega; although the Living City is opposed to Omega’s nihilistic goals, the Lord of the Terminus may convince X-Isle it—and its inhabitants—will be spared the destruction of Earth and other universes and be allowed to live in peace.

X-Isle is more a location than a character per se, a plot device rather than an individual villain (see Chapter 11 of *MUTANTS & MASTERMINDS* for more on plot device characters). It is the size of an entire city, with an alien, unreachable intellect and unknown levels of power. Characters shouldn’t be able to do much more than annoy X-Isle with their powers, although some might have the destructive capability to do considerable damage, at least initially; X-Isle can repair damage done to it and manipulate its own substance. Also note characters like Dr. Metropolis cannot directly control the features or substance of the Living City unless they overcome X-Isle in an opposed power rank check. Give the Living City an effective power rank of 20 for this purpose. Of course, X-Isle can always *let* them succeed for a while in order to lull them into a false sense of security.



the Yellow Sign. Maybe the Kings are unwitting dupes of the Brotherhood or cover identities for Serpent People operating in public. Their music may contain certain eldritch melodies, notes, or lyrics intended to ensorcell their audience or weaken the dimensional fabric and invoke the presence of the Unspeakable One. If strange incidents begin happening at the band's concerts—or merely coinciding with their shows—heroes may want to investigate.

## THE CAPE AND COWL CLUB

The true owners and purpose of the Cape and Cowl Club are left to the Gamemaster's discretion. Any of the theories in the club's description may be correct, or none of them. The club's patron(s) might be a retired hero or villain, a wealthy non-super, a secret conspiracy, or a cosmic being on the scale of Mr. Infamy or Quirk.

The Cape and Cowl Club is just the place for a little downtime for heroes, where they can hang up their (usual) masks, relax, and mingle. It's a good opportunity for roleplaying and meeting other characters in the series, including characters the PCs wouldn't otherwise meet on good terms. The GM can use the club as a source of rumors and gossip in the superhero community, a meeting place, and—if desired—a front for some other operation going on behind the scenes. GMs looking to play things for a few laughs should feel free to make the Cape and Cowl into a parody of superhero society, complete with segregating the sidekicks in a separate area.

The club's description assumes membership is restricted to heroes, or at least those generally on the right side of the law. If you want a different mix of patrons at the club, consider making it neutral ground for costumed types on both sides of the law. The club's neutrality may be an accepted rule among its members—and enforced by them,—or it may be enforced from outside by the club's mysterious owner.

## THE MIDNIGHT SOCIETY

The Midnight Society may be just a stuffy high-class social club, or a front for something else. Good possibilities include organizations like the Brotherhood of the Yellow Sign, the Labyrinth, and SHADOW.

Alternately, the Midnight Society could have an Inner Circle of wealthy and influential supers operating

behind the scenes to achieve their goals. If the Cape and Cowl Club doesn't allow known criminals as members, perhaps the Midnight Society does, making it the supervillain equivalent of the heroic hangout—and providing the opportunity for a very unusual mixer between the two clubs.

It's also up to the Gamemaster to decide if there's any connection between the Midnight Society and the pulp-era mystery man and Liberty Leaguer known as Midnight, who hasn't been seen in decades. Perhaps the Inner Circle of the Club carries on his legacy in some way?

## THE UNLIMITED WRESTLING LEAGUE

"Julius Norman" is a pseudonym for Augustus Roman, who also masterminded the creation of the Circuit Maximus. Roman uses the UWL as a legitimate outlet for his fighters and a means of finding business for the Power-House, which can augment would-be fighters and wrestlers for a price.

## LINCOLN YOUTH CENTER

The Youth Center's personnel and clients are unaware Wilson Jeffers was once the Black Avenger, a member of the Freedom League in the 1960s and '70s. Although retired as a superhero, Jeffers is still a superb athlete for his age, and helps the community the best way he knows how. Jeffers' chance to "pass it on" also paid off when Lemar Phillips, one of the kids who came to the Youth Center, developed super-powers and became the costumed hero Sonic. Jeffers revealed his past as the Black Avenger to Sonic and became the young hero's mentor and trainer.

## WEIRD MAGGIE

The true nature of Weird Maggie is for you to decide. Is she just a crazy old homeless woman, or a secret immortal with knowledge of the occult and the ability to foresee the future? If the latter, why does she live on the streets of Freedom City, and where did she get her unusual abilities? Perhaps, like Lantern Jack, Maggie is under some sort of curse until some particular event comes to pass. It's possible the weight of years and the inability to get people to believe her predictions have taken their toll, making Maggie both immortal *and* more than a little mad.

# CHAPTER 6: LAW & ORDER



**F**reedom City has always had an active government. Unfortunately, that government hasn't always lived up to the city's name or ideals. There have been times when political corruption ran rampant in Freedom City; other administrations have worked to change that and succeeded. These days, most people in Freedom City respect their elected officials and trust them to do right.

The city government has had many different relationships with Freedom's superheroes. At times, the city has supported them in every way; during other administrations, Freedom City has discouraged or even outlawed superheroes. Although the current city government is on friendly terms with Freedom's super-powered protectors, experienced heroes know that relationship can change almost overnight, and they are cautious about trusting any politician too much. The same can be said for the politicians, who walk a narrow line between cooperation and caution.

## GOVERNMENT

The mayor and an elected city council oversee municipal affairs in Freedom City. The city council has eight members chosen from districts throughout the city. The mayor serves as a ninth member and chairperson. City council-members and the mayor all serve four-year terms, and half of the council seats are up for re-election every two years. There is no limit to the number of terms a councilor or mayor may serve.

Although the mayor handles the day-to-day affairs of the city and acts as city manager, the city council holds the true executive power. Still, the mayor exercises considerable influence as head of the council and always casts any tie-breaking vote.

## CITY HALL

Builders constructed Freedom City Hall in a neoclassical style, with broad columns supporting the peaked roof and golden dome. The exterior of the building features beautiful carvings and relief work, and broad marble steps lead up to the entrance. Mayor Summers often follows her predecessor's examples and holds press conferences on the steps of City Hall rather than in the building's press-room, since the backdrop makes for an impressive sight. Freedom City Hall is nearly always bustling with activity, even at night. It houses the offices of the mayor, city council, and most city agencies.



## THE MAYOR'S OFFICE

The Freedom City mayor's office has changed a great deal from previous administrations. In the best of times, mayors were politicians with lots of connections and experience in city politics, often elected on a conservative platform of maintaining the status quo for the major interest groups of the city. That the mayor was fairly ineffective was largely taken as a matter of course.

The Moore years in Freedom City colored the mayor's office and those of his appointees with a reputation for graft, vice, and greed. Indeed, despite state and federal probes, the Moore machine seemed untouchable during his tenure. In 1991, despite years of destroying evidence and bribing judges, Deputy Mayor Albert Barker became directly linked to underworld figure Alfredo Oliverti and the drug-related killings of two DEA agents. After that conviction, indictments followed for other close associates of the mayor over the next 13 months. While no hard evidence ever proved Moore's complicity with corruption in his city, more than 34 city officials from the Moore administration currently serve prison sentences for racketeering, bribery, tax evasion, corruption, and other charges. Franklin Moore left the city in disgrace after losing the 1992 election in a landslide.

The ineffectiveness and corruption people associated with the mayor's office changed when Michael O'Connor, Jr. took the post. He immediately installed a new staff to revolutionize and revive Freedom City. "Have Pride in Your Freedom!" was one of Mayor O'Connor's catch phrases, and he and his people believed in it. A life-long resident, O'Connor asked the public and his people "to help make Freedom City a place to be proud of again," and they succeeded.

When Michael O'Connor, Jr. left the mayor's office to run for U.S. Senate, his replacement was Freedom business magnate Jonathan Grant, actually a pawn of Taurus and the Labyrinth. During his terms, Mayor Grant quietly reversed some of the progress of the O'Connor administration, though never in such a way that it could be traced back to him or his political or business cronies. He presided over the period where Star Island was used to house alien refugees fleeing the Stellar Imperium, and the death of his daughter was blamed on rogue alien elements, increasing anti-alien sentiment in Freedom City and worldwide.

Investigation by the Freedom Leaguers Raven and Daedalus turned up evidence that the killer was an alien-human hybrid artificially created on Earth, with ties to Grant Conglomerates—Mayor Grant's company. Confronted with the evidence, the Mayor admitted to involvement with a scheme to frame the alien refugees while also harvesting genetic material and information, but was assassinated before he could be arrested or stand trial. This left a stain on the Freedom City mayor's office and a city in need of new leadership.

### MAYOR CALLIOPE "CALLIE" SUMMERS

To most of the world, Calliope "Callie" Summers was most famous as a teen socialite kidnapped from her own sixteenth birthday party by Dr. Sin, presumably to be held for ransom and later rescued, and who then became dedicat-

ed to social and charitable causes. In truth, Callie is the daughter of the original masked crime-fighter known as the Raven and Jasmine, the daughter of the devilish Dr. Sin. Callie's mother perished saving her from her grandfather's machinations, and Callie dedicated herself to fighting the forces of evil, as her father did. He eventually came around to the idea and supported her taking on the mantle of the Raven, where she became a stalwart and vital member of the Freedom League for many years.



Those years took their toll, however; Callie is not immortal, nor gifted with superhuman powers. Eventually, she felt she was losing her edge, slowing down. The investigation of the murder of Sarah Grant and the subsequent assassination of Mayor Jonathan Grant drove home to her the need for other types of heroes, other ways to serve the common good. She arranged to retire as the Raven, rather than being forced to give up the role as her father was, and passed the mantle on to a worthy successor. Then she began a campaign for the special election for mayor of Freedom City and won.

Summers impressed her constituents and her opponents with her toughness and savvy during the campaign, and continues to in her role as mayor. Although she has occasionally opined to her heroic friends about her inability to handle political problems with a well-placed crescent kick or smoke bomb, she finds her new calling a worthwhile challenge. Mayor Summers is well on her way to becoming one of Freedom's most popular mayors, harkening back to the days of the O'Connor administration.

Callie Summers is in her early 40s, with long, straight black hair, usually worn up, and penetrating green eyes. She typically dresses in a variety of smart suits for work, but is known to pull out the occasional fantastic gown for a formal or charity function. She's known for being charming and incredibly tough by turns, and frequently seems bemused by the challenges of her job—after all, she's seen far worse in her day.

## THE CITY COUNCIL

Freedom City is divided into eight council districts, each with an elected representative on the city council. The mayor occupies the ninth seat as chairman of the council, and issues the tie-breaking vote in situations where the council is deadlocked.

Unlike the mayor, city council members tend to be longer-standing politicians, and far more conservative. Most of them have ties to various unions, businesses, and interest groups throughout the city, some of which dislike change, leading to friction between the dynamic mayor and more "old school" councilors. Overall, the council supports the mayor's policies, although some of the more conservative voices ensure things move slow enough that no one gets caught in the wheels of progress.

Three of the city council members are described here, with the rest left for the Gamemaster to create as needed.

## COUNCILMAN CONRAD EVERETT

Councilman Everett has been on the city council for decades, and is well known as the most conservative voice of the council. Many think Conrad had his eye on the mayor's office once, but it has become increasingly clear to him that's never going to happen. Still, Councilman Everett is a reasonable man interested in what's good for Freedom City. His focus is on the creation of infrastructure and opportunities to continue the growth of the city's economy. He tends to resist some of the Mayor's more ambitious social policies, proclaiming them "nanny governing." He firmly believes greater economic prosperity will solve many of the city's problems by itself.



## COUNCILWOMAN JOANNA TOLBERT-HOLMES

Councilwoman Tolbert-Holmes represents the Bayview and Port Regal areas of the city and is known for her strong stance against crime and support for anti-crime programs. One of her greatest concerns is criminal activity in her district, so she supports any program that strengthens the Freedom City Police Department and empowers them to deal with criminals. She doesn't comment publicly on the Next-Gen, but privately she is quite happy her district seems to have its own local heroes, even if they are young.



## COUNCILMAN TOM GOLF

Councilman Golf represents the Hanover district of the city. He's quite proud of his district and what it brings to Freedom, and looks out for Hanover's interests on the council. He's also well known for his dry sense of humor and the ability to get people to work together. The amiable older man mediates disputes between fellow council members and serves as a voice of cooperation on the council. He admires Senator Michael O'Connor, Jr. and all he's done for the city, and the two men are good friends.



## CITY COMMISSIONS

City commissions are adjunct councils to the city council. Some are authorized to issue rulings on behalf of the council, others are merely advisory bodies that gather information and report their findings to the city council, keeping them up to date on matters of importance to Freedom. Commission appointments are often made for political reasons, although nearly any interested citizen can serve on a commission. The mayor's office sets up advisory commissions for important issues to satisfy different interest groups and individuals in the city that want their concerns heard.

## THE COMMISSION ON ECONOMIC DEVELOPMENT

Perhaps the most important commission in the city, the Commission on Economic Development (CED) gathers information and makes recommendations to the city council regarding Freedom City's economic climate and ways to improve it. The CED has a fairly easy job since the Freedom economy is doing well—something some members of the commission consider their achievement. The CED pushes for improvements to infrastructure and tax codes that aid and encourage local business. Commissioner Everett is a strong supporter of the CED.

One topic of debate in the CED that has waxed and waned since the 1940s has been the effects of the superhuman population on the city at large; some members wonder if the presence of the Freedom League and other superheroes helps or hinders economic growth in Freedom. Although it's undeniable that the city wouldn't even exist in many ways without its superheroes, some committee members suggest they act as a draw for super-threats that cause untold amounts of damage, and this discourages some businesses and people from moving into the area.

## THE COMMISSION ON LAW ENFORCEMENT

Mayor O'Connor sponsored the formation of the Commission on Law Enforcement (CLE) to help tackle the issue of cleaning up some of Freedom's worse neighborhoods and ensuring the city remains a safe place for its citizens. The CLE develops plans in conjunction with the police department for cleaning up organized crime, making the city's streets safer, and educating people about how to better protect themselves against criminals.

The police department views the commission as a bunch of well-meaning paper-pushers who don't understand that issuing a press release about something and making it happen aren't the same thing. The police know the commission's plans aren't always as easy to implement as they seem on paper. Police Commissioner Barbara Kane does her best to act as a bridge between the CLE and her department.

## THE HUMAN RIGHTS COMMISSION

Also sponsored by Mayor O'Connor, the Human Rights Commission (HRC) investigates discrimination, hate crimes, and abuses of civil rights in Freedom City, then presents impassioned pleas to the city council for action and legislation to curb these problems.

The Commission is well known for its liberal stance on the issue of human rights, particularly issues of sexual orientation and gender identity. However, the commission has no authority of its own; it can only make recommendations to the city council. The Commission's greatest success was in getting the city to add gender identity and sexual orientation to its nondiscrimination ordinances.

The Human Rights Commission works with the Commission on Law Enforcement in matters of hate crimes in the city, al-



though the two commissions tend to be on opposite sides of the issue. The HRC wants stronger hate crimes legislation and enforcement while the CLE supports law-and-order measures, including things like racial profiling of criminals.

## CITY DEPARTMENTS

Freedom City employs thousands of people to handle the day-to-day business of keeping things running smoothly. The city council and the mayor's office hire—and fire—the executives who oversee these municipal employees, including everyone from administrative staff at City Hall to employees of the Department of Public Works and the Freedom City Police Department.

A number of major departments contribute to the overall health and well being of Freedom City. Public safety—such as the Fire and Police Departments—as well as the District Attorney's office is covered in the **Law Enforcement** section. A few other major departments are described here.

### MEDICAL EXAMINER'S OFFICE

The Freedom Medical Examiner's Office investigates all suspicious deaths in the city, performing autopsies to determine cause of death and gathering evidence for the authorities to investigate further, if necessary.

The law mandates autopsies in all cases of murder and most cases of suicide and accidental death, particularly where foul play is suspected. Forensic pathologists often testify to their findings in court. The Medical Examiner's Office also investigates suspicious deaths to stave off outbreaks of disease or other hazards to public health.

The Medical Examiner's Office is housed in a building in City Center toward Midtown. The administrative offices are located on the upper stories of the six-floor building, the labs and examining rooms are found on the first floor, while the morgue and other facilities are in the building's two below-ground levels.

The morgue increased on-site security after an incident in which followers of Baron Samedi caused a series of deaths using "zombie powder," which caused the victims to rise as walking corpses three days later. Only one city employee was killed in the rampage of zombies before the Freedom League contained them, but the Medical Examiner's Office still takes no chances. The current policy is to assume all corpses are potentially hazardous until proven otherwise.

#### DR. COLIN BROOME

The current Chief Medical Examiner is Dr. Colin Broome, an African-American man in his 50s who had experience with unusual pathologies even before he moved to Freedom City. Dr. Broome has graying hair and wears horn-rimmed glasses, is divorced, and devotes most of his time to his work. He's had a crush on the heroine Siren since the first



time they worked together years ago; he'll never admit to it, however, since he can't imagine a literal goddess would be interested in a slightly overweight, aging pathologist.

### PUBLIC WORKS DEPARTMENT

The Freedom Department of Public Works (FDPW) has undergone a downsizing in the past few years, letting go a number of freelance workers who helped in rebuilding the city's infrastructure; most of these workers have found jobs in the city's burgeoning construction industry. The FDPW is still one of the largest departments in the city, and the busiest; numerous projects constantly require their attention. It is responsible for the maintenance of the city streets, roads, infrastructure, and public buildings, and also oversees utilities like water and sewer service.

The FDPW would be about ten times busier than they are if it wasn't for the regular assistance of Dr. Metropolis in cleaning up and repairing damage done to the city by various super-battles. Still, the Department of Public Works is quite skilled at dealing with the most unusual problems, from fixing roads torn up by a Sub-Terran invasion to replacing streetlights blown out by a creature of living electricity.

### WASTE MANAGEMENT

The Department of Waste Management is responsible for trash removal in the city, maintenance of the city's waste treatment facilities, and the administration of the municipal landfills. They have a reputation for helping keep Freedom City clean and pleasant, and take their work seriously. Waste Management Director Charlie Pasmore has held his job for over ten years with a spotless record. Pasmore is married and has three adult children, two sons and a daughter.

The city Waste Treatment Plant is located in Bayview, where it processes sewage with bacteria, enzymes, and chemicals before releasing the treated and filtered water back into the South River to flow out to sea. The department also manages the Freedom Municipal Landfill, located in Lincoln. The hundreds of acres are used to dispose of solid waste and, occasionally, things someone wants to ensure are never found.

## COUNTY & STATE GOVERNMENT

Numerous county and state offices and agencies are found in City Center, but some are scattered throughout the city. These agencies range from the Department of Motor Vehicles to agencies dealing with the environment, parklands, health, and law enforcement.

Schuster County encompasses all of greater Freedom City. County services include the Department of Parks and Recreation, County Clerk's office, Social Services, Planning and Zoning Board, and the Schuster County Sheriff's Department.

## FEDERAL GOVERNMENT

Various federal agencies maintain offices in Freedom City, most of them downtown at Federal Plaza. These agencies include the Federal Bureau of Investigation, the National Security Agency, Immigrations & Custom Enforcement, the Internal Revenue Service, the National Forestry Service, and many others.

### FEDERAL PLAZA

The Federal Plaza Building is one of the tallest structures in City Center, clad in red granite with brass fixtures and copper-tinted windows. The broad base of the building features a paved plaza complete with water fountains and tall windows looking into the spacious lobby. The design of the plaza is not just ornamental, it also creates an effective barrier preventing anyone from crashing a vehicle into the base of the building. The lobby has a government bookstore selling various federal publications. The building holds the offices of federal agencies in the city, including the FBI, IRS, Veterans' Administration, and so forth.

The 23rd floor of Federal Plaza houses the public offices of AEGIS, but the agency's real work gets done in a secret underground facility. It is absent from all building plans, heavily shielded, and equipped with the latest in high-tech equipment, including an extensive computer database for tracking superhuman activity around the world.

### SENATOR MICHAEL O'CONNOR, JR.

Michael O'Connor, Jr. is an unlikely hero for Freedom City. His father was secretly the Freedom Eagle, a member of the Liberty League in the 1940s and '50s. After he retired, the elder Mike O'Connor made a fortune as an engineer and inventor. That fortune sent his son to the finest schools to earn an MBA and take over the family business.

However, being born with advantages didn't spoil Michael. He appreciated the opportunities he had in life and understood not everyone was so fortunate, which led him to vol-

unteer work with various charities. He became well known in Freedom City for altruistic causes and interest in local politics, but the Moore City Hall was too set in its ways to allow for the kind of changes Michael wanted to see.



After years as a successful businessman before and after his father's retirement, Michael became fed up with the corruption of the city government. In late 1991, he decided to run for mayor against the corrupt Franklin Moore. Despite efforts to discredit him politically and even death threats, O'Connor's integrity proved impeccable. His "No Moore!" campaign won over the people, and O'Connor promised to restore to the city the vision it had lost. Although attempts were made on his and his family's lives, he persevered and won the election by a landslide.

O'Connor served as Freedom City's most popular mayor for well over a decade, winning reelection every time, until he decided he could do more for the city and the country on a larger stage. He left the mayor's office to run for U.S. Senate and won, leaving behind a Freedom City that was more prosperous, secure, and successful than he had found it. Some speculate whether or not Senator O'Connor's political ambitions have been satisfied, and wonder if he will eventually run for President. The Senator has made no comment on the question, preferring to focus on his current responsibilities. He's a strong advocate for progressive policies in the Senate and a supporter of the work of both AEGIS and America's superheroes, including the Freedom League.

Michael O'Connor is in his 50s, six feet tall, and still in excellent shape. His dark hair is neatly trimmed and graying at the temples, and his green eyes have a magnetic quality to them. Senator O'Connor is unmarried and is listed on top "eligible bachelors" lists. He attends social functions in the company of various ladies, but hasn't had a serious romantic relationship in some time. His work is Michael's first love, and it remains to be seen if any woman can ever eclipse it in his heart.

## LAW ENFORCEMENT

Several law enforcement agencies operate in Freedom City. In addition to AEGIS, the FBI, and various state agencies, there is, first and foremost, the Freedom City Police Department.

### FREEDOM CITY POLICE (FCPD)

The Freedom City Police Department is a shining example, thanks to the work of people like Mayor O'Connor, Mayor Summers, and particularly Police Commissioner Barbara Kane. One of the first goals of the O'Connor administration was cleaning up corruption within the FCPD. Mayor O'Connor sought an honest cop in a police department—rife with graft—under the

leadership of the thoroughly corrupt Commissioner Roy Alquist, long-time crony of Franklin Moore.

The Terminus Invasion interrupted the search, but showed the mayor part of his city's future when Captain Barbara Kane held together a squad of terrified but dutiful cops and a few rookie superheroes to defend Bayview against a group of Omegadrones. She was the kind of cop the mayor wanted and later appointed to the Commissioner's post over other senior police officials. Many of them objected, but soon resigned rather than face Internal Affairs investigations of their past activities. Although there are still some hard feelings among the officers of the department over the "inquisition," most agree the current FCPD is better organized and run than ever.



The city government spares no expense for Kane or her department, but they also expect a return on their investment. Officers work on improving the safety of outlying neighborhoods and crack down on smuggling and organized crime. If the department's success rate continues, Commissioner Kane is sure to keep her job directing the city's police force well into the future. She has certainly earned the respect of the public and the men and women under her command.

## POLICE COMMISSIONER BARBARA KANE

Commissioner Kane comes from a long line of good cops; her father, uncle, and grandfather were all police officers. She's been a cop her entire professional life, so she knows what it's like on the streets and working cases. She also knows from personal experience what the FCPD was like during the Moore administration: a department with a lot of hard-working and honest people undermined by budget cuts, politicians, and dirty cops both on the streets and in the halls of power. One of the things that got Barbara her job was her dedication in making sure that fate never befalls her department or city again.



Kane has thrown herself into her work and earned the respect of the officers under her command. She's also dedicated to breaking organized crime in Freedom City, earning her the enmity of the Mob, which would like to see some terrible accident befall Commissioner Kane. She has the unwavering support of her husband, Fred, a tax attorney and junior partner at Hartford, Grayson & Cole. They have two adult children, Theresa and Aaron. The Kanes live in Bayview, and Commissioner Kane spends what little time off she has tending her garden in the spring and summer and cooking in the fall and winter.

Barbara Kane is in her early 60s, 5'5" and somewhat heavy-set, her short, dark brown hair going gray but her blue eyes still with a hint of steel in them. She dresses conservatively and wears little jewelry beyond her wedding ring and a locket that belonged to her mother. She has a commanding presence that more than makes up for any lack of height and has swiftly earned the respect and cooperation of many of the city's superheroes.

## THE STAR SQUAD

One of the first programs started by Commissioner Kane is the STAR—Superhuman Tactics and Regulation—Squad. These officers are specially trained and equipped to deal with super-criminals. High-tech companies like ASTRO Labs often give the squad experimental prototypes for field-testing.

The FCPD STAR Squad works in cooperation with superheroes like the Freedom League to handle superhuman threats in the city. Officially, City Hall and the Commissioner expect STAR to yield to heroes like the League, since they have powers of their own and a greater expertise in dealing with super-menaces; in practice, however,

there is a professional rivalry between STAR and the city's superheroes.

STAR takes great pride in its ability to handle super-criminals on its own. Likewise, STAR jealously guards its bailiwick against intrusions from AEGIS, even though the federal agency and the police department often work on similar cases. The general view is the feds are glory-hogs who arrive after STAR officers have already done all the hard work. For their part, AEGIS agents think of STAR officers as "small time" and "not aware of the big picture."

## CAPT. BILL "BULLDOG" MADDICKS, STAR SQUAD CMDR

Freedom STAR Squad commander "Bulldog" Maddicks is a man with a reputation for knowing his business. Maddicks came to police work from the U.S. Marines with a desire to do some good and a lot of talent in the areas of combat and tactics. He quickly worked his way up to the SWAT division in New York City, eventually commanding his own SWAT team there. It was his record that earned him the job of STAR commander in Freedom; Maddicks applied as soon as he heard about the opportunity. He's since worked to make his STAR unit the best anywhere.



Maddicks gets along well enough with Commissioner Kane, once she made it clear she wasn't going to tolerate any insubordination. He respects the commissioner's strength of will and character. Unfortunately, Capt. Maddicks doesn't get along nearly so well with anyone else. His men respect him, and he has the commissioner's confidence, but Maddicks has gotten into public disputes with Director Powers and AEGIS field agents, members of the Freedom League, and local and state authorities over matters of jurisdiction and how to handle certain situations involving super-criminals. Bulldog earned his nickname for his tenacity; he wants STAR to be number one and will not settle for anything less.

Bulldog Maddicks is an imposing man, 6'3" with broad shoulders and a heavily muscled frame he keeps in top shape. He's in his late 40s with black hair kept military short, ice blue eyes, and a square jaw. He maintains a fondness for military-style fatigues in his off-hours.

## STATE LAW ENFORCEMENT

The State Police Department patrols state and federal highways in the Freedom City area, and deals with crimes that extend beyond the city limits or in cases where criminals flee the city limits. The state police maintain offices in Kingston, Hanover, and Bayview.

## FEDERAL LAW ENFORCEMENT

In addition to AEGIS, other federal law-enforcement agencies operate in Freedom. They enforce federal law and offer assistance to local law-enforcement as needed.

## FEDERAL BUREAU OF INVESTIGATION

The FBI also maintains offices in the Federal Building downtown, and investigates all federal crimes, which include bank robberies and terrorism, while assisting local authorities in dealing with organized crime. They coordinate with AEGIS when a potential threat involves superpowers. The director of the Freedom FBI office is Harlan Schultz, an experienced agent and administrator.

## COAST GUARD

The U.S. Coast Guard patrols the shoreline and Great Bay, assisting vessels in distress and dealing with smugglers and vessels crossing illegally into American waters. Freedom City's Coast Guard contingent works closely with the DEA and the U.S. Naval base at Lonely Point. They also have a good working relationship with Siren, and call upon her when they need superhuman assistance.

## D.E.A.

The Drug Enforcement Agency investigates drug-related crimes, including the manufacture, distribution, and sale of narcotics. Their prime concern in Freedom City is the drug trade controlled by the Mob and drug smuggling operations along the waterfront areas of the city and

offshore. Designer drugs like Max and Zoom are also an ongoing concern. The DEA fights offshore drug smuggling with the assistance of the Coast Guard and, occasionally, the naval forces at Lonely Point. They fight drug distribution in the city using undercover operations. The DEA maintains offices in the Federal Building in City Center.

## INTERNATIONAL LAW ENFORCEMENT

The Freedom City Police Department and the FBI maintain ties with international agencies like Interpol, allowing them to exchange information with police departments around the world and to access a vast database of crime files. They also work in cooperation with UNISON, the United Nations International Superhuman Oversight Network, to exchange information and track the activities of super-powered criminals. This keeps all law enforcement organizations up-to-date on the status and whereabouts of some of the greatest threats to the world's safety and wellbeing. This information is made available to heroes with the appropriate government contacts or clearance, such as the Freedom League.

For more on UNISON and international organizations beyond Freedom City, see the *Atlas of Earth-Prime* sourcebook.

## AEGIS

The United States government established the American Elite Government Intervention Service, or AEGIS, in 1962. The agency oversees federal law-enforcement involving superhumans and threats to national security like SHADOW, the agency's archenemy. AEGIS has been active in Freedom City since its inception, as a great many super-powered threats have appeared in the city over the years.

Since AEGIS is a federal agency, the Moore Act restricting costumed vigilantism in Freedom City did not overly affect it, though AEGIS did sometimes find itself in the unenviable position of having to enforce the law against superheroes who chose to break it. On the other hand, superhumans working for AEGIS at the time were not subject to the Moore Act, since they were sanctioned federal agents and not vigilantes. This created some friction between AEGIS and any rogue supers at the time, although the agency has since tried to heal such rifts.



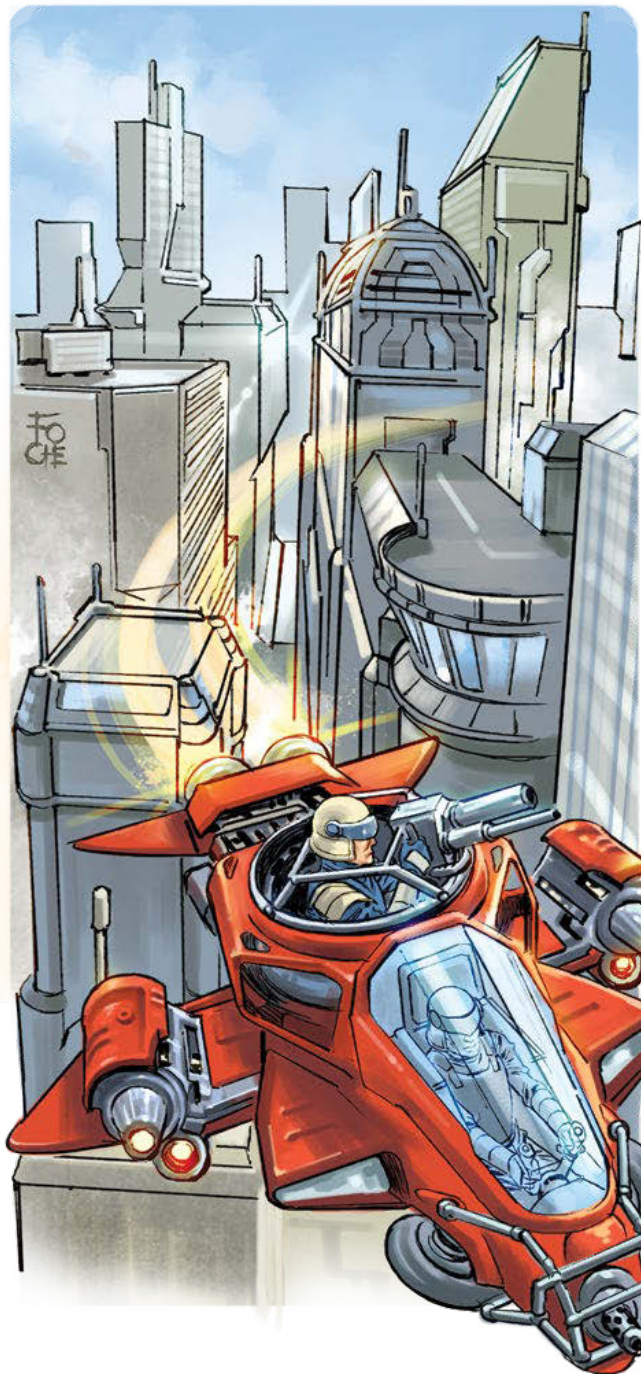
The official AEGIS headquarters in Freedom City is a suite of offices on the 23rd floor of the Federal Building downtown. In truth, the agency's main Freedom City headquarters is a hidden complex beneath the Federal Building's foundations, where the real work gets done.

### AEGIS FIELD AGENT

AEGIS agents are recruited from the military, civilian police forces, and federal agencies like the FBI. They're selected for intelligence, drive, and dedication, and trained in law, police procedures, and combat, although their training emphasizes *not* going up against super-powered opponents unless necessary.

The stats given here are for the most common field agents. More experienced or specialized agents have additional skill ranks and advantages, improved abilities, and specialized equipment. See Director Powers and Stewart Bonham's stats (following) for examples of considerably more experienced agents.





## MAX ARMOR

50 POINTS

Removable (-12 points); **Armor** (Impervious Protection 7), **Comm** (Radio Communication 3), **Life Support** (Immunity 10 (Life Support)), **Sensors** (Senses 1 (Low-light Vision)), **Servos** (Enhanced Strength 5), **Weapons Array (Kinetic Blast)** (Ranged Damage 7), **AE: Blinding Beam** (Cumulative Ranged Affliction 7 (Resisted and Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Vision), **AE: Capture Mesh** (Ranged Affliction 7 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree))

## SUPER-MAX ARMOR

58 POINTS

Removable (-15 points); **Armor** (Impervious Protection 9), **Comm** (Radio Communication 3), **Life Support** (Immunity 10 (life support)), **Sensors** (Senses 1 (low-light vision)), **Servos** (Enhanced Strength 7, 2 ranks limited to lifting), **Weapons Array (Kinetic Blast)** (Ranged Damage 9), **AE: Blinding Beam** (Cumulative Ranged Affliction 9 (Resisted and Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Vision), **AE: Capture Mesh** (Ranged Affliction 9 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree))

Gamemasters with access to the *Gadget Guide* sourcebook can equip AEGIS agents with various items from that book, including weapons, armor, and spy-tech.

## POWER ARMOR

AEGIS fields MAX (Man-Amplifying eXoskeleton) power armor units as well as Super-MAX (Super Man-Amplifying eXoskeleton) units. MAX armor helps even the odds against super-powered opponents, in some cases allowing agents to go toe-to-toe with them. AEGIS deploys the MAX and Super-MAX units sparingly, saving them for situations where they're truly needed. The Freedom City division has about a dozen MAX units and half a dozen Super-MAX suits, though rarely more than half of them are in service at once.

## C. HORATIO "HARRY" POWERS, AEGIS DIRECTOR

Harry Powers joined AEGIS after earning his degree in Criminal Justice from Georgetown University. He proved an excellent agent in the field and distinguished himself with his keen intellect and his ability to take charge of any situation, as well as a knack for "sniffing out" unusual things in the most difficult circumstances.



Powers tracked down the telepathic serial killer Gemini and rescued three of his would-be victims, killing Gemini in a shoot-out. He cracked many other cases, and earned a promotion to Assistant Director with the agency. In 1990, he became Director of AEGIS.

Director Powers does in fact have the power to detect the presence of other people with powers and to hide from being detected in the same way. Even he isn't en-

## AEGIS FIELD AGENT

PL5 • 43 POINTS

STR 1 STA 1 AGL 1 DEX 1 FGT 3 INT 1 AWE 2 PRE 0

**Equipment:** Armored Uniform (Protection 2), Blaster Pistol (Ranged Damage 5), commlink, handcuffs

**Advantages:** Defensive Roll, Equipment 3

**Skills:** Athletics 2 (+3), Expertise: Streetwise 2 (+3), Intimidation 4 (+4), Investigation 6 (+7), Perception 4 (+6), Ranged Combat: Guns 2 (+3), Technology 2 (+3)

**Offense:** Initiative +1, Blaster Pistol +3 (Ranged, Damage 5), Unarmed +3 (Close, Damage 1)

**Defense:** Dodge 3, Parry 3, Fortitude 5, Toughness 4/3\*, Will 4  
\*Without Defensive Roll

**Totals:** Abilities 20 + Powers 0 + Advantages 4 + Skills 11 + Defenses 8 = 43

## DIRECTOR POWERS

PL7 · 144 POINTS

STR 2 STA 1 AGL 1 DEX 1 FGT 7 INT 3 AWE 2 PRE 4

**Powers:** **Power Sensor** (Concealment 2 (Detect and Sense Powers, Permanent), Senses 3 (Ranged, Radius Detect Powers))**Equipment:** Armored Uniform (Protection 3), Blaster Pistol (Ranged Damage 5)**Advantages:** Assessment, Benefit 4 (AEGIS Director), Connected, Contacts, Defensive Roll 2, Equipment 3, Evasion, Improved Initiative, Leadership, Precise Attack 2 (Ranged; Concealment and Cover), Quick Draw, Tracking, Well-informed**Skills:** Acrobatics 4 (+5), Athletics 4 (+6), Close Combat: Unarmed 2 (+9), Deception 8 (+12), Expertise: Streetwise 8 (+11), Insight 10 (+12), Intimidation 8 (+12), Investigation 10 (+13), Perception 8 (+10), Persuasion 8 (+12), Ranged Combat: Guns 8 (+9), Sleight of Hand 8 (+9), Stealth 8 (+9), Technology 6 (+9), Treatment 4 (+7), Vehicles 8 (+9)**Offense:** Initiative +5, Blaster Pistol +9 (Ranged, Damage 5), Unarmed +9 (Close, Damage 2)**Defense:** Dodge 8, Parry 8, Fortitude 6, Toughness 6/4\*, Will 8 \*Without Defensive Roll**Totals:** Abilities 42 + Powers 7 + Advantages 20 + Skills 56 + Defenses 19 = 144

tirely certain where his amazing “hunches” come from, but Powers suspects he may be a superhuman; ironically, his power, and others like it, don’t work on him. His knack has saved his life on a number of occasions.

Director Powers wants to make AEGIS a success, partly to further his own career, but mostly because he believes the agency is needed. He has a good working relationship with the Freedom League, though he occasionally needs to be reminded that the League doesn’t play by the same rules, regulations, and restrictions as a government agency.

Powers lives with his wife Linda just outside of Washington, D.C. He travels regularly between Washington and Freedom City as part of his job. His daughter Alice works for a disaster-relief organization, and Powers has undercover AEGIS personnel keeping an eye on her at all times.

Powers is a tall, African-American man with dark eyes and a surprisingly broad smile. His hair has gone gray, and he has a neatly trimmed beard and mustache. He keeps fit, and is an avid jogger and weightlifter. He wears a dark, conservative suit when he’s working, and dark sunglasses outdoors. He still carries a sidearm in a shoulder holster under his jacket. When leading agents in the field, he wears an AEGIS standard uniform.

## THE PATRIOT

Jack Simmons gained superhuman abilities by ingesting a unique serum that activated a latent genetic potential within him. He adopted the name and the red, white, and blue garb of the Patriot, becoming a member of the Liberty League during World War II. After the war, the Patriot continued to work for the United States government as a special agent and troubleshooter long after the dissolution of the League. He hung up the Patriot uniform and became the first director of AEGIS after being instrumental in its organization and planning.

## THE PATRIOT

PL10 · 201 POINTS

STR 10 STA 10 AGL 7 DEX 4 FGT 10 INT 1 AWE 2 PRE 2

**Powers:** **Android Body** (Immunity 30 (Fortitude effects), Impervious Toughness 5), **Computer Mind** (Enhanced Advantage 1 (Eidetic Memory), Immunity 10 (Mental powers), Quickness 1 (Limited to mental tasks))**Advantages:** Accurate Attack, Connected, Defensive Attack, *Eidetic Memory*, Inspire, Leadership, Move-by Action, Power Attack, Ranged Attack 6, Set-up, Takedown**Skills:** Acrobatics 8 (+15), Athletics 4 (+14), Deception 8 (+10), Expertise: History 4 (+5), Expertise: Streetwise 6 (+7), Expertise: Tactics 6 (+7), Insight 6 (+8), Intimidation 6 (+8), Investigation 6 (+7), Perception 8 (+10), Stealth 8 (+15), Technology 4 (+5), Vehicles 6 (+10)**Offense:** Initiative +7, Unarmed +10 (Close, Damage 10)**Defense:** Dodge 10, Parry 10, Fortitude Immune, Toughness 10, Will 8**Totals:** Abilities 92 + Powers 45 + Advantages 15 + Skills 40 + Defenses 9 = 201

Although his powers lengthened his life and gave him greater than normal vitality, the years eventually caught up with Simmons and he chose to retire, passing the directorship of AEGIS to Harry Powers, his most trusted agent.

A few years ago, Jack learned he suffered from inoperable cancer, possibly from fighting nuclear-powered villains over the years or as a side effect of the Patriot Serum. Secluded in a government hospital as his condition deteriorated, Jack received a last-chance offer from some friends of his. They could help him, and he could help America. He agreed, and not long thereafter, Jack Simmons quietly passed away.

What the world doesn’t know is the U.S. government used engram-recording technology pioneered by Dr. Atom to download Jack Simmons’ mind into an advanced android resembling Jack in his younger days. His new android body gives the Patriot greater abilities than ever before, and he continues to work as a secret weapon in America’s arsenal against terrorists, super-criminals, and other threats.

Thus far, AEGIS is quite pleased with the effectiveness of the neural transfer: all the Patriot’s knowledge and experience in a superhumanly capable, ageless, tireless physical form. Director Powers is considering a proposal to arrange a cover origin for Agent Irons, so a “new” Patriot can join the Freedom League as a way of keeping an eye on them. The only details to work out are just how much to reveal about the new Patriot’s physical status; concealing his android nature from the League members could be problematic, but hiding that he’s really Jack Simmons shouldn’t be all that difficult. An alternate possibility is for the Patriot to become leader of a new team of AEGIS super-agents. The GM can choose whatever direction suits the series.

For his part, Simmons has acclimated to his new existence and continues to serve his country and the agency he founded. He occasionally runs into trouble with his old “take charge” reflexes, realizes he’s *not* in charge any more, and allows Harry Powers to do his job, since Jack considers him “a good kid”.



## AEGIS IN FREEDOM CITY

Since its founding, AEGIS has had a strong presence in Freedom City, to such an extent that many people think Freedom is the *real* headquarters for the organization—and they'd be right. Jack Simmons, never a Washington man, viewed Freedom City as the front line in the war against his country's enemies, and was determined that his organization would have a strong presence in the city for as long as it was needed, working side-by-side with local superheroes. More than forty years later, the wisdom of Simmons' decision has been proven time and again. Freedom City has always seemed to bring out the best in those who wear the AEGIS uniform.

A legacy of mistrust still persists in some areas of Freedom, though. AEGIS agents have pulled rank on local law enforcement officers too many times not to be resented, and some STAR Squad officers take a sadistic delight in misdirecting AEGIS so they stay out of their way. The relationship between the Freedom League and AEGIS is similarly complicated; they frequently collaborate, but both organizations are suspicious of each other and constantly on guard.

### STEWART BONHAM

Stewart "Rock Star" Bonham is Chief Administrator of the Freedom City AEGIS Operations Center. Bonham is well known as the son of legendary AEGIS agent Luke "The Duke" Bonham, second only to Director Powers in deeds of daring-do. Raised since childhood to be the perfect AEGIS agent, Stewart joined the organization and found himself standing in his father's very large shadow; however, as he once put it, "For AEGIS, shadows are a piece of cake."

Bonham is fairly young; impetuous; too good looking and athletic for his own good; and his call sign, "Rock

Star," doesn't stray far from his public persona. He loves the spotlight, sometimes appears on *A.M. Freedom* to talk about security issues in Freedom City, and has even appeared onstage with prominent rock bands to perform on the guitar, though not always for self-aggrandizement; one time he leapt into a mosh pit to beat up a terrorist who planned to blow up the concert. The tabloids have linked him romantically to numerous eligible superhumans, including everyone from Siren to Johnny Rocket; he has dated a few, but never answers such personal questions.



Certainly, nobody thinks he's boring. People either hate Stewart's guts, or they'd follow him into Hell—which, on one occasion, was more than a figure of speech. It's a mistake to interpret his style as a lack of respect for AEGIS, even if his excesses frequently raise Director Powers' blood pressure; the one thing that really annoys him is when an agent doesn't take a mission seriously.

Stewart is a handsome man with light brown hair, striking blue eyes, and an athletic build. Off-duty, he often wears Freedom Blades memorabilia, usually the now-retired #19 jersey of former team captain Brent Ironwood, a boyhood chum who made it to NHL stardom only to die in a car accident years ago.

### OTHER AGENTS

Other top agents in the Freedom City AEGIS base include Bonham's second-in-command, Michael Hughes, a straight arrow who stands in stark contrast to his boss. They make a strong team, but there's an underlying resentment between the two. Several years ago, Hughes then-girlfriend—an Overthrow agent named Hilda Reinholdt—tried to steal AEGIS secrets; Hughes was demoted, and when the time came to select a new AEGIS administrator, Bonham was chosen over him. In Hughes' eyes, Bonham stole his job.

Keeping a watchful eye on Hughes are two close friends and confidantes: one is Rita "Dynamite" Reznor, a she-devil commando who is one of AEGIS's most celebrated female agents. The other is Alex Vezini, nephew of the notorious Gemini. Like his uncle, Alex is a low-level telepath, but he hasn't fallen prey to the mental illness that seems rooted in his family tree; not yet, anyway.

The unofficial chief of detectives, head of the investigative wing of AEGIS in Freedom City, is Connor Wayne, a brilliant but eccentric ex-Scotland Yard inspector. His second-in-command is the perky coroner-turned-detective, Sierra Howell.

### THE ICEBERG

AEGIS headquarters is officially in Washington, D.C., but its *real* operations center can be found in downtown Freedom City, in the city's Federal Building. AEGIS's office occupies the 23rd floor, but their true headquarters, nicknamed "the

### STEWART "ROCK STAR" BONHAM PL7 • 134 POINTS

**STR** 3 **STA** 4 **AGL** 3 **DEX** 3 **FGT** 6 **INT** 2 **AWE** 1 **PRE** 4

**Equipment:** Armored Uniform (Protection 3), Blaster Pistol (Ranged Damage 5)

**Advantages:** All-out Attack, Assessment, Attractive, Benefit (AEGIS Commander), Connected, Contacts, Defensive Roll, Equipment 3, Evasion, Grabbing Finesse, Improved Aim, Improved Critical (Blaster Pistol), Improved Disarm, Improved Grab, Improved Trip, Inspire 3, Leadership, Move-by Action, Precise Attack (Ranged, Cover), Prone Fighting, Quick Draw, Ranged Attack 3, Takedown, Teamwork

**Skills:** Acrobatics 4 (+7), Athletics 5 (+8), Deception 7 (+11), Expertise: Guitar 6 (+10), Expertise: Streetwise 2 (+4), Expertise: Tactics 5 (+7), Insight 7 (+8), Intimidation 6 (+10), Investigation 6 (+8), Perception 6 (+7), Persuasion 6 (+10), Sleight of Hand 4 (+7), Stealth 6 (+9), Technology 6 (+8), Treatment 2 (+4), Vehicles 2 (+5)

**Offense:** Initiative +3, Blaster Pistol +6 (Ranged, Damage 5, Crit. 19-20), Unarmed +6 (Close, Damage 3)

**Defense:** Dodge 6, Parry 6, Fortitude 7, Toughness 8/7\*, Will 7 \*Without Defensive Roll

**Totals:** Abilities 52 + Powers 0 + Advantages 30 + Skills 40 + Defenses 12 = 134



Iceberg," is deep below the building, where AEGIS conducts operations and coordinates much of its national strategy.

**THE 23RD FLOOR**

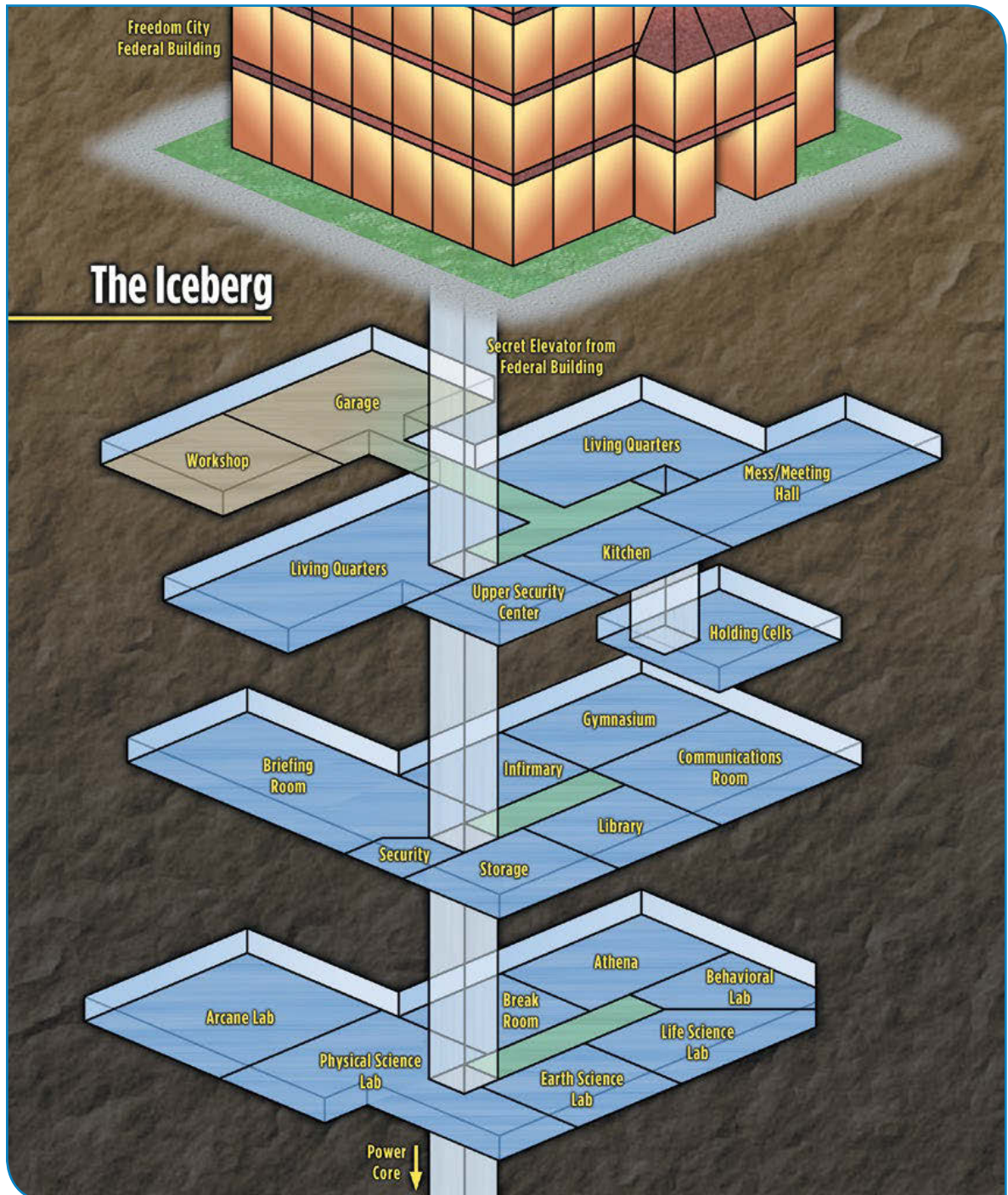
These are the official offices of AEGIS in Freedom City, where AEGIS personnel meet with local law enforcement and bureaucrats. Stewart Bonham has a corner office here, with an army of secretaries who work with the official budget. There is also a media center AEGIS uses when giving office tours to grade school students. They had a much more extensive tour, but were forced to discontinue them several years ago after Toy Boy used it as an opportunity to smuggle his action figures into the building.

**THE ICEBERG**

**HEADQUARTERS**

**Size:** Gargantuan **Toughness:** 10 **Features:** Combat Simulator, Communications, Computer, Concealed (DC +10), Defense System, Fire Prevention System, Garage, Gym, Hangar, Holding Cells, Infirmary, Laboratory, Library, Living Space, Personnel, Power System, Security System (DC 25), Workshop 25 points

In Bonham's office and in a permanently "Out of Order" stall of the restroom are hidden elevators to the roof and the sub-basement. There is a third entrance accessible by a special "overflow parking" lot in the lowest level of the Federal Building's underground employee parking lot.



## ROOF LEVEL

Although AEGIS doesn't officially keep office space in the penthouse of the building, there are six small laser turrets (Ranged Damage 8) on the roof with four emplaced heavy blasters (Ranged Damage 10) that can be manned if the building comes under attack. There is also a small hangar where five AEGIS collapsing helicopters and two VSTOL folding fighter jets are kept.

## SUB-BASEMENT-E

This section contains a concealed ramp connecting the bottom parking level to a special agent parking lot with attached garage and workshop. A short staircase leads to the real base. Sub-Basement E, nicknamed "The Gallows," contains living quarters for agents: a bunk room that can hold up to 20 visiting agents on short notice, 30 small barracks housing two agents apiece, and six full suites for officers and their families. There is also a common mess with a very modern kitchen—Raymond Bell, a master chef, is the head of the kitchen and agents eat *well*.

## SUB-BASEMENT-F

This small, isolated sub-level houses cells to temporarily contain superhuman prisoners until they can be shipped elsewhere, usually to nearby Blackstone.

## SUB-BASEMENT-G

This is where the agents live, work, and train when they are not in the field or in an office on the 23rd floor. This level includes a well-stocked library, a communications room, and the ever-popular House of Sweat—a gymnasium with a large weight room and training facilities for gymnastics, boxing, wrestling, and shooting. Not coincidentally, the base's infirmary is located next door. There is also a security office on this floor, which includes the base's arsenal.

## SUB-BASEMENT-H

"Section H"—a homonym with Section 8, the military's discharge due to mental incompetence; sometimes also called "Section Hell"—is the Iceberg's lab complex. Powered by a small nuclear reactor encased in an extremely tough Impervium shell, this is where alien artifacts and supervillain gadgets are taken for analysis.

The lab section is divided into five wings: arcane/magic; behavioral science; earth sciences; life sciences; and physical sciences. The physical sciences wing includes a section dedicated to battlesuit research, with a repair and maintenance facility for AEGIS Super-MAX suits.

Also housed in Sub-Basement H is "Athena," an advanced computer system storing the memories of key AEGIS agents, tracking criminal activity worldwide, and coordinating the agency's considerable information resources. At the GM's discretion, Athena *may* be a full-fledged artificial intelligence working for the agency; otherwise "she" is simply a highly sophisticated expert system.

## AEGIS OPERATIONS

AEGIS conducts operations wherever superhuman activity is suspected. Their primary role is information gathering; they send teams to monitor incidents in progress, interview witnesses, and dispatch forensic teams to comb crime scenes for evidence.

Their second—and most prominent—role is threat engagement. The organization's official policy is to avoid direct confrontations with superhumans, unless there is no other possibility of assistance and there is an imminent threat to the well being of the public. Whenever possible, AEGIS is supposed to defer to recognized local superheroes in handling supervillains. Of course, AEGIS agents didn't get their reputation for cowboy law enforcement by sitting on the sidelines; therein lies the seeds of glory (and the occasional tragedy).

AEGIS' third role is cleaning up the mess. Superheroes have the pesky habit of beating up their opponent and walking away, leaving a supervillain body on the pavement. Sometimes, when no one picks them up, these bodies get off the pavement and start hurting people again. To prevent this, local law enforcement agencies often call in AEGIS assistance in getting them to prison. Of course, AEGIS uses their role in this task to try to impose their strictures on local law enforcement, which rankles more than a few locals—especially, of course, STAR Squad.

In addition to their everyday work, AEGIS also has a number of special teams and task forces to organize information on special threats to America. There is a small SHADOW Task Force based in Freedom City that is set to get a lot bigger once SHADOW publicly reemerges. Other AEGIS task forces are dedicated to a number of interesting topics: Superhuman Serial Killers; Apocalyptic Cults; Dimensional Rifts; Telepathic Political Tampering; Superhuman Commodities Fraud; Machine Empathy Crime; Superhuman Death Match Fighting; and the Great Alien Survey, an attempt to catalogue every known otherworldly species.

Arguably, AEGIS' most dangerous function is examining captured supervillain weapons and alien artifacts to determine their properties. This is the job of the lab boys, and it's a testament to the dangers of the task that AEGIS' labs are often the most heavily secured section of their base. Some villains have left behind "Trojan horse" artifacts, which come to life and wreak havoc in a base, blow up in spectacular ways (one major city's headquarters was blown up by a bomb set by the Crime League), or mutate unfortunate scientists. As is typical of an agent's gallows humor, a sign hangs in each AEGIS laboratory that reads, "X days since last accidental monster creation."

AEGIS does not involve itself in local affairs. They don't investigate local crime bosses unless they have connections to crime on a national scale, they don't perform bodyguard or escort missions unless they're related to a larger case, and will go undercover only when the ultimate target is a big one.





## EMERGENCY SERVICES

Crime isn't the only thing that can threaten public safety. Fires, accidents, and medical emergencies also need to be alleviated, along with disasters created by supervillains. This is the responsibility of the city's emergency services.

### FREEDOM METRO FIRE DEPARTMENT

The Freedom Metro Fire Department is a consolidated agency that responds to fire and emergency calls in the greater metro area. The department has fire stations throughout the city, their crews able to respond immediately to any emergency. The fire department can call upon the U.S. Forestry Service for assistance in handling fires on the outskirts of the city, and often assists them in fighting forest fires in the state parklands. The fire department is also responsible for dealing with hazardous materials. In Freedom City, these can range from conventional explosives and toxic chemicals to weird, alien, radioactive, or mystical materials, mutagens, and even stranger things.

#### FIRE CHIEF JUNE "ASBESTOS" ABADOS

June Abados was a secretary living in Freedom City with her husband and son when their apartment building caught fire and the flames trapped June and her young

son, Tommy. Freedom City firefighters battled through the blaze to reach them, and June ensured her son made it out first, even though it required risking her own life. Somehow, the fire and the stress activated some hidden potential in June. She discovered the smoke and fire didn't harm her, and she was able to walk out safely. Although her clothing was burned and charred, she was untouched.



The incident showed up in the press, and was as quickly forgotten, but June didn't forget. She felt a need to use her newfound ability to help people like the firefighters who saved her son, so she applied to the Freedom Fire Department. When she demonstrated her resistance to flame to Fire Chief Paul DuMar, he hired her on the spot. She proved virtually immune to heat and fire, and quickly picked up the nickname "Asbestos" among her fellow firefighters.

Unfortunately, the stress of being a firefighter took its toll on June's marriage. She and her husband Roger divorced when she refused to give up her firefighting career and go back to being a secretary. The couple agreed to joint custody of their son, Tommy. June remained dedicated to her work as a firefighter and stayed a minor celebrity in the city and the department. Although she has served for some fifteen years, her promotion to Chief came as a



surprise to some, and there are still grumblings that it is due to Asbestos' unfair advantages, namely being both a celebrity and a superhuman.

Tom Abados has followed in his mother's footsteps to become a Freedom City firefighter, although he has to deal with the double burden of being the son of a famous and controversial chief and wondering if he has inherited his mother's powers; there's no evidence as yet that he has.

## THE U.S. FORESTRY SERVICE

The United States Forestry Service, a branch of the Department of the Interior, is responsible for handling fires in the forest outside of Freedom City. The service handles most routine fires, but calls on the city fire department in times of need. The famous "smoke jumpers," who parachute into the forest to fight fires there, are connected with the service. The forestry service also conducts "controlled burns" of certain areas of forest to help ensure healthy growth and development.

## PRIVATE AMBULANCE FIRMS

Along with the ambulances operated by the fire department, several private ambulance firms operate in Freedom City. These companies are licensed by the city government and overseen by the city's Department of Health.

# JUDICIAL SYSTEM

Whenever criminals get arrested, either by superheroes or conventional authorities, they move into the criminal justice system. Freedom City's justice system has become the focus of considerable media attention, a fact that has not escaped attorneys with political ambitions or looking to build a strong public reputation.

## DISTRICT ATTORNEY'S OFFICE

The District Attorney's office files and prosecutes all criminal charges in Freedom City. The DA's office reviews arrest reports filed by the Freedom City Police Department and decides which charges, if any, to file in cooperation with, or on the behalf of, the victims of alleged crimes.

The City District Attorney, a four-year elected position, heads the office. The DA hires and oversees several dozen Deputy District Attorneys, who try the majority of the cases. The DA handles the administrative duties and prosecutes the highest profile criminal cases. In addition, the DA's office employs various investigators to gather evidence to support their cases.

### DISTRICT ATTORNEY DANIEL R. DURGAN

Daniel Durgan won his election as district attorney by promising to be tough on crime, especially organized crime. His

## CHARON AMBULANCE SERVICES

Named after the ferryman of the dead from Greek mythology, Charon Ambulance Services hears and expects a lot of morbid jokes. Despite this, Charon is an efficient service with a long-standing reputation in the city. Its owner, George Kapetelis, plays poker with retired Freedom City fire chief Paul DuMar and some other friends twice a month.

## FORGAN EMERGENCY SERVICES

Forgan is the newest service operating in the city, but has a reputation as a high-tech, sophisticated, and talented company. Madeline Forgan established her company by buying up and consolidating several smaller ambulance firms in the city. A few people consider Forgan something of a literal "ambulance chaser," claiming she set up shop in Freedom City banking on trouble to provide her with business. Forgan ignores these accusations and focuses on running her company.

## TRINITY AMBULANCE

Originally started by Trinity Hospital, this service was sold off and privatized after the Terminus Invasion. Trinity has the oldest vehicles and equipment, and the smallest budget, of any of the city's services. Madeline Forgan has already made an offer to John Grummett, the owner of Trinity, to buy the company from him; for the time being, Grummett chooses not to sell.

winning smile, powerful speaking voice, and record as an Assistant DA—not to mention the support of Mayor O'Connor—helped him win the election easily. Now, much to the chagrin of some long-time politicians and less effective DAs across the country, Durgan means to make good on his promises.



The Freedom Police Department has a love-hate relationship with Durgan. On the one hand, the DA is tough on crime, backs the police department's cases, and sees them through to trial. On the other hand, Durgan has a reputation for grandstanding and plays up his cooperation with superheroes like the Freedom League; some see this as an affront to those doing the real criminal investigation work in the city. More than a few wonder just how far Durgan will go to get a conviction. He's never been suspected of anything illegal or improper, but his zeal sometimes makes people wonder.

Durgan has obviously made enemies in Freedom City's underworld with his crusade against organized crime. The local Mob wants the DA dead, but an outright hit could backlash and bring superheroes like the Freedom League into the picture, and it's bad enough the Mob has to deal with Foreshadow and the Silencer.

Durgan is in his late 40s, with sandy-colored hair and blue eyes. He's unmarried and devotes nearly all of his time to his work, leaving very little time left over for a social life.

## PUBLIC DEFENDER'S OFFICE

The Public Defender's office represents criminal defendants who cannot afford to hire their own attorneys. The office is run by the city Public Defender, a post appointed by the city government. The PD is assisted by other city-employed attorneys, contracted lawyers, and lawyers doing pro-bono work for the city.

The public defender's office is not an overly popular one, so the city government tends to play down its importance, both in terms of media coverage and in terms of budget. Fortunately for defendants, the political climate of Freedom City is ripe for idealistic attorneys who believe in the rights of the accused, including current Public Defender Caitlin Grenville-Thomas.

### PUBLIC DEFENDER CAITLIN GRENVILLE-THOMAS

Caitlin Grenville-Thomas got the job of Freedom City Public Defender largely because she wanted it more than anyone else. A graduate of Georgetown University, Grenville-Thomas is a firm believer in the legal system and the rights of every defendant. She applied for the PD job in Freedom City after working for eight years as a public defender in the Washington, D.C. area. Her sterling reputation and proactive attitude helped win her the job. Caitlin is a strong supporter of efforts to rehabilitate super-criminals, including those of the Freedom City Probation Department.



Caitlin Grenville-Thomas is a middle-aged African-American woman. She is 5'8" tall with shoulder-length black hair and dark eyes. She favors skirted business suits with some tasteful jewelry. She lives with her husband, Kyle Thomas, in an apartment in City Center. Kyle is a freelance technical writer who works mostly at home. Her uncle, Albert Grenville, was an investment broker with Rath & Stromberg, now retired.

## PROBATION DEPARTMENT

The Freedom City Probation Department follows up with criminals after their release and ensures they fulfill the conditions of their probation; they also oversee the city's juvenile detention facilities. Probation officers meet regularly with their assigned cases to provide counseling, legal and job assistance, and to prevent them from leaving the metro area. A probation officer has wide latitude in ensuring someone who has served his or her time maintains the conditions of his or her probation.

### HARRIET WAINWRIGHT

The head of the probation department is a woman with an iron constitution and a will to match. Her duties are

challenging, given the number of super-criminals in the Freedom City area, but this doesn't daunt Mrs. Wainwright in the slightest.

She proposed a revolutionary new "work release" program for superhuman criminals, having them perform public service—suitably supervised and controlled, of course. Thus far, the program—utilizing some less-hardened criminals from Blackstone—has been successful. Ms. Wainwright hopes to show criminal supers how to use their abilities constructively.



Mrs. Wainwright is in her mid-60s and nearing retirement, although she has little interest in doing so. She is only 5'2", heavyset, wears bifocal glasses, and has her gray hair pulled back in a bun. She maintains a no-nonsense attitude both at work and at home. Her husband, Carl, was a Freedom City police officer killed in the line of duty during the Terminus Invasion. Harriet's only child, her daughter Carolyn, is married and lives in Philadelphia with her two grandchildren.

## STATE & FEDERAL ATTORNEYS

The state and federal governments are also active in the legal scene of Freedom City. The state Attorney General's office assists the city District Attorney as needed, as well as investigating cases involving the District Attorney's office itself.

The United States Attorney is the federal equivalent of the district attorney and prosecutes federal cases in the Freedom metro area. The current U.S. Attorney in Freedom is Charles D. Telemachus, a veteran lawyer who knows the federal legal landscape as it pertains to superhumans quite well. Mr. Telemachus has his offices in Federal Plaza, downtown.

## COURT SYSTEM

Once the District Attorney has filed charges, cases go into the hands of the court system. The Freedom City court system is divided into local and federal courts.

Local courts handle most civil and criminal cases, ranging from small claims and traffic violations all the way up to major cases handled by the State Supreme Court. The court facilities for the Freedom City metro area are housed in the district courthouse near City Hall.

The federal courts try cases involving violations of federal law. The federal court occupies the handsome neoclassical building newly rebuilt near Federal Plaza; the original federal court building was one of the oldest landmarks in the city center but was destroyed in Centurion's final battle with Omega.

Here are a few of the judges that might be encountered while interacting with the Freedom City justice system.

### GERALD R. BAKER

Judge Baker is a long-time Superior Court judge with a reputation as a firm and fair jurist. He runs his court-

room with a no-nonsense attitude, saying “everyone is equal under the law, even if they can fly.” Judge Baker insists on proper courtroom decorum even for sensational cases involving super-criminals (especially for such cases, in fact). He hates media intrusions in his courtroom, and has been known to ban the press from cases when he feels their presence is disruptive. Lawyers fond of theatrics are well advised to restrain themselves in Judge Baker’s courtroom.



### NAOMI WALLACE

Judge Wallace is a Superior Court judge known for common sense and creative sentencing. A strong believer in efforts to reform criminals and super-criminals alike, Judge Wallace favors community service over imprisonment, which gives her a reputation of being soft on crime in some circles. She supports Harriet Wainwright’s criminal rehabilitation program, and not just because they have been friends for years. Creative lawyers can often arrange plea-bargains or particular sentences with Judge Wallace, so long as they do not compromise her clear sense of justice or attempt to subvert the law.



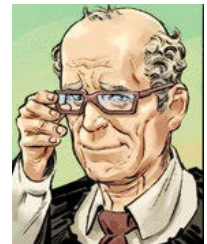
### THOMAS NAKAMURA

A Federal Court judge, Nakamura relishes the opportunity provided by sitting on the bench in Freedom City, as his courtroom sees precedent-setting cases involving super-heroes and super-powered criminals. Judge Nakamura is an ambitious man, with his eye on the U.S. Supreme Court, so he enjoys playing to the media.



### JOSEPH COLEMAN

“Judge Joe” is the popular local star of the GBN program “Video Justice,” which features mostly small-claims cases that are televised live from the courtroom. Many in the legal community consider Judge Joe a joke, but he’s hugely popular. A veteran of the bench, Joe has a dry wit and keen insight into people’s motivations. The program’s docket is backed up for months and his show rates highly in its afternoon time-slot. GBN continues to try to get some “real life super stories” on the show, but small-claims matters involving supers are (thankfully) rare.



## THE CORRECTIONS SYSTEM

The final element of the criminal justice system is the corrections system, dealing with the imprisonment and potential rehabilitation of convicted criminals. The Freedom City area originally had two prisons—one state and one county jail. There is constant discussion about building a new prison to handle the city’s needs, but the issue is sensitive; taxpayers want more security, but don’t want a prison anywhere near their homes.

For details on Blackstone and Providence Asylum, the two primary correctional facilities dealing with super-criminals, see the **Secrets of the City** chapter.

### FREEDOM JUVENILE HALL

Located in Southside, “juvie hall” handles inmates under the age of 18. It has a capacity of 650 and is never less than half filled with youth gang members and other offenders, most often here on drug charges. Some of the youths in juvenile hall are merely runaways, though sadly quite a few return here after becoming involved in drugs or prostitution in Southside.

### FREEDOM CITY CORRECTIONAL FACILITY

The FCCF is a small prison located north of the Wading River just outside of Hanover. It houses mainly non-violent offenders and those with short sentences. Hardened criminals generally go to the South River maximum-security

facility, but overcrowding at South River forces authorities to relocate many prisoners here. This situation causes some conflicts among the prisoners and an increased public concern over breakouts. The Schuster County Sheriff’s Department is responsible for managing the prison, which has a current population of 1,350 inmates and a staff of 500, led by Warden JoAnne Koller.

### SOUTH RIVER STATE PENITENTIARY

When criminals in Freedom City refer to “going up the river,” they mean it literally. Located along the South River in Lincoln is the South River State Penitentiary, sitting on an isolated plot of land just outside the metro area and not far from the national forest. With only one road to it, most of the land around the prison is undeveloped and swampy; urban legends talk of prisoners who escaped only to end up drowning in the swamp or being eaten by alligators, even though there have never actually been any alligators in the area—aside from the Freedom Eagle’s encounter with the so-called “Alien-Gator” in 1949.

South River currently holds some 3,800 inmates, which exceeds the institution’s official capacity of 3,500 persons; this is, of course, the main reason for talk of a new prison facility in the metro area. The warden, John Ermanos, runs South River with the aid of a staff of 2,000 guards and administrative personnel.



# CHAPTER 7: FREEDOM CITY UNDERWORLD



**A**lthough the city government doesn't like to admit it, Freedom City isn't perfect. The city has its bad side: poor neighborhoods, gangs, organized crime, smuggling, and other troubles, just like every other major city in the world.

For the most part, Freedom City is safer than most and crime rates are relatively low. There are still parts of the city where it's dangerous to be at night, however, and violent crime still happens. Smuggling is a major part of crime in the city, with ships moving goods illicitly to the docks of Southside and Port Regal and beyond. That includes drugs, weapons, and other illegal goods.

## ORGANIZED CRIME

Freedom City criminals are just as industrious as its other citizens and, in spite of its many heroes, the city still has an active and profitable criminal underworld.

### THE FREEDOM CITY MOB

The Mob has been a power in the Freedom City area since the early 1900s. It grew considerably during the Prohibition era, selling bootleg liquor and running speakeasies and secret gin parlors. Although the FBI and local police worked hard to bring down the powerful Mob bosses, they were never able to do more than treat the symptoms, rather than curing the disease. For every mobster taken down, another came along to fill his place.

In the 1950s, the Mob extended its influence over the docks in Southside and Downtown, places where contraband was smuggled in and out the city. They also exerted considerable influence with local labor unions and the casinos and businesses along the Boardwalk.

During the 1980s, the Freedom City Mob rose to new heights of power when Boss Raphael Oliverti established a "working relationship" with Mayor Franklin Moore's administration. Rogue superheroes like FORCE Ops were very nearly the only check on the Mob's influence in Freedom City at that time, with the police looking the other way and city hall in the syndicate's pocket. That came to an end when Mayor O'Connor assumed office and chased Moore out of town.

When Boss Oliverti was assassinated, the "family business" would have passed to his oldest son, Giovanni "Johnny" Oliverti, but other families insisted that leadership of the Mob go to Alberto "Big Al" Driogano. Boss Driogano moved quickly to secure his power, and surprised everyone by aggressively expanding Mob operations in the city, opposing Mayor O'Connor's cleanup efforts.

Since then, the Mob's influence has been linked to the prosperity of Freedom City. Tourism brings thousands of people to casinos along the boardwalk, fattening Mob coffers. Their influence in the booming construction business has been a

windfall. There is always income from the usual markets in drugs, vice, and prostitution. Contraband is smuggled in to the Southside docks in the dead of night, stored in Mob-controlled warehouses. Despite their best efforts, the DA's office cannot pin anything on the higher-ups in any of the major Mob families of Freedom. The police bring in Mob soldiers and made-men, only to release them on bail soon after thanks to their high-priced attorneys.

## "BIG AL" DRIOGANO

"Big Al" Driogano lives up to his name in height, girth, and formidable presence. Alberto Driogano has run the Freedom City Mob for decades, and has made great strides in seizing new opportunities.



At least part of Driogano's success is owed to the mysterious woman called "Tarot," a fortuneteller the boss keeps in his employ (see **Tarot** in **Book 4**). Although a number of people in the Mob scoffed at the idea of Big Al consulting a fortuneteller, most have started to reconsider their opinion. Given that Big Al survived or avoided half a dozen assassination attempts before he came into power, it's clear Driogano knows things. It may be from well-placed informants, or it may through Tarot's predictions; whatever the case, Driogano always seems to have information he needs to stay one step ahead of his enemies on both sides of the law.

"Big Al" is getting on in years, 6'4" and weighing in at nearly 300 pounds. He has short, graying, black hair always slicked straight back from his forehead, with a closely-trimmed goatee; his bushy eyebrows draw attention to his intense blue-gray eyes. He has a deep, commanding voice and loves opera enough he has a private box at the Beaudrie Opera House. He wears dark suits and carries a pistol with him at all times—which he is licensed to use "for self defense"—as well as a cane when he's out for an evening on the town.

Use the Crime Lord archetype from the *Gamemaster's Guide* for Boss Driogano.

## FRANK "THE HITTER" TONIFANNI

Frank Tonifanni backs Boss Driogano all the way. Of course, Tonifanni always backs the winner. He backed Boss Oliverti, too, and will probably back Driogano's successor, assuming Tonifanni doesn't make a grab for power himself. Frank worked his way up through the ranks as a made-man, earning his nickname by knocking off "problem people" for the Mob. Tonifanni has been running his family nearly as long as Driogano, and he likes where things are going in Freedom City. Business has never been better, and he's riding high on the success.



Frank Tonifanni has receding dark brown hair and a pencil thin mustache. He has a penchant for pinstripe, double-breasted suits, and still talks with a Brooklyn accent, despite living in Freedom for decades.

## GIOVANNI "JOHNNY" OLIVERTI

The eldest son of Boss Raphael Oliverti, Johnny inherited his father's place as head of the family after his untimely demise. He'd been groomed for the role all his life, and readily stepped into his father's shoes. He suspects Al Driogano had his father killed, but he can't prove it. Going to war with Driogano is pointless while Boss Tonifanni backs him, so Johnny bides his time and waits, watching the other bosses for any weaknesses he can exploit. Boss Oliverti is a clever man—a graduate of NYU with an MBA—and he runs his Mob like a modern business venture. He respects the old traditions, but definitely looks toward the future.



One of the best resources Johnny has is his brother Thomas. Although he's an "egghead," Tommy Oliverti has a keen analytical mind and is good at spotting business opportunities. His scientific knowledge could serve him well at ASTRO or any high-tech firm, but Thomas remains close to "the family business." John relies on his advice, since he has no idea his little brother is secretly the vigilante Silencer—and now under Driogano's thumb (see **Silencer** in **Book 4**). If he were to find out, Johnny would want Thomas dead at any cost, more for lying to him and betraying the family than for any damage he might have done to the business.

## THE TOON GANG

Freedom's most unusual "mob" element, the Toon Gang was literally brought to life by Toy Boy, using a "realizer ray" created by Quirk. The gangsters originally starred in the popular Keystone Cops cartoon. While the other cartoon characters brought to life by the realizer ray faded away after Toy Boy's weapon was destroyed, the members of the Toon Gang are still around. It could be the strange forces lingering in Freedom, or simply Boss Moxie's, well, moxie, keeping them around. Whatever the case, the Toon Gang remains in Freedom City and its heroes—and Mob families—have to deal with them.

The problem for their foes is this: the Toon Gang are all three- to four-foot tall cartoon characters, virtually impossible to kill or even hurt for very long. Their idea of a "hit" involves dropping a safe or piano on somebody's head from a fifth-story window, and their idea of "organized crime" is running protection rackets and knocking over jewelry stores and banks. Subtler concepts like money laundering and numbers schemes, much less drug running, smuggling, and vice, are completely over their disproportionate heads. The Toons aren't especially bright, either, although their logic is so simple and direct it sometimes seems clever. The only good point is there are only five of them: Boss Moxie, his moll Roxie, and his faithful henchmen Knuckles, Lucky, and Scar.

Within a year of their arrival in Freedom City, Scar's attempts to drive anything larger than a bumper car at Ocean Heights ended with them plowing into walls and getting captured quite often; few jails can hold Toons that





want out, though. Boss Moxie approached the Foundry with his usual bluster to get a car scaled to their size, and Talos accepted the commission after securing permission to submit Scar, Lucky, and Knuckles to a battery of tests—the results of which may result in additional problems for Freedom City’s heroes. Now, the tinny sound of a miniature Model T announces the arrival of the Toon Gang, but those who laugh at the little car soon realize it can outrun most police cars and is tougher than a tank.

Boss Moxie considers himself and his gang at war with the other Mobs in Freedom, since “dey don’t show me no respect!” The truth is the Toon Gang is more of a nuisance than anything else, even if the Toons have managed to kill off some of Driogano’s and Tonifanni’s people. Big Al would love to rid himself of the annoying cartoon gangsters, but for the moment they’re as much a distraction for the police and heroes as they are for him. The Toons’ efforts to be taken seriously have resulted in more than fifteen mobster deaths, the most recent being five enforcers crushed to death beneath a truckload of marbles. One thing’s for sure: nobody is laughing at the Toon Gang anymore.

### BOSS MOXIE

Boss Moxie is a 3’6” stocky cartoon gangster with a big fedora, a zoot suit, and a literal square jaw. Men have died for accidentally knocking off his hat, as Moxie is embarrassed that he’s only got a few strands of hair on his head in a comb-over. He’s always smoking a cigar and carrying a violin case containing a cartoon Tommy gun that seemingly never runs out of ammo. He sounds like a Hollywood movie gangster, and punctuates most of his sentences with the word “see”—“I’m takin’ over dis town, see? And there’s nuttin’ youse can do to stop me, see?” He still thinks and acts like a cartoon, and

he’s incapable of understanding the rest of the world doesn’t follow the same rules, which is sometimes funny and sometimes terrifying.

### ROXIE

Every gangster’s only as good as his moll, and Roxie is one of the best. The 3’9” blond-bombshell with an extreme hour-glass figure wears an impossibly tight dress, high heels, and a white fur stole. She smokes her cigarettes in a long ivory holder, languidly wreathing her face and ice blue eyes with smoke. She has a cartoon Derringer always tucked in her right stocking despite the tightness of her dress. Roxie is smarter than most people—especially the other Toons—assume. She can wrap anyone in the gang around her little finger with a smile and a flutter of her big eyes.

### KNUCKLES

Knuckles appears as a no-necked thug with perpetual 5 o’clock shadow, in a sweater and black pants, his huge arms and torso balanced on legs almost too small to support him. The largest of the Toons at 4’2” tall, Knuckles is a big, dumb bruiser who loves nothing more than hitting things. Since their arrival in this world, he’s picked up a few new moves from watching professional wrestling on TV.

### LUCKY

Lucky is slick and suave (for a cartoon), always flipping a coin nonchalantly. He wears a double-breasted pinstripe suit, and his pencil-thin mustache makes his very angular face seem even more severe. He can’t resist a bet or a pretty face. He’s the planner of the Toon Gang and a sharpshooter with his cartoon handgun.

**THE TOON GANG****PL6 · 120 POINTS****STR 2 STA 4 AGL 1 DEX 1 FGT 6 INT 0 AWE 0 PRE 0****Powers:** **Cartoon** (Immortality 20, Immunity 10 (Mental powers), Regeneration 20)**Equipment:** Tommy gun (Ranged Multiattack Damage 4)**Advantages:** Equipment 3**Skills:** Deception 4 (+4), Expertise: Criminal 4 (+4), Intimidation 4 (+4), Perception 2 (+2), Ranged Combat: Guns 6 (+7)**Offense:** Initiative +1 Tommy Gun +7 (Ranged, Multiattack Damage 4), Unarmed +6 (Close, Damage 2)**Defense:** Dodge 6, Parry 6, Fortitude 4, Toughness 4, Will 4**Totals:** Abilities 28 + Powers 70 + Advantages 3 + Skills 10 + Defenses 9 = 120**Modifiers:** Apply the following to each member of the gang:

- **Boss Moxie:** PRE 3, Leadership, Will 8
- **Roxie:** PRE 3, Deception 8 (+11), Attractive, Fascinate (Deception), Holdout pistol instead of Tommy gun (Ranged Damage 2)
- **Knuckles:** STR 5, Protection 2
- **Lucky:** Ranged Attack 2, Light pistol instead of Tommy gun (Ranged Damage 3)
- **Scar:** Vehicles 10 (+11), Perception 4 (+4)

**SCAR**

The smallest—and therefore meanest—of the Toons, Scar is a 3'1" brute with a foul temper, pit-bull stubbornness, and a livid scar running diagonally across his face. He wears pinstriped pants with suspenders and a shirt always rolled up at the sleeves. Scar is second to Knuckles as a leg-breaker, but he's the gang's best wheelman.

**OTHER SYNDICATES IN FREEDOM**

Other criminal syndicates have operations in Freedom City, although the Mob remains the most powerful force in the local underworld.

**THE TRIADS**

The Chinese Triads have little to do with Freedom City, although some Triads loyal to Dr. Sin (see *Threat Report*) have undertaken operations in the city on his behalf. Most have involved smuggling or stealing high-tech equipment, acquiring artifacts from museums, or simply providing a distraction to draw superheroes away from one of the devilish doctor's nefarious schemes.

**THE RUSSIAN MAFIYA**

Ties between the Freedom Mob and the Russian Mafiya have grown over the years. The Russians smuggle a variety of goods out of their country for sale on the international black market, and the Freedom Mob and its customers are eager buyers. The contraband includes former Soviet weapons—from guns to nuclear and biological materials—to experimental drugs and technology from failed or mothballed Soviet research programs; all of which come

into the docks of the Freedom waterfront to supply the Mob and various criminals and gangs. The police come down hard on any shipments of illegal weapons they find.

**THE YAKUZA**

The Japanese Yakuza is not overly influential in Freedom City. Most of their operations concern smuggling for corporations and various money-laundering schemes. The Mob comes down hard on any signs of Yakuza activity in "their" city, so the Japanese syndicates tend to leave Freedom alone unless they have a good reason to get involved.

**FREEDOM STREET GANGS**

Freedom City has its share of criminal gangs, particularly youth gangs, as older thugs get rubbed out or absorbed into the Mob. Gangs are most common in Southside, Lincoln, and the West End. Many gang members are run-aways who find their way into gangs for protection from the authorities and the more dangerous criminal predators in the city.

**THE BROTHERHOOD**

The Brotherhood is a white supremacist skinhead gang in Southside. Made up of disaffected and angry white youth, the group places blame for the world's ills at the feet of "mongrel races," *i.e.*, non-whites. They affect Nazi-style emblems and commit acts of violence and vandalism against those they perceive as their enemies. They survive on food and money gained from petty crime and drug dealing. The Brotherhood has some ties with other Aryan and skinhead gangs outside the city, though the Freedom gang is particularly dangerous because of its association with the supervillain Knightfire (see Knightfire in **Book 4**).

**MALANTI**

The Malanti are a West End youth gang committing acts of vandalism and petty crime. They are always getting involved in fights with other local gangs like the Cutters, led by Nathan "the Knife" Korthu. Several other youth gangs operate in the West End, and parents and authorities in the suburbs are equally concerned about the spread of the gangs to those areas; West End folks, meanwhile, complain that the city seems more interested in protecting the kids of newcomers than doing something about the gangs themselves.

**SOUTHSIDE C'S**

This criminal gang controls territory in Lincoln, west of Route 6, between the South River Penitentiary and the city landfill, putting them "between two kinds of garbage," as one city cop put it. The gang violently defends its turf against all intruders and makes most of its money off dealing drugs among the housing projects in Lincoln. The C's have been pushing to expand their business across the river into the Fens, bringing them into conflict with other gangs in that area. The FCPD has handled several gang-related incidents of violence in both the Fens and Southside because of it.



# ILLEGAL DRUGS

Despite the best efforts of city police and government, illegal drugs remain big business in Freedom City, netting millions for dealers and organized crime. Drug-use is most obvious in the Fens and Southside, where street dealers are commonplace. Recreational drug use is the secret vice in the Financial District and Midtown, on college campuses, and even suburban communities like Ashton and Grenville.

Heroin is still the most prevalent drug among the depressed areas of Freedom City. It gets smuggled into the city and sold in the Fens and Lincoln. The city government caused some controversy with its program of supplying clean needles to drug users to help stem the spread of infectious diseases; opponents claim the city is encouraging drug use with this program.

In more upscale parts of Freedom City, cocaine and meth-amphetamines are the drugs of choice, though crack cocaine and crystal meth can be found in most areas of the city. Some wealthy people in the city indulge in drug parties or use drugs as a means of dealing with their high-pressure lifestyles.

Marijuana use is most common in parts of Riverside and around the college campuses. Some students also indulge in LSD, other hallucinogens, and designer drugs coming out of small, independent operations.

Freedom City, being at the forefront of so many other technologies, is not surprisingly at the cutting-edge of the designer drug culture. The DEA does what it can to keep these new drugs off the streets, while heroes bust new shipments and illegal labs producing them.

## MAX

The drug known as “Max” is actually a derivative of the rare manaka root, which granted the legendary Minuteman and the Patriot their powers. A research scientist who helped develop the Patriot Formula sold the research in the early 1950s to cover gambling debts. Experiments by a front company for the Labyrinth eventually came up with a less effective, synthetic, version of the drug that was also highly addictive.

The black market and organized crime were far less concerned about side effects and focused on the ability to create short-term super-powered thugs. The government and law enforcement are aware of the original source of Max, although the general public doesn’t know government research helped create one of the worst drug problems of the past few decades.

Max has become popular with “extreme sports” types as well as criminals looking to give themselves or their henchmen an edge against supers. Over the decades, some scientists have tinkered with the composition of Max, making its enhancements specific for speed, strength, or stamina; attempts to boost mental faculties

with the drug have always resulted in insanity and death. Despite the dangers of using Max, addicts only remember the power rush and will do anything to get another dose.

## MAX

Enhanced Agility, Stamina, and Strength 4 (or 6 for one specific ability).

The drug’s effects wear off in about an hour, after which the user is exhausted and must make a Fortitude check (DC 16). Those failing suffer immediate heart failure, shifting their condition to dying.

## ZOMBIE POWDER

Followers of Baron Samedi create this fine gray powder. Users snort or smoke it, producing a preternatural calm and confidence. While less addictive than Max, zombie powder gets easily abused as a stress-reliever or painkiller; frequent use causes brain hemorrhage, coma, or heart failure. Siren works hard to shut down any known sources of zombie powder, but her old foe keeps finding new ways of getting it on the streets.

## ZOMBIE POWDER

Enhanced Fortitude 5 (Limited to Resisting Fatigue and Pain), Enhanced Will 5.

While the drug’s effects last, users have Will 0 against magical forms of mind control. Make a Fortitude check (DC 10) when a character ingests zombie powder. Failure means the user falls into a coma and must make another Fortitude check (DC 15) to avoid immediate death. The DC increases by +1 with each additional dose (+4 with each additional dose in the same 24 hour period), ensuring the eventual death of an addict. Anyone who dies on zombie powder rises that night as a zombie under Baron Samedi’s control. Use the Zombie stat block in **Chapter 7** of the *Hero’s Handbook*.

## THE POWER-HOUSE

Some underworld circles say there’s an outfit in Freedom City that can “juice up” almost anyone with super-powers—for a price. The Power-House is an illegal, and fairly mobile, clinic specializing in artificial enhancements, usually biochemical or bionic. The most frequent customers are looking for super-powered muscle, but the Power-House also does less obvious enhancements for athletes, particularly those looking to join the Ultimate Wrestling League or the Circuit Maximus (see the following).

The Power-House has a decent success rate, but their processes often have various unpleasant side effects. In particular, subjects usually need regular treatments of drugs or radiation to maintain their newfound abilities or even to keep their metabolism stable. Without them, they experience pain, weakness, headaches, and other symptoms, and may even die. This gives the Power-House a tight hold over its “clients.”

## ZOOM

“Zoom” is the street name for an intravenous drug that induces a highly accelerated metabolic state, giving users temporary superhuman speed at the cost of burning them out. Zoom is popular with the young, “fast,” party crowd and with adrenaline junkies.

## ZOOM

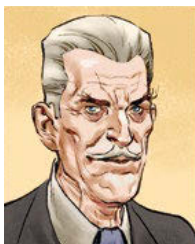
**Quickness 5, Speed 5** for an hour, after which the user is Exhausted. After a dose wears off, the user must make a Fortitude check (DC 15) or suffer immediate heart failure, shifting the user's condition to dying; this check must also be made if a user falls unconscious while on zoom.

## THE CIRCUIT MAXIMUS

The Circuit Maximus is an illegal superhuman fight circuit: underground gladiatorial games, featuring super-powered fighters, for the amusement and betting pleasure of a jaded and wealthy audience. Its bouts are fought in a secret area, away from the eyes of the authorities, and the Circuit recruits fighters from among the criminal element as well as those looking for wealth or fame.

## AUGUST ROMAN

Once, the name August Roman made the criminal underworld quake with fear. One of the most brilliant criminal minds in the world, Roman plotted and executed flawless crimes, ruling a “shadow empire” like the emperors of old he admired. All that stood in his way were costumed clowns like the Centurion, and Roman wanted nothing more than to prove his intellect and cunning were a match for any freak of nature, super-powers or no. Although Centurion often thwarted Roman's schemes, he never truly captured the criminal mastermind, and Roman always managed to go free.



Roman's mistake was in backing Freedom City mayor Franklin Moore. Although it gave the crime lord years of almost unfettered influence in Freedom City, it also created a trail leading back to him. When Moore's corrupt administration fell apart, Roman was forced to abandon much of what he'd built and become a true fugitive from justice. What's more, the Terminus Invasion denied him what he had always wanted: revenge on the Centurion.

After the death of his old foe, Roman found himself without purpose for a time. Then he reconnected with his daughter, Saturnalia, and she inspired him to create a new enterprise, something to leave to her when his time was done; thus the Circuit Maximus was born. Still, time took its toll. Roman was old and sick, and even his wealth and influence couldn't change that.

Now the self-proclaimed “Emperor of Crime” lies in a coma in a hospital bed, cared for by hired staff and watched after by his daughter. Saturnalia has considered

## SATURNALIA ROMAN

PL7 • 100 POINTS

STR 0 STA 0 AGL 0 DEX 1 FGT 3 INT 3 AWE 3 PRE 4

**Equipment:** Pistol (Ranged Damage 3)**Advantages:** Attractive, Benefit 4 (Multimillionaire), Connected, Contacts, Daze (Deception), Equipment 2, Fascinate (Deception), Seize Initiative, Taunt, Well-informed**Skills:** Close Combat: Unarmed 2 (+5), Deception 10 (+14), Expertise: Criminal 8 (+11), Expertise: Dance 4 (+5), Expertise: History 6 (+9), Expertise: Tactics 6 (+9), Insight 9 (+12), Intimidation 6 (+10), Investigation 6 (+9), Perception 4 (+7), Persuasion 10 (+14), Ranged Combat: Guns 4 (+5), Stealth 2 (+2)**Offense:** Initiative +0, Pistol +5 (Ranged, Damage 3), Unarmed +5 (Close, Damage 0)**Defense:** Dodge 6, Parry 6, Fortitude 5, Toughness 0, Will 8**Totals:** Abilities 28 + Powers 0 + Advantages 14 + Skills 39 + Defenses 19 = 100

some of her father's more outlandish schemes and fail-safe plans to avoid death, but she is still torn between her fondness for him—and the value of keeping him alive—and her desire to hold on to the power she has gained since becoming his heir. If she can find a way to draw upon August Roman's considerable experience and influence while keeping him under her thumb, she'll most certainly take it.

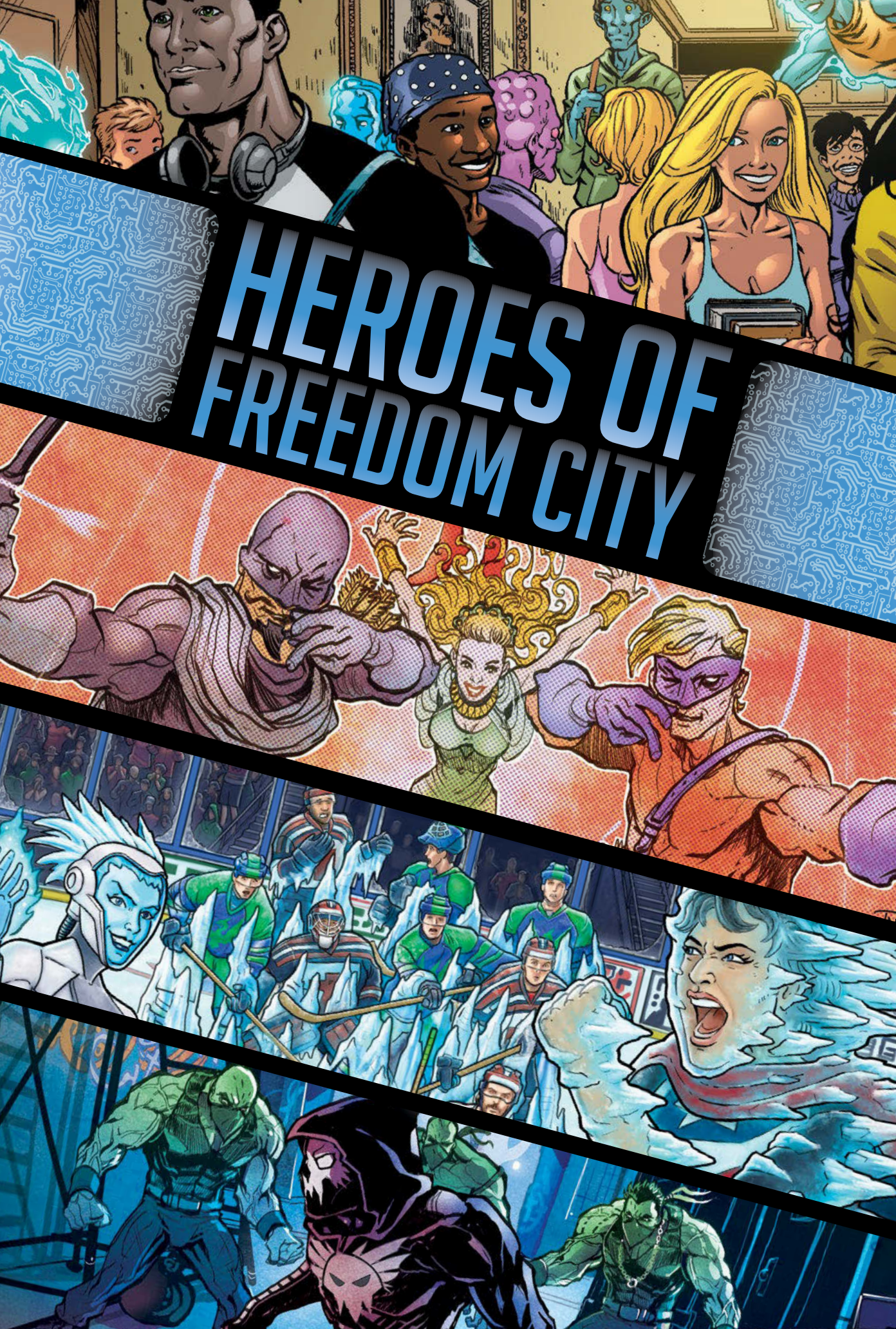
## SATURNALIA ROMAN

Saturnalia Roman is as cold and cruel as she is beautiful. She's always been able to wrap any man around her little finger to get what she wants—including her father—and she has come to enjoy a lifestyle of wealth and influence. The Circuit Maximus was her idea, at least partially because she enjoys watching powerful brutes fight it out for her amusement.



Saturnalia is a strikingly beautiful woman with long, lustrous black hair, perfect olive skin, and dark, smoldering eyes. She always dresses to impress in the latest fashions, and makes sure to keep a few “toys” on hand for defense—and amusement, if she becomes bored.





# HEROES OF FREEDOM CITY



# THE ATOM FAMILY

**MEMBERS:** Maximus Atom, Tesla Atom, Victoria Atom, Chase Atom, Jack Wolf, Doctor Atom

**BASE OF OPERATIONS:** The Nucleus, atop the Goodman Building in Midtown Freedom City

**MOTIVATION:** Exploration and discovery

The members of current generation of the world-famous Atom Family have been celebrities since the moment they were born. The Family is made up of adventurers and explorers who investigate strange phenomena and fight threats to the safety of Freedom City and the world. The current team consists of the four grandchildren of Doctor Alexander Atom—Max, Tess, Vicky, and Chase—their friend and former legal guardian “Uncle” Jack Wolf, and their grandfather’s disembodied intellect, maintained within the computers of their headquarters, the Nucleus, atop the Goodman Building in Freedom City.

## HISTORY

The history of this most unusual family begins with Doctor Alexander Atom, renowned scientist and adventurer in the 1930s and 1940s. Doctor Atom explored lost and hidden civilizations in various parts of the world. He often found dire threats to humanity—such as his first encounters with the Sub-Terrans and their underground kingdom—or unbelievable wonders like the dinosaur-filled Lost World in South America. On those occasions, Doctor Atom and his allies protected the world from threats it didn’t even know existed.

During World War II, Doctor Atom worked with the Liberty League as a scientific advisor. Rumor has it he also worked on the Manhattan Project, although he never discusses the matter. During the war, he met and fell in love with Marie Vaulaire, a daring French resistance fighter. Their affair was a brief, passionate one, but Marie died fighting against the Nazis soon thereafter.

The heartbroken Doctor Atom threw himself into his work, and this decade of furious activity and invention excluded nearly everyone save Anne Banks, a young woman who became his laboratory assistant, then partner, and eventually his wife. Anne said she had to pursue her husband “with relentless determination,” but in the end she got the brilliant—but often distracted—Doctor Atom to realize what he had right in front of him.

Their daughter Andrea was born in 1959. She grew up with her mother’s beauty and tenacity and her father’s brilliance. The Atoms later took in Jack Wolf, the son of one of Alexander’s friends, Colonel John Wolf, an astronaut lost on an early orbital mission. Jack was just a few years older than Andrea, and the two of them became close.

In 1972, Anne Atom succumbed to cancer, despite her husband’s valiant efforts to save her. Doctor Atom continued to raise his daughter and ward alone but too often buried himself in his research. He began to study robot-

ics and computers more in-depth, building robotic playmates and nannies to help care for Andrea and Jack. She began attending the Hanover Institute of Technology in 1976, and there saw the performance of a “mentalist” named Mentac, who debunked psychic research. When she also discovered Mentac had actual psychic powers, she learned he pretended to be a stage mentalist and debunker as a way for him to find con-artists as well as true paranormals who abused their abilities and bring them to justice. Andrea introduced Mentac to her father and he began a long association with the Atom Family.

For the better part of a decade, the quartet of Doctor Atom, Andrea, Mentac, and Jack Wolf explored strange phenomena and fought hidden menaces. Andrea became more and more attracted to the mysterious and aloof Mentac, while Jack silently carried a torch for the lovely Andrea. Doctor Atom remained largely unaware of the romantic entanglements of his young protégés.

In 1980, Mentac finally told the Atom Family about his true origins: He was an exiled prince from Farside City, located on the dark side of the Moon. They confronted Mentac’s aunt, Lady Lunar, and overthrew her despotic control of the city. An admirer of the ideals of the American system of government on Earth, Mentac abdicated his throne and helped install a democratic government elected by the city’s people. In the midst of the celebrations, he also finally admitted his feelings for Andrea, and they married two years later. Jack Wolf left his foster-family, heartbroken over losing Andrea, and spent some time working as a mercenary in various parts of the world.

Andrea and Mentac had their first child, a boy named Maximus, in 1984. Three others followed: Tesla in 1985, Victoria in 1987, and Chase in 1989. Doctor Atom began his own battle with cancer in the late ‘80s. He kept the extent of his condition a secret, but Andrea eventually discovered the truth.

During the Terminus Invasion, Doctor Atom worked to save Freedom City and close the dimensional breach Omega’s forces used as their beachhead, Andrea and Mentac dove into the Terminus to try and keep Omega from emerging. They left the children in the care of the house robots on the lowest and only undamaged floor of their headquarters.

Unfortunately, Andrea and Mentac failed to stop Omega’s emergence and appeared to be atomized by the mad god’s power. Doctor Atom helped Centurion and other heroes defeat Omega and reseal the dimensional warp. Doctor Atom’s health began to rapidly decline thereafter due to exhaustion from battling the invasion from the Terminus, and grief over the loss of his daughter and son-in-law. Refusing to leave his grandchildren alone in the world, he asked Jack Wolf to become their legal guardian. As a final experiment, Alexander Atom transferred his intellect and memories into a holographic computer system as his body finally gave out.





In 1997, when Maximus turned 13, everyone learned the young Atoms were mutants, whether because of their father's unearthly heritage and psychic abilities, their mother's various adventures, or their parents' exposure to so many strange and unusual locales. "Uncle Jack" acted as the kids' legal guardian and teacher, aided by a holographic representation of Doctor Atom and ALEX, a robot "butler" designed by Doctor Atom.

The members of the Atom Family are explorers at heart, with Doctor Atom's keen intellect guiding their travels into the Terminus, to the Moon, into deep space, and to faraway lands and other dimensions and times. If anyone is likely to discover aliens, lost worlds, or similar things, it's the Atom Family. They also run across (or stir up) trouble from time to time.

## HEADQUARTERS & RESOURCES

The Atom Family lives in the top five floors of the Goodman Building in Midtown Freedom City. Real estate financier Saul Goodman constructed the building and later sold it to Atomic, Inc., the family trust set up by Doctor Atom. Although the Goodman Building has been mortgaged and

sold a few times over the years, it's currently owned and managed by the Atom Family trust.

The top floors of the building are in the very spot where Centurion's life-pod entered Earth's dimension from the Terminus. Doctor Atom discovered lingering dimensional energies in the upper floors of the building, and constructed a special containment unit to ensure they would not spill over into Earth again (although they have anyway on a few occasions). Later experimentation channeled the contained energies into the Infinite Fractal Gateway or "IF Gate"—a portal into other dimensions and timelines.

The Nucleus contains living space for the Atom Family, extensive laboratories where Doctor Atom and Tesla conduct research, workshops for constructing various technological devices, and the extensive computer system housing Doctor Atom's intellect. ALEX takes care of most of the Nucleus' upkeep—aided by various servo robots—and Doctor Atom's patents and the Atomic, Inc. trust pay for it all.

The Goodman Building is fairly unremarkable, a skyscraper of steel and concrete with mirror-finish windows. The floor immediately below the Nucleus remains empty as a

“buffer zone” between the headquarters and the rest of the building. This floor contains some backup and support machinery for the Nucleus.

## THE NUCLEUS

HQ • 20 POINTS

**Size:** Large **Toughness:** 12 **Features:** Communications, Computer, Defense System, Dimensional Portal, Fire Prevention System, Gym, Hangar, Infirmary, Laboratory, Library, Living Space, Personnel, Power System, Security System, Workshop

## THE “ATOMOBILE”

The Atom Family uses a “sky-car” a swift anti-gravity vehicle, for getting around Freedom City and for short trips elsewhere. Chase Atom nicknamed the sky-car the “Automobile” some years ago. Jack Wolf usually pilots, although all members of the family know how to fly it.

## SKY-CAR (THE “ATOMOBILE”) VEHICLE • 20 POINTS

**Size:** Huge **STR** 8 **Spd** 7 (air, 250 MPH) **Def** -2, **Tou** 9 **Features:** Navigation System, Remote Control

## MORPHIC MOLECULES

Doctor Atom invented morphic molecules in the 1950s to serve the needs of the growing superhuman population. They provided the basis for an adaptive fabric, able to stand up to a wearer’s superpowers. The patent on morphic molecules has earned Doctor Atom a fortune, as has manufacturing custom-designed costumes from the material. Most superhero costumes are made from morphic molecules. This alone costs no equipment points: it’s just an assumed capability of costumes in the setting.

Members of the Atom Family each have their own morphic molecule bodysuits. Max’s suits are blue, Tesla

## MAXIMUS ATOM

PL11 • 144 POINTS

**STR** 3/15\*/-1\*\* **STA** 3/15\* **AGL** 1 **DEX** 1 **FGT** 6 **INT** 4 **AWE** 2 **PRE** 3

**Powers:** **Body Control** (Array: Growth 12 (Continuous, Quirk: -1 attack modifier per 4 ranks active), **AE:** Insubstantial 4 (Insubstantial), **AE:** Shrinking 16); **Commlink** (Senses 1 (Communication Link with Doctor Atom)); **Tough Skin** (Impervious Toughness 12, Limited to ranks of Growth active)

**Advantages:** All-out Attack, Defensive Attack, Equipment 2 (HQ & vehicle), Improved Grab, Improved Hold, Interpose, Leadership, Power Attack, Teamwork

**Skills:** Athletics 4 (+7/19\*), Close Combat: Unarmed 4 (+10), Expertise: Current Events 4 (+8), Insight 4 (+6), Intimidation 2 (+5/+11\*), Perception 6 (+8), Persuasion 3 (+6), Ranged Combat: Throwing 7 (+8), Stealth 3 (+4/-8\*/+20), Technology 6 (+10), Vehicles 9 (+10)

**Offense:** Initiative +1, Unarmed +10/+7 (Close, Damage 3/15\*)

**Defense:** Dodge 11/5\*/19\*\*, Parry 11/5\*/19\*\*, Fortitude 3/15\*, Toughness 3/15\*, Will 7 \*With Growth modifiers. \*\*With Shrinking modifiers.

**Totals:** Abilities 46 + Powers 42 + Advantages 10 + Skills 26 + Defenses 20 = Total 144

**Complications:** **Motivation-Responsibility:** To his family and society. **Relationship:** Vanessa Hudson-Atom, wife.

wears red, Vicky’s suits are green; and Chase’s are purple. The suits can be programmed to reshape themselves into any set of clothing desired by the wearer. There are also receiver circuits embedded in the suits, allowing them to use any part of a suit’s surface (usually the forearm sleeve) as a display screen for two-way communication or even a keyboard or touch-screen for data-entry.

## PERSONNEL

The current Atom family consists of Andrea and Mentac’s four adult children--Maximu, Tesla, Victoria, and Chase--as well as their longtime guardian Jack Wolf, the computerized intellect of the original Dr. Atom, their robotic servant ALEX, and the ever-faithful pet, Cosmo the Moon Monkey.

## MAXIMUS ATOM

**REAL NAME:** Maximus “Max” Atom

**OCCUPATION:** Adventurer

**BASE:** The Nucleus, Freedom City

Maximus is the oldest of the Atom children, born in 1984. From his earliest childhood, he took more after his “uncle” Jack Wolf, physically active and daring. He quickly learned responsibility for his younger siblings and helped look after them. Already famous as the grandchild of Doctor Atom, Maximus quickly became known for his own accomplishments. He became the *de-facto* leader of his siblings in more ways than one, helping to train them as he learned to understand and control his own superhuman abilities.



Maximus is close to his Uncle Jack and he admires him greatly. He’s boisterous and athletic, outgoing and friendly. He’s a bit overawed by his younger siblings’ intellect, and makes light of his own, even though he is smart in his own right. He takes responsibility for his sisters and brother and for Jack Wolf too, even though Jack supposedly looks out for them. He chose to study business management, although his first love is mechanics. Maximus is President of Atomic, Inc. and manages the family business, spending some off-hours playing grease-monkey in the Nucleus’ garage hangar.

Initially shy around girls, Max struggled with an on-again, off-again attraction to Empath of the Psions (a family of criminal psychics). He eventually met and fell in love with elementary school teacher Vanessa Hudson, and the two of them married in 2010. They have a daughter, Angela, born in 2012, and a son, Jack, born in 2014.

## POWERS & ABILITIES

Maximus can control his body’s atomic structure to a limited degree. He can grow to tremendous size, shrink down to less than an inch tall, and shift his molecular valance out of phase with other matter, letting him pass through it. In his giant form he’s also very tough; few weapons can pierce his skin.



Maximus typically grows in response to danger, allowing him to oversee the situation and protect his family. He doesn't hesitate to jump in front of attacks to shield others, and he uses his great size and reach to deal with opponents. He'll often carry others, like Vicky and Chase, in his giant form.

In situations where stealth is called for, Maximus shrinks down or "ghosts" through solid obstacles. He's been known to hitch a ride with Victoria in his miniature form, and the two of them make a great infiltration team (especially in silent telepathic contact with Chase).

## TESLA ATOM

**REAL NAME:** Tesla "Tess" Atom

**OCCUPATION:** Adventurer

**BASE:** The Nucleus, Freedom City

Although Maximus is the leader of the siblings, Tesla, just a year younger, is definitely the brains of the outfit. She has her mother's sharp intellect, and her father's biting wit to go with it. She learns more all the time and spends much of her off time researching and experimenting with her grandfather's assistance. She holds advanced degrees from the Hanover Institute of Technology in physics and electrical engineering.



"Tess" tends to let Maximus take the lead while she advises him and figures things out. She's always thinking, looking for new things to study and new opportunities to learn. Even in her spare time, she enjoys puzzles and intellectual games like chess (which she plays with Chase and her grandfather). She's excited by new experiments or something new to study. She sees the threats the Atom Family deals with as puzzles to solve, although if a member of her family is threatened, Tesla doesn't play around.

Tesla's primary challenge is social: she would spend all of her time shut up in a lab or pouring over a book or data file rather than having any human contact if it weren't for her siblings and a handful of college friends. They and Doctor Atom all encourage Tess to get out and enjoy other aspects of life. Her dating experiences have left her wondering if she'll ever meet anyone suitable, given that her intellect and accomplishments tend to scare off many guys, while attracting only star-struck hopefuls.

### POWERS & ABILITIES

Tesla can generate and control nucleonic energy fields, surround herself with a glowing force field, and fly through the air. She can generate bursts of energy, ranging from blinding light to a force that dissolves molecular bonds, although she never uses that against living opponents. She can even create fields of force away from her body, shaping them into walls or a platform. Tess is in excellent physical condition, and trains regularly in the use of her powers.

## TESLA ATOM

PLT1 • 164 POINTS

STR 0 STA 3 AGL 2 DEX 3 FGT 5 INT 7 AWE 2 PRE 2

**Powers:** **CommLink** (Senses 1 (Communication Link with Doctor Atom)); **Nucleonic Energy Projection** (Array: **Nucleonic Blast** (Ranged Damage 11), **AE: Molecular Disruption** (Weaken Toughness 11, Affects Only Objects), **AE: Nucleonic Dampening** (Burst Area Nullify Radiation 11), **AE: Nucleonic Solidification** (Create 11(force objects), **AE: Photonic Beam** (Ranged Cumulative Affliction 11 (Resisted by Dodge, Overcome by Fortitude; Vision Impaired, Vision Disabled, Visually Unaware)); **Nucleonic Field** (Impervious Protection 8, Sustained); **Nucleonic Propulsion** (Flight 7 (250 MPH))

**Advantages:** Accurate Attack, Defensive Attack, Equipment 2 (HQ & Vehicle), Inventor, Precise Attack (Ranged, Cover), Teamwork

**Skills:** Acrobatics 4 (+6), Close Combat: Unarmed 3 (+8), Expertise: Science 10 (+17), Insight 6 (+8), Investigation 4 (+11), Perception 6 (+8), Ranged Combat: Energy Projection 8 (+11), Technology 8 (+15), Vehicles 3 (+6)

**Offense:** Initiative +2, Nucleonic Blast 11 (Ranged, Damage 11), Unarmed +8 (Close, Damage 0)

**Defense:** Dodge 11, Parry 9, Fortitude 8, Toughness 11, Will 10

**Totals:** Abilities 48 + Powers 57 + Advantages 7 + Skills 26 + Defenses 26 = Total 164

**Complications:** **Motivation-Scientific Curiosity.** **Quirk:** Science geek.

Tesla's abilities make her the aerial and artillery support in the Atom Family, since she can attack opponents at range while flying up out of reach. She frequently carries one or more of her siblings with her into the air (particularly if Maximus shrinks down to an easily portable size), and she's the one who catches them if they fall. She tends to hang back, peppering opponents with ranged attacks, while looking for weaknesses and advising Maximus on tactics via Chase's telepathic link.

## VICTORIA ATOM

**REAL NAME:** Victoria "Vicky" Atom

**OCCUPATION:** Adventurer

**BASE:** The Nucleus, Freedom City

Victoria is quieter than her older siblings. She tends to blend into the background both figuratively and literally, since Victoria can transform herself into almost anything. She's very intelligent but more bookish and artistic than Tesla. She loves to read anything from fiction to science, history, current events, and journalism. She can pull obscure facts and figures out at various times, and is a master of trivia, having an excellent memory for everything she's read.

Vicky is the peacemaker of the family, and does her best to keep everyone happy and together. She's very curious and interested in new ideas and experiences and quite open-minded. She doesn't judge by appearances and has the ability to see things from other points of view fairly easily, which may come from her ability to literally put herself in others' places. Her willingness to believe there's some good in everyone can get her into trouble sometimes, especially when coupled with her curiosity. She's closest to her younger brother Chase and particularly protective of him.

## VICTORIA ATOM

PL11 • 168 POINTS

STR 1/5\* STA 2/6\* AGL 4 DEX 3 FGT 5 INT 4 AWE 1 PRE 3

**Powers:** **Commlink** (Senses 1 (Communication Link with Doctor Atom)); **Pliable Form** (Elongation 9 (1/2 mile), Growth 4, Insubstantial 1 (Fluid), Morph 4 (Any Shape), Protection 6)**Advantages:** Beginner's Luck, Close Attack 5, Eidetic Memory, Equipment 2 (HQ & Vehicle), Grabbing Finesse, Improved Disarm, Improve Grab, Improved Hold, Teamwork, Well-informed**Skills:** Deception 8 (+11), Expertise: Writing 6 (+10), Insight 6 (+7), Investigation 2 (+6), Perception 8 (+9), Persuasion 4 (+7), Ranged Combat 5 (+8), Sleight of Hand 6 (+9), Stealth 4 (+8), Technology 2 (+6), Vehicles 4 (+7)**Offense:** Initiative +4, Unarmed +10 (Close, Damage 1/5\*)**Defense:** Dodge 12/10\*, Parry 12/10\*, Fortitude 7/11\*, Toughness 8/12\*, Will 10 \*With Growth modifiers.**Totals:** Abilities 46 + Powers 50 + Advantages 15 + Skills 28 + Defenses 29 = Total 168**Complications:** **Motivation—Doing Good.** **Quirk:** Likes to fit in. **Quirk:** Tries to see the best in people.

In recent years, Victoria has tried her hand at writing as well as reading voluminously. Her blog, "Transformations," regularly gets millions of hits and collections of her stories, travelogues, and essays have been published electronically to further support Atomic, Inc. Her wry observations about her family's adventures and dynamics have garnered Vicky legions of followers on various social networks as well, and "V-spotting" is a popular game for fans who know (or think) Ms. Atom might be in their area, perhaps in disguise.



## POWERS &amp; ABILITIES

Victoria can control her body's molecules somewhat like Maximus can, but does so with more precision. She can transform into virtually any shape she can imagine. She can stretch out to great lengths or assume a semisolid form that allows her to flow like water through small cracks and openings. Her body is also naturally resilient, making her resistant to physical harm.

Victoria is the Atom Family's infiltration expert, able to go almost anywhere. She's also been known to use her shapechanging to sow confusion among opponents by mimicking one of them. In a fight, she tends to grab opponents and tangle them up in her stretchy form, holding them just long enough for Max or Tess to hit them hard.

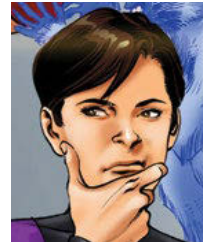
## CHASE ATOM

**REAL NAME:** Chase Atom**OCCUPATION:** Adventurer**BASE:** The Nucleus, Freedom City

The youngest of the Atom siblings, Chase is the most like their father Mentac. Chase's mental powers emerged early, starting when he was only seven years old, so he's had

almost as much time to learn to control and use them as his older brother and sister.

There appears to be a special connection between Chase and the Moonstone, the alien artifact that is the power-source of the Farsider civilization. With the power of the Moonstone, Chase's abilities can be magnified tremendously. While on a visit to Farside City, Chase acquired a local "moon monkey" as a pet he named Cosmo.



Chase has led a strange life, to say the least. Although he's seen alien worlds and fought cosmic beings, he has little experience in the mundane environments of people his age. A plan to send Chase to public school rather than tutoring him at the Nucleus worked out poorly. Chase's closest friends have been his "imaginary friend" Ironscale, the Clockwork Dragon (actually one of Dollface's guises, see the *Threat Report* sourcebook) and Ray Gardener, Jr., alias Thunderbolt, Captain Thunder's son and junior member of the Freedom League. Thunderbolt has been lobbying for Chase to join the League but Chase is reluctant to leave his family, even though he longs for a place where he's not the "little brother".

## POWERS &amp; ABILITIES

Chase Atom has formidable telepathic abilities. He can read minds and project mental illusions. He can also project powerful mental blasts to stun or incapacitate. He has learned to shield his own thoughts and he can link the minds of his siblings together, allowing them to communicate instantly and silently. On Jack Wolf's suggestion, Chase developed a trick of monitoring the surface thoughts of those around him at a low-level in combat, enough to give him a split-second warning so he can often avoid an attack before it comes.

Chase is very serious-minded when it comes to his responsibilities, something drilled into him since childhood. He never uses his powers carelessly or thoughtlessly and makes it a point never to read other people's thoughts without good reason. Chase has the potential to *control* other people's minds, but the idea is so repugnant to him that he virtually never does it. He literally knows where that road leads, having met not one but two alternate future versions of himself who abused their powers. One, Lunatik, fell victim to madness from the Moonstone and became an infamous puppet-master while the other, calling himself Mastermind, claimed he usurped the power and memories of the long-lived villain of that name (see the *Threat Report* sourcebook) becoming a megalomaniac in his own right. The two villains fought when they both arrived in the past to attempt to ensure theirs was the "true" future. It remains unseen if either still exists, but Chase intends to ensure neither ever does.

## COSMO THE MOON MONKEY

Chase's pet Cosmo is a mutant monkey from Farside City. Cosmo looks much like an Earth spider monkey with pale



## CHASE ATOM

PL12 • 177 POINTS

STR 0 STA 1 AGL 2 DEX 2 FGT 3 INT 3 AWE 4 PRE 1

**Powers:** **Mind Shield** (Impervious Will 14, Limited to mental powers); **Psychic Evasion** (Enhanced Defenses 6 (Dodge 2, Parry 4), Sustained, Quirk: Not against foes immune to mental powers); **Psychic Senses** (Senses 4 (Acute Mental Awareness, Mental Communication Link with Cosmo and Doctor Atom)); **Telepathic Translation** (Comprehend 2 (Understand and Understood in all languages)); **Telepathy** (Array: **Mental Blast** (Perception Range Damage 8, Alternate Resistance: Will, Dynamic), **AE: Mental Communication** (Mental Communication 5, Dynamic), **AE: Mental Illusion** (Illusion 5, all senses, Illusion Area 1, Selective, Resistible: Will, Dynamic), **AE: Mind Reading** (Mind Reading 12, Dynamic), **AE: Mind Wipe** (Cumulative Affliction 8 (Resisted by Will; Entranced, Compelled, Transformed), Dynamic))

**Advantages:** Defensive Roll 4, Evasion, Extraordinary Effort, Improved Initiative, Second Chance (Will checks against mental powers), Set-up, Sidekick 23 (Cosmo), Taunt, Teamwork, Uncanny Dodge

**Skills:** Close Combat: Unarmed 3 (+6), Deception 4 (+5), Expertise: Psychic Powers 8 (+11), Investigation 2 (+5), Perception 6 (+10), Persuasion 6 (+7), Stealth 5 (+7), Technology 2 (+5), Treatment 2 (+5), Vehicles 4 (+6)

**Offense:** Initiative +6, Unarmed +6 (Close, Damage 0)

**Defense:** Dodge 12, Parry 12, Fortitude 7, Toughness 5/1\*, Will 14 \*Without Defense Roll.

**Totals:** Abilities 32 + Powers 60 + Advantages 35 + Skills 21 + Defenses 29 = Total 177

**Complications:** **Honor:** Doesn't use his mental powers to violate others' privacy or rights. **Motivation—Responsibility.** **Quirk:** Very little experience with mundane life.

blue fur. He's more intelligent than an Earth-monkey, able to understand almost any simple command and even communicate to a limited degree using sign language (or telepathy with Chase). Cosmo also has the ability to teleport himself and one person touching him. This has allowed him to 'port his friend Chase out of trouble from time to time. However, it also allows Cosmo to get into a great deal of trouble, since it's impossible to keep him inside (or anywhere else he doesn't want to be) for any length of time.



## JACK WOLF

**REAL NAME:** Jackson Connor Wolf

**OCCUPATION:** Adventurer

**BASE:** The Nucleus, Freedom City

Jack Wolf was the legal guardian of the Atom children after the disappearance of their parents, a parental position he never expected. Doctor Atom took young Jack Wolf in as a ward when his father, Lt. Col. John Wolf, was lost on a space mission. Jack had a stormy relationship with his adoptive "sister" Andrea for a time, which eventually deepened into true affection, and even love on Jack's part. He and Mentac struck sparks from the start, partly because of the conflict between Mentac's intellect and biting wit and Jack's rough-and-tumble attitude. Mostly,

## COSMO THE MOON MONKEY

PL5 • 177 POINTS

STR -4 STA 0 AGL 3 DEX 0 FGT 0 INT -2 AWE 2 PRE 0

**Powers:** **Mental Link** (Senses 1 (Mental Communication Link with Chase)); **Prehensile Tail** (Extra Limbs 1); **Teleport** (Teleport 13 (30 miles), Accurate, Change Velocity, Easy, Extended (8,000 miles), Increased Mass 2 (200 lbs.), Turnabout; Space Travel 1); **Tiny** (Shrinking 8, Permanent, Innate)

**Advantages:** Evasion 2, Improved Initiative, *Improved Grab*

**Skills:** Acrobatics 6 (+9), Close Combat: Unarmed 4 (+4), Perception 4 (+6), Sleight of Hand 4 (+4), Stealth 4 (+15)

**Offense:** Initiative +7, Unarmed +4 (Close, Damage -4)

**Defense:** Dodge 9, Parry 6, Fortitude 3, Toughness 0, Will 4

**Totals:** Abilities 2 + Powers 90 + Advantages 3 + Skills 11 + Defenses 9 = Total 115

**Complications:** **Loyalty:** Cosmo is loyal to Chase Atom above anyone else. **Monkey:** Cosmo is still just an animal, albeit a smart one.

## JACK WOLF

PL9 • 153 POINTS

STR 4 STA 4 AGL 2 DEX 3 FGT 11 INT 1 AWE 2 PRE 3

**Powers:** **Blaster** (Ranged Damage 5, Removable -2 points); **Commlink** (Senses 1 (Communication Link with Doctor Atom))

**Advantages:** All-out Attack, Assessment, Beginner's Luck, Defensive Roll 2, Diehard, Evasion, Great Endurance, Improved Initiative, Jack-of-all-trades, Languages 2 (Russian, Spanish), Leadership, Power Attack, Precise Attack (Ranged, Cover), Quick Draw, Set-up, Skill Mastery (Vehicles), Takedown, Taunt, Teamwork, Tracking

**Skills:** Acrobatics 6 (+8), Athletics 6 (+10), Deception 7 (+10), Expertise: Soldier of Fortune 10 (+11), Insight 6 (+8), Intimidation 8 (+11), Investigation 4 (+5), Perception 8 (+10), Ranged Combat: Guns 8 (+11), Stealth 6 (+8), Technology 2 (+3), Treatment 4 (+5), Vehicles 12 (+15)

**Offense:** Initiative +6, Unarmed +11 (Close, Damage 4), Blaster +11 (Ranged, Damage 5)

**Defense:** Dodge 10, Parry 11, Fortitude 8, Toughness 6/4\*, Will 8 \*Without Defensive Roll bonus

**Totals:** Abilities 60 + Powers 9 + Advantages 22 + Skills 44 + Defenses 18 = Total 153

**Complications:** **Motivation—Responsibility:** Jack looks after his family and friends. **Secret:** Jack has done things in his mercenary past he's not proud of.

Jack was jealous of the attention and affection Andrea showed Mentac. When the Atom Family visited Farside City, they discovered the truth about Mentac's heritage and also the fate of Jack's father, who was rescued and lived among the Farsiders (where he remains today).

When Andrea and Mentac became romantically involved, Jack left Freedom City and became a soldier of fortune, fighting in various brush wars and conflicts around the world. He did his best to forget the Atoms until he heard about Omega's assault on Freedom City. He returned too late to save either Andrea or Mentac, but he was there for Doctor Atom and the old man's grandchildren.

Jack became their guardian when Doctor Atom died, since the legality of a computerized intellect being a suitable guardian was a matter of some debate. Although he doesn't have any super-powers of his own, Jack still

## DOCTOR ATOM

PL15 • 171 POINTS

STR — STA — AGL — DEX — FGT 0 INT 12 AWE 4 PRE 1

**Powers:** **Artificial Form** (Immunity 30 (Fortitude Effects), Impervious Protection 12); **Digital Mind** (Immunity 10 (Mental Powers), Quickness 12 (Limited to Mental Tasks), Senses 7 (Communication Link 5 with the Atom Family, Radio, Time Sense); **Network** (Area Radio Communication 4, Rapid 3; Comprehend 2 (Machines))

**Advantages:** Eidetic Memory, Improved Tools, Inventor, Languages 3 (French, Latin, Russian), Leadership, Skill Mastery: Technology

**Skills:** Deception 10 (+11), Expertise: Behavioral Sciences 8 (+20), Expertise: Earth Sciences 8 (+20), Expertise: History 6 (+18), Expertise: Life Sciences 8 (+20), Expertise: Physical Sciences 13 (+25), Insight 8 (+12), Investigation 8 (+20), Persuasion 7 (+8), Technology 13 (+25), Treatment 4 (+16)

**Offense:** Initiative +0, No Attacks

**Defense:** Dodge —, Parry —, Fortitude Immune, Toughness 12, Will 12

**Totals:** Abilities 4 + Powers 104 + Advantages 8 + Skills 47 + Defenses 8 = Total 171

**Complications:** **Disability:** Machine Mind., **Motivation—Responsibility:** To his family and the world.

accompanies the Atom Family into action, and is their *de-facto* pilot. He is more than capable of taking care of himself, and regularly pulls the “kids” out of trouble, while they’ve done the same for him on more than a few occasions. No matter what happens, the kids know their “Uncle Jack” will look out for them.

## DOCTOR ATOM

**REAL NAME:** Alexander Atom

**OCCUPATION:** Scientist

**BASE:** Goodman Building, Freedom City

In the 1930s, Alexander Atom was a brilliant scientist, inventor, and adventurer. He went to places most people barely imagined and achieved more with his life than most could ever know. Even death hardly slowed him down. Before his physical death, Doctor Atom transferred his intellect, memories, and personality into an incredibly advanced computer system of his own design. He lives on as a disembodied intelligence “inside” a virtual world of his own making. This has not only given Doctor Atom a kind of immortality but, more importantly, allows him to continue his work and care for his beloved grandchildren.

These days, Doctor Atom is confined to the computer system in the Nucleus, the Atom Family’s home in Freedom City, but his mind can roam the virtual world and he can project a holographic image of himself anywhere within the Goodman Building. Sub-space communication

## ALEX

PL6 • 99 POINTS

STR 4 STA — AGL 0 DEX 1 FGT 4 INT 2 AWE 2 PRE 1

**Powers:** **Artificial Form** (Immunity 30 (Fortitude Effects), Protection 8); **Digital Mind** (Enhanced Advantages 2 (Eidetic Memory, Jack-of-all-trades), Immunity 10 (Mental Powers), Quickness 2 (Limited to Mental Tasks)); **Sensors** (Senses 7 (Analytical Vision, Darkvision, Direction Sense, Distance Sense, Radio, Time Sense); **Universal Translator** (Comprehend 3 (Read, Speak, and Understand All Languages), Feature: Mimic Voices)

**Advantages:** *Eidetic Memory, Jack-of-all-trades*

**Skills:** Expertise: Domestic 10 (+12), Insight 6 (+8), Perception 4 (+6), Treatment 4 (+6)

**Offense:** Initiative +0, Unarmed +4 (Close, Damage 4)

**Defense:** Dodge 2, Parry 4, Fortitude Immune, Toughness 8, Will 4

**Totals:** Abilities 18 + Powers 65 + Advantages 0 + Skills 12 + Defenses 4 = Total 99

**Complications:** **Motivation—Loyalty:** Devoted to the Atom Family. **Robot:** Lacks some human capabilities.

implants also allow Doctor Atom to communicate with the rest of the Atom Family, no matter where they are, from Midtown to the depths of the Terminus. This allows him to constantly observe and advise his grandchildren and their guardian.

Although he’s gotten a touch crotchety in his old age, Doctor Atom still has his dry wit and caring nature. He loves his grandchildren dearly and treats Jack Wolf like the son he never had. Most other people find him pleasant enough (for a hologram) but sometimes find his leaps of logic and his jargon-filled speeches difficult to follow.

## ALEX

Doctor Atom designed the Artificial Life-form Experiment (or ALEX) as a helper, lab assistant, and robotic nanny/butler for his family. ALEX has long been a part of the Atom Family, taking care of their home and headquarters and serving as their loyal valet. Programmed with an artificial but adaptive intelligence, ALEX has adopted a caustic personality and an upper-class British accent, although he is capable of speaking in hundreds of living, dead, and alien languages with a variety of accents.

None of the Atom Family thinks of ALEX as “it,” despite his status as an artificial being. He worries over the safety of the Atom siblings and keeps everything in the Nucleus running smoothly. ALEX and Jack Wolf have traded quips ever since Jack was a teenager, and although each finds the other frustrating at times, they are actually loyal friends beneath the surface.



# DOCTOR TOMORROW

**REAL NAME:** Tomas Morgen/Thomas Morgan

**OCCUPATION:** Guardian of Time

**BASE:** The Timestream

Like another great hero of Freedom City, Tomas Morgen came from an alternate Earth—one where the Axis powers won World War II. Born in 1971 and raised as a “poster boy” of that long-established Nazi regime, Tomas grew up as the shining hope of his government, the Nationalist States of America. Few who knew him ever learned he was the product of an advanced eugenics program to breed the perfect Aryan.

Tomas was the program’s crowning success: athletic, handsome, brilliant, and “genetically fit” in every way. Fortunately, he was also much smarter than his Nazi creators gave him credit for being. Tomas encountered the underground American Resistance to the Nazis and learned the truth about atrocities his creators committed. He joined the Resistance and helped them to survive against the Nazi commandants of America. In 2002 on his Earth, Tomas led a raid on a Nazi lab and stole an experimental time-travel device, using it to go back into the past to prevent the Axis from winning the war.

Tomas arrived in Freedom City shortly after the attack on Pearl Harbor. He became Thomas Morgan to hide his German background and adopted the code name of Dr. Tomorrow. In this identity, he met with Franklin Roosevelt and convinced the President of the dangers of the Nazis and their plans for the world. Within 24 hours of his arrival back in time, Dr. Tomorrow forged the Liberty League with the president’s blessing to fight the Axis. Of all the Doc’s allies, only FDR, Centurion, and the Freedom Eagle ever learned his true origin. While some knew he was “from the future,” they believed Doctor

Tomorrow was looking to protect that future, rather than change it.

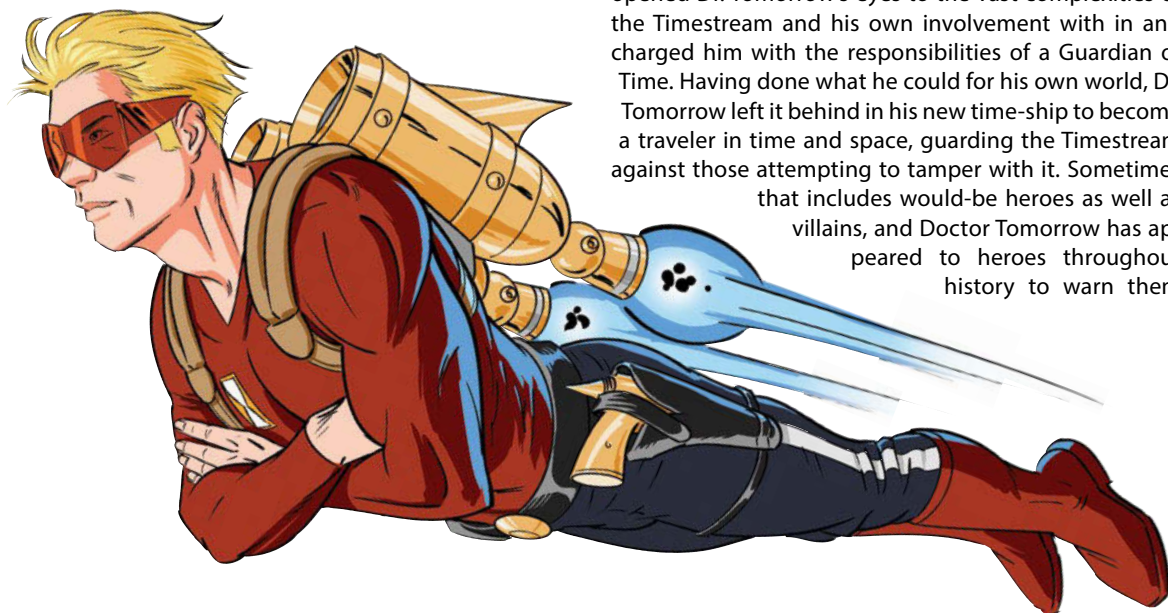
With his tactical and technical skills and physical prowess, Doc led the Allies’ greatest heroes against the Axis powers. Doctor Tomorrow also fought a “secret war” against Zeitgeist, his opposite number in Nazi Germany, a disembodied scientist from Doc’s future, sent back into the past and inhabiting the body of a mutant gorilla. Zeitgeist sought to prevent the historical changes Doctor Tomorrow tried to make, while tilting history in his own favor.

Eventually, the Allies won the war. Doctor Tomorrow disappeared three days after VJ Day in 1945. Most believed he returned to his future, hoping his actions had changed it for the better. Sadly, he was mistaken.

Although Doc changed history, it wasn’t his history. The time machine shunted him into the past of a parallel universe, or else his interference in the past *created* a parallel universe. Either way, his present was still dominated by the Axis powers, and he was captured and imprisoned. Fortunately, the Resistance, aided by heroes from early 21st century Freedom City, was able to free Dr. Tomorrow, who turned his inventive genius to overcoming the Nazi war-machine.

Doc gave the Resistance technology able to defeat the enemy’s cyborg tanks and fighter planes. He developed weapons effective against Axis super-soldiers. Rebellion spread, and soon the world was truly on the road to freedom. Dr. Tomorrow also studied the Nazi time travel technology, in hopes of discovering true time travel and a way of changing his world’s past.

His experiments drew the attention of the mysterious Time Keepers. These beings from the end of time opened Dr. Tomorrow’s eyes to the vast complexities of the Timestream and his own involvement with in and charged him with the responsibilities of a Guardian of Time. Having done what he could for his own world, Dr. Tomorrow left it behind in his new time-ship to become a traveler in time and space, guarding the Timestream against those attempting to tamper with it. Sometimes that includes would-be heroes as well as villains, and Doctor Tomorrow has appeared to heroes throughout history to warn them



## DOCTOR TOMORROW

PL9

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	4	4	4	10	7	7	7

## EQUIPMENT

**Blaster:** Ranged Damage 5 • 10 points

**Jet Pack:** Flight 5 (60 MPH) • 10 points

**Space Suit:** Immunity 5 (cold, radiation, suffocation, vacuum) • 5 points

**Time Ship:** Size: Large, Strength 4, Toughness 7, Defense -2, Features: Navigation System, Remote Control, Powers: Concealment 10, Flight 6 (120 MPH), Immunity 7 (all environmental conditions, suffocation), Insubstantial 4 (Incorporeal), Movement 3 (Time Travel 3) • 68 points

## SKILLS

Athletics 6 (+10), Close Combat: Unarmed 2 (+12), Deception 6 (+13), Expertise: History 12 (+19), Expertise: Physical Sciences 10 (+17), Insight 8 (+15), Investigation 5 (+12), Perception 5 (+12), Persuasion 6 (+13), Ranged Combat: Blasters 4 (+12), Stealth 8 (+12), Technology 10 (+17), Treatment 4 (+11), Vehicles 8 (+12)

## ADVANTAGES

Assessment, Defensive Attack, Defensive Roll 2, Eidetic Memory, Equipment 19, Evasion, Improved Initiative, Inspire, Inventor, Jack-of-all-trades, Languages 3 (English, French, Japanese, Latin; native German), Leadership, Precise Attack (Ranged, Cover), Quick Draw, Ranged Attack 4, Teamwork, Well-informed

of cosmic catastrophes, including ones they themselves may create, if they attempt to tamper with the forces of time!

## PERSONALITY

Doctor Tomorrow is a man charged with an important mission: The protection of time itself, and he takes his responsibilities seriously indeed. At least some of Doc's drive as a Guardian of Time is guilt: He was created to be a symbol of Ayran superiority, but rebelled against his creators and their philosophy. He sought to change history for the better, but was forced to fight his battles in the present when all of his changes proved fruitless in his own time. He now sees himself as older and wiser and protecting the Timestream from the kind of misguided youthful good intentions he had.

Outside of the gravity of his responsibilities, Dr. Tomorrow retains a sense of adventure and wonder for the boundless opportunities afforded by having all of time and space open to him. He enjoys visiting different eras of human history and partaking in the lives of the people living there, to the degree that his work allows. Indeed, it is regular contact with otherwise ordinary people that

## OFFENSE

INITIATIVE +8

Blaster +12 Ranged, Damage 5

Unarmed +12 Close, Damage 4

## DEFENSE

DODGE 12 FORTITUDE 7

PARRY 12 TOUGHNESS 6/4\*

WILL 10 \*Without Defensive Roll

## POWER POINTS

ABILITIES 95 SKILLS 47

POWERS 0 DEFENSES 16

ADVANTAGES 41 TOTAL 198

## COMPLICATIONS

**Guardian of Time:** Dr. Tomorrow works for the cosmic Time Keepers and is responsible for protecting the time stream from outside influence, forbidden to interfere except to persevere his charge.

**Motivation—Responsibility:** Having taken it upon himself to change history once, Dr. Tomorrow has accepted responsibility for guarding history from outside influences.

reminds him of the importance of his work in protecting their history.

## POWERS &amp; ABILITIES

Tomas Morgen was genetically engineered for strength, health, coordination, and intellect, and possesses near-ideal human levels of ability in those areas. Additionally, Dr. Tomorrow is a natural and charismatic leader and tactician. An intellectual polymath, Dr. Tomorrow is a brilliant scientist, engineer, and linguist. His familiarity with the cutting-edge technology of his home time literally put him decades ahead of the 1940s and now his experiences with the Time Keepers and their vastly more advanced technology puts him centuries (if not millennia) ahead of the 21st century.

For all of his access to advanced technology, Dr. Tomorrow tends to operate fairly simply. His standard equipment consists of an energy blaster sidearm, a jet-pack, and an automatic, collapsible, transparent environment suit. His Inventor advantage allows Doc to whip up other gadgets on an as-needed basis. His most important resource is his time-ship, a vessel capable of traveling to any point in time and shifting "out of phase" to become undetectable and intangible as needed.



# FORESHADOW

**REAL NAME:** David Sloane

**OCCUPATION:** Investor

**BASE:** Freedom City

Even as a boy, David Sloane had a gift, the ability to sometimes know what was going to happen before it did. His visions were rare and he learned not to talk about them because they made people uncomfortable. After all, there were certain things a child wasn't supposed to know, especially when he always seemed to know them accurately in advance.

As a teenager, David continued to hide his gift in order to fit in and be considered normal. Then he had a vision of his parents getting into a terrible accident. He tried to

ignore it at first, tried to pretend it wasn't true. When he begged his parents to be careful on their way to a dinner party, they promised they would be, but it didn't matter. A drunk driver hit their car head-on and they were both killed. David blamed himself, thinking he should have done something more to prevent it from happening.

His parents had a substantial estate and life insurance policy, which gave David money to live on as he finished high school. When he graduated, he sold his parents' house and most of its contents, invested the majority of his money with a friend of his father's at Rath & Stromberg, and left the United States to travel the world. It seemed the like the act of newly-legal adult who'd suddenly come into money, but David actually went looking for ways to learn about his gift and how to control it, or perhaps, how to rid himself of it.

He traveled through South America, India, Tibet, China, Japan, and Australia, seeking out seers and gurus to learn more about his foresight. Over time, he learned how to control it and focus it, and he also learned that his gift came with a responsibility to help others. Along the way, he learned and mastered a number of other skills, including martial arts, infiltration, meditation, and criminal investigation.

David returned to Freedom City nearly a decade later. He bought and fixed up a run down Victorian-era house on the Southside/Bayview line and began to put his plans into action. Southside had gone downhill considerably since he left, and crime was rampant. He could see where things were going, and he intended to prevent them. So David created the costume and identity of the mysterious Foreshadow, and burst onto the Freedom City scene by thwarting a number of crimes.

Foreshadow became renowned for his amazing ability to be in the right place at the right time. He has never revealed his precognitive powers; most people think Foreshadow is "merely" an amazing detective, athlete, and unarmed combatant. Over time, he put a serious dent in criminal activity in Southside and throughout Freedom City. The Freedom League extended an invitation for Foreshadow to join them, but he declined, saying that he works best on his own. In truth, he was tempted, but one of his visions suggested that joining the League at that time would be disastrous.

Organized crime in Freedom City has always been Foreshadow's greatest foe, although he has tangled with various super-criminals, particularly mercenaries working for the Mob and small-time villains looking to make a quick buck. One of his longest rivalries was with Boss Drio-



## FORESHADOW

PL9

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	4	4	4	6	3	5	3

## POWERS

**Combat Sense:** Enhanced Dodge 6, Enhanced Parry 6 • 12 points

**Foresighted:** Senses 10 (Danger Sense, Precognition, Vision Counters All Concealment) • 10 points

## SKILLS

Acrobatics 10 (+14), Athletics 8 (+12), Close Combat: Unarmed 4 (+10), Deception 8 (+11), Expertise: Streetwise 8 (+11), Insight 10 (+15), Intimidation 8 (+11), Investigation 8 (+11), Perception 4 (+9), Sleight of Hand 10 (+14), Stealth 10 (+14)

## ADVANTAGES

Defensive Roll 2, Equipment 4 (Underground Lair HQ), Evasion 2, Improved Initiative, Power Attack, Seize Initiative, Set-up, Takedown, Trance, Uncanny Dodge, Well-informed

gano and the crime-lord's mysterious "advisor" known as Tarot. Her insights seemed to rival Foreshadow's in many regards, allowing Driogano to remain at least in-step with the heroic vigilante, if not a step ahead. Eventually, Foreshadow learned Tarot was Driogano's daughter, possessed of insights much like his own.

Their dance became one of mutual attraction, and Foreshadow worked to free Tarot from her father's influence, convinced he could save her. He was certain that he was close to succeeding when he experienced a mysterious "timeslip," nearly a day of missing time. After that, Alicia—Tarot—not only turned her back on David, but took a far more active role in organized crime in Freedom City, becoming the true power behind Boss Driogano's criminal empire. Foreshadow has seen the possibility that he will be forced to put the woman he loved—and still loves—in prison for life, or worse, and hopes to find a way to change the course of events, if it can be changed.

## PERSONALITY

Foreshadow is a man with a heavy burden of responsibility. He still feels guilt over his failure to save his family, so he tries to redeem himself through crime-fighting. He knows the things he foresees will come to pass unless he does something to prevent them, so he has devoted his life to righting wrongs or, more accurately, preventing them. His precognition has not made him fatalistic. "I'm living proof that the future can be changed," he says. In fact, Foreshadow believes no situation is hopeless.

David Sloane is a loner. He has difficulty getting close to people, since he fears he'll foresee something terrible for them, as he did for his parents. Being Foreshadow is when David feels the most alive, but even then he prefers to operate alone. He loves Tarot, but cannot become involved with her so long as she works for Boss Driogano and the Mob, and he remains bewildered as to why she

## OFFENSE

INITIATIVE +8

Unarmed +10 Close, Damage 4

## DEFENSE

<b>DODGE</b>	12	<b>FORTITUDE</b>	7
<b>PARRY</b>	12	<b>TOUGHNESS</b>	6/4*
<b>WILL</b>	10	*Without Defensive Roll	

## POWER POINTS

<b>ABILITIES</b>	66	<b>SKILLS</b>	44
<b>POWERS</b>	22	<b>DEFENSES</b>	10
<b>ADVANTAGES</b>	17	<b>TOTAL</b>	159

## COMPLICATIONS

**Motivation—Responsibility:** Foreshadow is the only one who can prevent the events he foresees, so he knows that he must take action.

**Rival—Tarot:** Foreshadow has a rival and equal in Tarot, whom he loves, but must also fight against because of her loyalty to the Mob.

has turned away from him, dedicating herself further to aiding and running a criminal empire.

Always looking towards the future, Foreshadow has contemplated the possibility of taking on a student or apprentice of sorts (perhaps even more than one), something friends like Claremont Academy headmaster Duncan Summers encourage. Foreshadow feels that he'll receive guidance and insight, if it is meant to be.

## POWERS &amp; ABILITIES

Foreshadow is a well-trained athlete, acrobat, and unarmed combatant, able to rely on his precognitive insight to give him almost superhuman levels of ability in evading attacks. Among other things, Foreshadow can fight in complete darkness or against unseen opponents using his foresight and avoid attacks by sensing where they are going to land. He is also a skilled investigator and student of human nature with years of experience dealing with criminals.

Foreshadow's superhuman power is precognition: He receives intermittent visions of future events, sometimes in dreams or waking visions, more often in the form of powerful "hunches" or spontaneous insights. He has proven his visions are only one of many possible futures, having changed many of them. Foreshadow's visions tend to involve disasters, violent crime, and similar incidents in his general geographic area, which he takes steps to prevent. His power also gives him a preternatural sense for immediate danger.



# THE FREEDOM LEAGUE

The Freedom League is the world's premier superhero team and has been for decades. The current team is technically the third—and largest—incarnation of the Freedom League.

The original Freedom League was founded after the Greek god Hades attempted to invade Freedom City with an army of the undead as a means of striking at Daedalus and making a play for domination of the world of the living. A group of heroes—Daedalus, Centurion, the second Lady Liberty, Pseudo, and the second Bowman—banded together to stop Hades' plans. They decided to remain together as a group, using a downtown mansion owned by Fletcher Beaumont (the first Bowman) as their headquarters. During the 1960s and '70s, they fought a variety of menaces and became known as the world's greatest heroes.

The League began to drift apart in the 1970s, with some members departing its ranks. Raven retired from superheroism due to injuries sustained fighting against Dr. Sin. Lady Liberty's powers began to fade. Black Avenger quit after many disputes over the League's focus. Scarab died saving the League from the Scions of Sobek. Daedalus, weary of the never-ending battle, decided to leave Earth to explore the stars.

By the 1980s, the League's ranks were diminished. Efforts were made to add new heroes to the team, but they were younger, and less experienced. They didn't always mesh well with older heroes like the Centurion. The team's performance suffered, and then League members Halogen and Tectonic died fighting the ruthless Katanarchists. In the face of growing public mistrust of superheroes, Centurion disbanded the Freedom League to prevent any further deaths on his conscience.

When Omega's forces invaded Freedom City in 1993, some former members of the Freedom League banded together with new heroes to help fight off the invasion. After Omega's defeat and the death of the Centurion, these heroes decided to revive the Freedom League. They built Freedom Hall on the site of the old Beaumont Mansion in downtown Freedom City, and soon the Freedom League was again renowned as the world's greatest defenders of peace and justice.

Another invasion changed the character of the League. Former Freedom Leaguer Pseudo came to Earth to warn of an invasion by his race, the Grue. He had the assistance of Maria Montoya, Earth's new Star Knight. Marshalling Earth's heroes, the Freedom League was able to root out the Grue infiltrators trying to weaken Earth's defenses and fend off the alien invasion fleet long enough for a group of psychics and mystics to defeat the Grue Meta-Mind. Still, the victory was a narrow one and the invasion might well have succeeded if not for Pseudo's intervention.

So the League decided to expand its operations. Daedalus, Pseudo, and Star Knight, with the assistance of other League members, constructed an orbiting satellite headquarters for the team, and the League sent out invitations to heroes around the world to join its ranks. No

longer would the Freedom League operate solely out of Freedom City. Instead, they would protect the world from any threat, monitoring the situation from high above, the Earth's first line of defense.

Since then, the Freedom League has continued to go through some changes; senior members like Captain Thunder and the second Raven retired from active duty and new ones like Centuria and Thunderbolt moved up in the ranks, but the team's devotion to duty remains unchanged.

## THE LIGHTHOUSE

The Lighthouse is the Freedom League's main headquarters, a self-contained satellite in high Earth orbit, accessible by either spaceplane or dedicated "teleportals" on Earth. This provides the Lighthouse with considerable security in addition to making it Earth's first line of defense against any danger from outer space.

The Lighthouse was designed by Daedalus, based on designs the Star Knights use for their deep space and orbital facilities, and supplemented with alien technologies Daedalus studied during his years in space, while the Freedom League funded and built it using their resources. The League applied for and received permission from the United Nations and UNISON to operate the Lighthouse in Earth orbit, although the approval of the world's nations was by no means unanimous.

The cylindrical satellite has several decks, including a hangar deck for the Pegasus spaceplanes, an observation deck (with a spectacular view of Earth), dormitories for League members and guests staying on board, a mess hall, gymnasium, laboratories, and an infirmary. The main control center includes monitoring facilities keeping watch over the Earth.

The Lighthouse has a fusion power core supplemented by solar collectors on its exterior surface. Its systems are maintained by a sophisticated computer mainframe, which also contains the Freedom League's extensive case files. The command deck has a teleportal able to transport passengers to any other portal on Earth. The League has teleportals in the world capitols and major cities; the Freedom City teleportal is located in Freedom Hall.

### THE LIGHTHOUSE

HQ • 23 POINTS

**Size:** Colossal **Toughness:** 20 **Features:** Combat Simulator, Communications, Computer, Defense System, Fire Prevention System, Gym, Hangar, Holding Cells, Infirmary, Isolated, Laboratory, Living Space, Power System, Security System, Teleport 10 (Earth to the Moon, Affects Others, Limited to other teleportal locations).

## PEGASUS PLANES

For long-range travel, the League uses one of several *Pegasus*-class spaceplanes, designed and built by Daeda-

lus. The Pegasus is a sleek aircraft capable of high speeds in the atmosphere and equipped with a star-drive that allows it to travel at hyper-light speeds in space. It is able to hover in place and take off or land vertically.

## PEGASUS SPACEPLANE

VEHICLE • 51 POINTS

**Size:** Gargantuan **STR:** 15 **SPEED:** 11 (air) **DEF:** 6 **TOU:** 13  
**Features:** Features 2 (loudspeakers and spotlights), Navigation System 3 (+15 to checks), Remote Control, Senses 11 (Darkvision, Direction Sense, Radar (Accurate Radius Radio, Extended 2), Time Sense), Space Travel 2

## FREEDOM HALL

The original Freedom League HQ was a mansion owned by the Beaumont family in downtown Freedom City. During the 1940s and '50, it served as a headquarters for the Liberty League. Fletcher Beaumont, Sr. offered it to the new Freedom League as their headquarters.

The mansion was destroyed during the Terminus Invasion, and Daedalus designed a new headquarters for the team, built using advanced materials and construction techniques the master inventor developed over the years and paid for by Daedalus' own considerable fortune. The new headquarters was dubbed "Freedom Hall."

Freedom Hall consists of four aboveground levels and two underground levels. Only the layout of the ground floor of the headquarters—which is largely open to the public—is widely known. The remaining layout of the building is kept relatively secret as a security measure.

### LEVEL ONE

The ground floor of Freedom Hall features the Freedom League's public facilities. It is largely taken up by a lobby and reception area open to the public and "staffed" around the clock by a robot receptionist named "Cynthia." Although artificially intelligent, Cynthia is not truly sentient, but she is lifelike enough to fool casual visitors into believing she is a real, living, person. Use the bystander archetype for Cynthia, but no Stamina rank and Immunity 30 (Fortitude) due to her robotic nature.

The first level of Freedom Hall also features a public conference room and the League's trophy room and museum, featuring displays of their cases and other items dating back to the original League.

Three elevators take passengers to the other floors of the headquarters. They are keyed to operate only for members of the Freedom League or their designated guests; overcoming the security lockouts is a DC 30 Technology check.

### LEVEL TWO

The second floor of Freedom Hall contains the main working areas for the Freedom League, including the team's private meeting room, monitor center, library, and related facilities; the teleportal to the Lighthouse is located on this floor as well. This is also the area where the League entertains guests allowed access to the more

private areas of the headquarters, and has quarters for any guests who may stay at Freedom Hall.

### LEVEL THREE

Level Three is living space for League members and their dependents, though only a few choose to live there full time. Most members of the League only live at Freedom Hall for short stretches of time, usually when circumstances prevent them from returning home while on-duty. Dr. Metropolis ostensibly "lives" at Freedom Hall, but the Spirit of the City is often elsewhere in Freedom City, appearing at the League's headquarters when he's needed.

### LEVEL FOUR

The uppermost level of Freedom Hall contains hangar facilities connected by a hydraulic lift to a rooftop landing pad, along with mechanical workshops. The Freedom League stores vehicles and related equipment here while they are not in use. There may be a Pegasus spaceplane in the hangar bay or on the landing deck if the League has used one to shuttle back to Earth recently.

### SUB-LEVEL ONE

The basement of Freedom Hall is specially reinforced and designed for use as a backup for the main facilities above, should anything happen to them. There are emergency quarters for the League members and their families, along with Freedom Hall's medical lab and infirmary. The basement level has stocks of food and other supplies.

### SUB-LEVEL TWO

The lowest level of Freedom Hall contains the power systems—an advanced geothermal tap designed by Daedalus, supplemented by solar collectors and battery backups, that provide all the power Freedom Hall requires. The sub-level holds the League's "wreck room," used for training exercises, and holding cells intended to temporarily contain criminals until they can be turned over to the authorities.

## FREEDOM HALL

HQ • 18 POINTS

**Size:** Large **Toughness:** 15 **Features:** Combat Simulator, Communications, Computer, Concealed, Defense System, Fire Prevention System, Gym, Hangar, Holding Cells, Infirmary, Laboratory, Living Space, Power System, Security System.

## SKY-BIKES

For short-range uses, the League has a half-dozen sky-bikes, anti-gravity "sleds" capable of carrying two riders. The sky-bikes use the same propulsion system as Daedalus' armor, making them swift and virtually silent. Sky-bikes are kept in Earth-based facilities like Freedom Hall.

## SKY-BIKE

VEHICLE • 28 POINTS

**Size:** Medium **STR:** 5 **SPEED:** 6 (air) **DEF:** 11 **TOU:** 5  
**Features:** Features 2 (loudspeakers and spotlights), Navigation System 3 (+15 to checks), Remote Control, Senses 3 (Direction Sense, Radio, Time Sense), Subtle Flight



# BOWMAN

**REAL NAME:** Fletcher "Fletch" Beaumont III

**OCCUPATION:** Superhero

**BASE:** Freedom City

The fourth to carry the mantle of the Bowman, Fletcher Beaumont III ("Fletch" to his friends) comes from a long line of heroes. His grandfather and namesake was the original Bowman in the 1940s and a founder of the Liberty League. Fletch's father served as the second Arrow under the original Bowman's ward, Timothy Quinn, who was himself the first Arrow and the second Bowman. Fletcher II also became the third Bowman and trained Ethan Keller, the third Arrow, but his problems with alcoholism forced him to retire in disgrace. Keller adopted the identity of Archer and worked with the team FORCE Ops before eventually retiring.

Despite that ignominy, the Bowman's name still means a lot to Freedom City and the Beaumont family, so Fletch has a lot to live up to. His father, grandfather, and "Uncle Tim" taught Fletch

how to handle a bow from the time he was old enough to hold one. He's grown up to be an accomplished athlete, a clever student, and perhaps one of the greatest archers who has ever lived. Unfortunately, Fletch didn't have many chances to just be a kid.

After the split between Fletcher Beaumont II and Ethan Keller, the Bowman was absent from the superhero scene for quite some time. Keller adopted the code-name Archer and formed FORCE Ops. From the time he was a boy, Fletch wanted to restore the identity of the Bowman and prove himself worthy of the name. Although his father was initially reluctant, Fletch won out. His father still insisted Fletch attend the new Claremont Academy for training beyond what the three elder archers could teach him. He was the star student there and first unofficial "leader" of the Next-Gen. Following the Grue Invasion, Bowman graduated from Claremont and joined the Freedom League full-time, his next big achievement.

Since then, Bowman has been a stalwart member of the League and a mainstay of Freedom City's heroes, fighting crime and doing good in the city and around the world.

Although out-classed in sheer power by his fellow Leaguers, Bowman holds his own as both a tactical asset and for his never-say-die attitude.

Bowman had an ongoing flirtation with fellow Claremont student Seven during their time in the Next-Gen together, and they briefly dated, but ended the relationship due to their working together in the Freedom League. He is concerned about Seven's departure from Earth's dimension and her future, but knows she is dealing with forces and decisions far beyond his experience.

In recent years, Fletch has also been groomed to take over his family's business empire, including the *Ledger* publishing company, working with his father and grandfather and becoming a familiar face to the board of directors. This is one area where Fletch has not excelled: He has a sizable trust-fund and inheritance and, having never had to worry about money, he tends to see the family business interests as purely secondary to his heroic career, lending support to the public notion that Fletcher Beaumont III is nothing more than "idle rich" (and in no way associated with the dynamic and heroic Bowman). Fletcher's disdain for the day-to-day affairs of a businessman and majority stockholder may become a problem, given the challenges faced by the publishing business that makes up a significant part of his family's assets and the various corporate sharks interested in acquiring some or all of the Beaumont holdings, if neglect by the current heir provides them with the opportunity to do so.



## BOWMAN

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	2	6	6	10	1	3	4

## POWERS

**Bow and Arrows:** Easily Removable (-8 points), Array (17 points):

- **Bola Arrow:** Ranged Cumulative Affliction 4 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree • 1 point
- **Electro Arrow:** Ranged Cumulative Affliction 4 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • 1 point
- **Explosive Arrow:** Ranged Burst Area Damage 6, Diminished Range (-1 point) • 17 points
- **Peerless Shot:** Ranged Multiattack Precise Damage 4 • 1 point
- **Smoke Arrow:** Ranged Cloud Area Visual Concealment Attack 4 • 1 point
- **Swingline Arrow:** Movement 1 (Swinging) • 1 point

**Trained Runner:** Speed 1 • 1 point

## SKILLS

Acrobatics 10 (+16), Athletics 8 (+10), Deception 8 (+12), Expertise: History 4 (+5), Expertise: Streetwise 8 (+9), Insight 7 (+10), Intimidation 6 (+10), Investigation 7 (+8), Perception 8 (+11), Ranged Combat: Bows 6 (+12), Stealth 10 (+16), Technology 7 (+8), Vehicles 5 (+11)

## ADVANTAGES

Accurate Attack, Benefit 1 (Well-off), Connected, Defensive Attack, Defensive Roll 2, Equipment 1, Evasion 1, Improved Aim, Improved Critical (Bows) 4, Improved Defense, Improved Disarm, Improved Initiative 2, Instant Up, Move-by Action, Precise Attack 2 (Ranged, Cover & Concealment), Quick Draw, Ranged Attack 4, Seize Initiative, Skill Mastery (Ranged Combat: Bows), Taunt, Ultimate Effort (Aim)

## PERSONALITY

Bowman is cool, confident, and collected. He's been training as a hero for as long as he can remember, so he really doesn't know any other sort of life. He's a natural leader with a take-charge attitude and a demeanor that commands respect. He bravely faces down powerful supervillains, with no real powers beyond his considerable skills and training. It took some adjustment going from star Claremont student and leader of the Next-Gen to junior member of the Freedom League, but he handled it, and has proven himself as a full-fledged hero in his own right.

Although he's sometimes wistful about never having a "normal" life, the truth is that Bowman loves the action and excitement of his superheroic calling, and wouldn't give it up for anything. He looks to balance his craving for adventure with a sober understanding of the importance of the legacy he carries, and what it symbolizes to people. Although Bowman can be both a romantic and a flirt, he's cautious about relationships both because of the danger, and the fact that he puts his calling above other concerns in his life.

In spite of his daring, Bowman has become largely comfortable with operating in a support capacity within the

## OFFENSE

INITIATIVE +14

Arrow +16 Ranged, Damage 4 or by trick arrow, Crit. 16-20

Unarmed +10 Close, Damage 2

## DEFENSE

**DODGE** 14 **FORTITUDE** 8

**PARRY** 10 **TOUGHNESS** 6/2\*

**WILL** 9 \*Without Defensive Roll bonus

## POWER POINTS

**ABILITIES** 68 **SKILLS** 47

**POWERS** 15 **DEFENSES** 20

**ADVANTAGES** 30 **TOTAL** 180

## COMPLICATIONS

**Identity:** Famous member of the Freedom League and bearer of a long heroic legacy.

**Motivation—Thrills:** Bowman is an adrenaline junkie and sometimes has a difficult time reconciling his love for action with his professional obligations to his teammates and those under his protection.

**Responsibility:** As the current bearer of the "Bowman" name, Fletcher feels a keen responsibility to do the name proud.

Freedom League. He knows that he can best serve the team by setting up opponents, taunting or hindering them, and waiting for the opportunity for the right target to present itself.

## POWERS &amp; ABILITIES

Bowman has no super-human powers, but is a finely trained athlete with extraordinary agility, coordination, and skill with a bow. His family, teachers at Claremont Academy, and mentors in the Freedom League have ensured that Bowman can handle himself in a wide variety of situations, and he has taken on far more powerful opponents and won.

Bowman's primary weapon is his namesake, a high-tech compound bow with a heavy pull, and a quiver of trick arrows, equipped with various gimmicks. The arrows listed in his bow and arrows array are just the most common ones Bowman uses in the field. He sometimes carries specialized arrows as well, spending hero points to add them as power stunts of the array. The Easily Removable flaw of the array reflects that Bowman sometimes simply runs out of arrows in addition to losing his bow or quiver due to damage or being disarmed in combat.

Still, anyone who assumes Bowman is helpless without his bow is in for a surprise. The hero is also very athletic, a skilled hand-to-hand combatant, and an excellent infiltrator.

# CENTURIA

**REAL NAME:** Katherine “Kate” Leeds

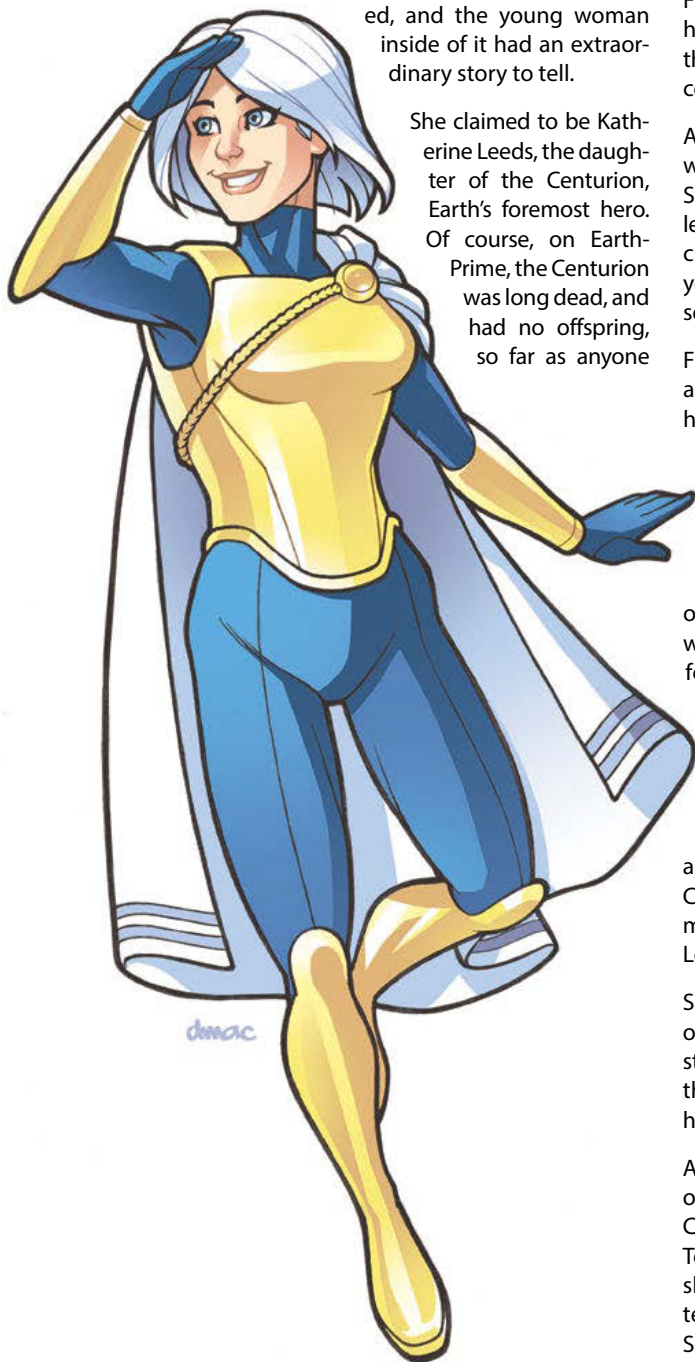
**OCCUPATION:** Superhero

**BASE:** Freedom City

History does repeat itself sometimes. So it was that during a freak thunderstorm over Freedom City, something emerged into Earth’s dimension, streaking across the sky like a bolt of lightning to crash in Wharton Forest. The configuration of the metallic capsule at the crash-site was hauntingly familiar to many of the members of the Freedom League who responded,

and the young woman inside of it had an extraordinary story to tell.

She claimed to be Katherine Leeds, the daughter of the Centurion, Earth’s foremost hero. Of course, on Earth-Prime, the Centurion was long dead, and had no offspring, so far as anyone



knew. But on Kate’s homeworld, her father *did* start a family. He placed her in the dimensional capsule and sent her into the omniverse when their Earth was menaced by its equivalent of the Terminus Invasion.

Although she initially did not have any powers of her own, the transition through the dimensional nexus changed Kate Leeds much as her father had been: bleaching her hair white and granting her tremendous strength, speed, and invulnerability. Genetic testing and quantum scans bore out the rest of her story. Unfortunately, when the Freedom League searched the omniverse for evidence of her homeworld, they found only the infernal red glow of the Doom Coil, evidence that it had been destroyed and consumed by the Terminus.

Alone on a world not her own, Kate Leeds found a home with Beth Walton-Wright (Lady Liberty) and her husband, Steven. She attended Claremont Academy, where she learned to control her newfound powers and became acclimated to life on Earth-Prime in the company of other young people, many of them from other worlds and possessed of superhuman powers as well.

From the moment she learned of the fate of her home and family, Kate was determined to carry on the legacy of her father, as well as that of Earth-Prime’s Centurion. She adopted a costume based on his and chose the sobriquet “Centuria”.

Needless to say, her initial public appearances created a media frenzy, and Centuria answered all questions about her origins and intentions truthfully to the best of her ability. Vetted by the Freedom League, the otherworldly daughter of Freedom City’s greatest hero soon found herself eagerly embraced by her adoptive home.

A teen celebrity of tremendous proportions, Centuria soon graduated from Claremont Academy and continued her studies at Freedom City University, maintaining a secret identity as Kate Leeds (complete with an instantaneous brown hair dye). After a probationary period of training with Lady Liberty, Daedalus, and Captain Thunder, in addition to her prior training at Claremont, Centuria was granted membership in the Freedom League, one of her proudest achievements.

She has since served as a stalwart of the League, and one of it’s “heavy hitters,” particularly as other members have stepped back from their involvement. Centuria knows that the League, Freedom City, and the world are counting on her, and she does her very best not to let any of them down.

Although she’s still quite young, Centuria has become one of the most popular and beloved heroes of Freedom City, considered a worthy successor to her father’s legacy. Towards that end, the Freedom League placed stewardship of the Sanctum, the Centurion’s home and headquarters, hidden above the Arctic Circle, in Centuria’s hands. She does not spend at much time at the Sanctum as her



## CENTURIA

PL13

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
15	8	3	2	7	2	3	3

## POWERS

**Invulnerability:** Immunity 10 (life support), Protection 8 (Impervious 12) • 30 points

**Might:** Enhanced Fortitude 4, Enhanced Stamina 6, Enhanced Strength 15, Power-lifting 2 • 48 points

**Swiftiness:** Flight 12 (8,000 MPH), Quickness 4 • 28 points

## SKILLS

Acrobatics 4 (+7), Close Combat: Unarmed 4 (+11), Insight 4 (+7), Intimidation 2 (+5), Investigation 2 (+4), Perception 7 (+10), Persuasion 4 (+7), Ranged Combat: Throwing 6 (+8), Technology 4 (+6), Treatment 2 (+4), Vehicles 3 (+5)

## ADVANTAGES

Eidetic Memory, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Inspire, Interpose, Languages (Latin, English native), Move-by Action, Power Attack, Teamwork

## OFFENSE

## INITIATIVE +7

Unarmed +11

Close, Damage 15

## DEFENSE

**DODGE** 9      **FORTITUDE** 12

**PARRY** 10      **TOUGHNESS** 16

**WILL** 11

## POWER POINTS

**ABILITIES** 44      **SKILLS** 21

**POWERS** 107      **DEFENSES** 17

**ADVANTAGES** 10      **TOTAL** 199

## COMPLICATIONS

**Motivation—Responsibility:** Centuria follows the example of her father, the Centurion, and seeks to honor his legacy and fill his role in the world.

**Outsider:** An exile from a parallel world that is no more, Centuria is not entirely at home on Earth-Prime, although she is seeking to make it more of her home.

predecessor did, but still visits regularly and makes use of the facilities there, as well as checking-in on the life-forms living in the Sanctum. See the **Atlas of Earth-Prime: Canada** for details on the Sanctum and its contents.

## PERSONALITY

Faced with a tremendous amount of power, loss, and responsibility at a young age, Centuria is an earnest young woman: thoughtful, serious, dedicated, even driven to meet and exceed expectations. Her seriousness and lack of sense for sarcasm sometimes made her the “straight man” for jokes and pranks in her Claremont days. Although she has developed a wry and understated sense of humor, the notion of Centuria cracking a joke is incongruous enough to throw most people for a loop when it does happen.

Although she initially emotionally confused some of the people on Earth-Prime with their analogues from her own Earth and childhood, she has come to form her own relationships with her new friends and family. She particularly sees Liz Walton-Wright (the former Lady Liberty) as a “big sister” and sometime adopted mother and feels a great deal of empathy for fellow legacies Lady Liberty and Thunderbolt, in spite of the later’s efforts to keep people at arm’s length..

Centuria’s determination to succeed and can-do attitude are maturing into a natural talent for leadership, turning her dedication to excellence into the ability to inspire others to do their best as well. Her mentors in the Freedom League have been grooming Kate to take more of a leadership role with the team.

Centuria makes use of her considerable invulnerability to defend others as much as possible. Normally kind and compassionate to her foes, Centuria would do anything necessary to protect Earth-Prime from the Terminus, so it does not suffer the fate of the world of her birth, or the countless others Omega has destroyed.

## POWERS &amp; ABILITIES

Centuria has powers quite similar to those of her father, the Centurion, although not quite at his peak level of power. Still, Centuria’s power has grown as she has matured, and may well continue to do so. Daedalus has speculated that she may achieve power levels equal those of Earth-Prime’s Centurion, or perhaps even greater.

In particular, she is superhumanly strong and resistant to harm, essentially invulnerable to small arms and most hand-held weapons, and able to survive indefinitely in the depths of space or other hostile environments. Centuria can fly at great speed (faster than most conventional aircraft) and her reaction times are enhanced, although nowhere near as fast as speedsters like Johnny Rocket.

Centuria is a trained and capable hand-to-hand combatant, although she shows considerable restraint, until she knows an opponent’s capabilities well.

It remains to be seen if Centuria also benefits from the same slowed aging as her father or Earth-Prime’s Centurion. Since she has reached physical maturity, tests have not show any evidence of a slowing of the aging process, but such an ability would be consistent with her heritage and other powers. The potential of outliving many of her contemporaries weighs on Centuria’s mind at times, and contributes to her reluctance to form close ties with people outside of her immediate circle.

# DAEDALUS

**REAL NAME:** Daedalus

**OCCUPATION:** Inventor, scientist, superhero

**BASE:** Freedom City

To most people, Daedalus is one of the world's most brilliant scientists and inventors, but few know his secret. Daedalus is not merely named for the figure from Greek mythology—he is the original. He was a great inventor in ancient Greece, so great he attracted the attention of Minos, King of Crete. Minos commissioned Daedalus to build an inescapable labyrinth to contain the monstrous Minotaur (see **Taurus**). But when Daedalus completed his work, Minos imprisoned him and his son Icarus so they could never reveal the maze's secrets to the outside world.

Daedalus fabricated two pairs of wings from feathers and wax to allow he and his son to escape. Unfortunately,

Icarus ignored his father's advice not to fly too high. When he did, the wax on his wings melted and Icarus plummeted into the sea. Daedalus searched for his son in vain, until he was forced to fly on alone. The gods granted Daedalus the gift of immortality as compensation for Minos' cruelty and Icarus' loss. He spurned their offer, but the gods do not revoke a gift once it is given.

So Daedalus wandered the world for centuries, finding purpose in his studies and his work. He met and learned from the great philosophers and scientists of the ancient world and followed the rise and fall of civilization. All the while, he avoided staying in one place for too long, so as not to give away his true nature. Daedalus often spent time alone with his work, isolated for decades at a time. The centuries seemed to pass by faster and faster.

Over the centuries, Daedalus often recalled the lesson Icarus inadvertently taught him: technology was dangerous in the wrong hands. Humanity continued to prove that maxim throughout the years, as they developed newer and more inventive ways of killing and enslaving each other. Still, people also developed technologies to improve life, preventing his cynicism from growing intolerable. Daedalus' own works also moved society forward, though history attributes them to others.

In the 20th century, Daedalus became equally fascinated and concerned with humanity's progress. After the nuclear destruction of Hiroshima and Nagasaki, he decided he needed to act more openly. He spent some years designing a suit of armor equipped with various weapons and began using it to fight crime. He particularly targeted criminals abusing science and technology for personal gain. When his ancient adversary, the Greek god Hades, invaded Freedom City, Daedalus helped a number of heroes thwart his plan. The ancient inventor turned adventurer became a founding member of the Freedom League.

Daedalus worked with the League for years before the endless battles made him question the purpose of his immortal existence. He decided to leave Earth in a starship of his own design, the *Icarus*. He explored the galaxy alone for years, encountering various alien civilizations and challenges along the way, including the Grue and the Star-Khan. His faith in human potential restored by seeing what humanity's "cousins" had done out among the stars, Daedalus returned to Earth just in time to help against the Terminus Invasion, and mourned the death of his old friend the Centurion along with the rest of the world. Daedalus and others reformed the Freedom League shortly afterward, and helped rebuild Freedom City in the aftermath.

After years working with the League on Earth again, Daedalus' wanderlust began to get the better of him and the sudden destruction of Magna-Lor by Collapsar involved the inventor in aiding refugees from the Republic. He took it upon himself to resettle them temporarily on Star Island, and reactivated and refurbished the Preserver habitat on Europa for their needs.



## DAEDALUS

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
11/0	3	1	3	10	10	4	1

## POWERS

**Battlesuit:** Removable (-19 points); **Force Blasters** (Ranged Damage 12, AE: Ranged Affliction 12 (Resisted and Overcome by Strength; Hindered and Vulnerable, Defenseless and Immobilized)); **Gravimetric Enhancers** (Enhanced Strength 11); **Gravitic Repulsors** (Flight 7, 250 MPH); **Reinforced Armor** (Impervious Protection 10); **Sealed Systems** (Immunity 10 (Life Support)); **Sensors** (Senses 9 (Direction Sense, Microscopic Vision, Radio, Time Sense, Tracking Radio, Vision Penetrates Concealment)) • 77 points

**Gift of the Gods:** Immortality 5 (1 day); Immunity 3 (Aging, Disease, Poison) • 13 points

## SKILLS

Expertise: History 10 (+20), Expertise: Philosophy 6 (+16), Expertise: Science 12 (+22), Insight 6 (+10), Perception 6 (+10), Technology 12 (+22), Vehicles 4 (+7)

## ADVANTAGES

Eidetic Memory, Equipment 1, Favored Environment (Planned Situations), Improvised Tools, Inventor, Jack-of-all-trades, Languages 5 (English plus fifteen others, Ancient Greek native), Ranged Attack 8

He renamed it "Starhaven." Daedalus has been spending more time in space and on Europa aiding the newest immigrants to the solar system.

## PERSONALITY

With his great intellect, age, and experience, Daedalus tends to play the role of father-figure to nearly everyone, perhaps making up for the guilt he still feels for failing his son, Icarus. In particular, Daedalus has a patrician sense of *noblesse oblige* when it comes to keeping humanity away from things they're "not ready" to handle yet, which includes many of his own inventions and those of his rivals and foes (which Daedalus has secreted away over the years).

In spite of the formidable capabilities of his battlesuit, Daedalus considers himself a man of peace, and prefers to let reason solve disputes, rather than violence, where possible, and looks for intellectual solutions to problems, sometimes chiding his allies for solving all of their challenges with sheer force. That said, Daedalus is not much of a diplomat, and can become impatient with those who (in his opinion) fail to see reason.

The immortal inventor has a tendency towards obsessiveness, particularly when confronted with an intellectual puzzle or challenge. Daedalus is known for shutting himself up in his lab or workshop for days at a time, barely eating or sleeping, completely focused on the matter at hand and ignoring all other concerns. He has saved the world in this way more than once, but it also makes him difficult to deal with at times.

## OFFENSE

## INITIATIVE +1

Force Blasters +11 Ranged, Damage 12 or Affliction 12 (Strength DC 22)

Unarmed +10 Close, Damage 11

## DEFENSE

**DODGE** 10 **FORTITUDE** 12

**PARRY** 10 **TOUGHNESS** 13/3\*

**WILL** 11 \*Without battlesuit.

## POWER POINTS

**ABILITIES** 64 **SKILLS** 28

**POWERS** 93 **DEFENSES** 25

**ADVANTAGES** 19 **TOTAL** 229

## COMPLICATIONS

**Alone Through the Ages:** An immortal over two-thousand years old, Daedalus tends to remain distant from the brief mortal lives he encounters.

**Motivation—Responsibility:** Daedalus feels a responsibility to protect humanity from a variety of menaces, including their own irresponsibility.

## POWERS &amp; ABILITIES

Daedalus is one of the most brilliant inventive minds who has ever lived, backed by millennia of experience. Due to the gift of the Olympian gods, Daedalus is truly immortal: unaging, immune to illness or toxins, and able to recover from any harm, given time.

Daedalus wears a sophisticated suit of powered armor of his own design, styled to look somewhat like the armor of an Ancient Greek warrior. It is made from advanced alloys, laced with circuitry and computer systems. The armor's primary systems are based on the manipulation of gravity: focused into force beams for offense, or gravitic "grappler" beams to hold targets in place, anti-gravity for swift and near-silent flight and enhancement of lifting strength, and so forth.

Daedalus' armor also includes full-spectrum life support systems, allowing him to function in deep space or virtually any other environment, and sensor systems that allow him to scan and analyze new situations and tap into communications networks.

Although it is not listed amongst his equipment here, Daedalus does also have access to his small starship, the *Icarus*, capable of faster-than-light travel and extended voyagers out amongst the stars, which he most often uses to shuttle between Earth and Starhaven. Use the space shuttle from **Chapter 7** of the *Hero's Handbook*.



# DOCTOR METROPOLIS

**REAL NAME:** Metropolis (the “Doctor” is an honorific)

**OCCUPATION:** City Spirit

**BASE:** Freedom City

Where he came from is a mystery and, if he has answers, he’s not providing them. Still, Dr. Metropolis is the hero with perhaps the strongest ties to Freedom City, and he takes the protection of “his” city very seriously.

Dr. Metropolis first appeared in the aftermath of the Terminus Invasion. As rescue workers and military personnel sifted through the rubble looking for survivors and surveying the damage, a group of them saw a humanoid figure rise up out of the wreckage.

His body was made of concrete and metal, the very substance of the materials around him. He looked

at them with glowing green eyes and said, “I am Metropolis.” Although he would offer no further explanation, the mysterious figure agreed to speak with the authorities.

Although he did not respond to questions regarding his origins, the city-entity was intent on helping Freedom City, and help he did. He began working with the scientists and rescue workers investigating the effects of the Terminus Invasion on the city. They in turn studied him, and eventually dubbed him “Dr. Metropolis,” a name he accepted as his own. His ability to “connect” with the environment of the city allowed him to sense things throughout the area, so he directed emergency personnel to injured people and away from dangerous instabilities. He could also control and shape the material structure of the city at will, helping shore up damaged buildings, repair broken water mains, and restore streets to allow emergency vehicles access where they were most needed.

When the relief work was complete, Dr. Metropolis helped make Mayor Michael O’Connor’s dream of a new Freedom City a reality, repairing the damage to the city in record time, literally rebuilding it from the rubble. As a direct result of Dr. Metropolis’ efforts, Freedom City features architecture unparalleled across the world and an infrastructure the envy of cities everywhere.

Dr. Metropolis initially accepted an offer to join the Freedom League, largely because it was a way to actively help protect his city. Some Leaguers believe he was also looking for friends who could understand him, a hunch that has proven at least moderately true. Since then, Dr. Metropolis has won the trust and respect of his teammates, some of whom have made the effort to reach the gentle, artistic soul they sensed beneath his cold exterior.

## PERSONALITY

Dr. Metropolis is an innocent in many regards, a true *tabula rasa* when he first appeared. Although he is aware of a great deal about Freedom City and its people, human nature is still a mystery to him in many ways. Intensely reasonable, his manner can seem brusque, even cold, but is merely reserved. Metropolis does indeed experience the full range of emotions, although some of the darkest amongst humans, like hatred, are difficult for him to understand.

Dr. Metropolis treats Freedom City much as a gardener tends his prize garden, or a caretaker the property in his charge. He seeks to not only protect and repair the city, but to preserve its character and history, while also advancing its best qualities. The places and buildings of Freedom are as individual to Metropolis as the people (more so, in some regards), and some of them are creations of his imagination, the works of a great urban artist.



## DOCTOR METROPOLIS

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
6	10	1	1	10	4	4	0

## POWERS

**Carried by the City:** Flight 1 (4 MPH), Limited to Urban Areas • 1 point

**Constructed Form:** Immunity 16 (Aging, Fatigue Effects, Life Support); Feature 1 (Increased Mass); Protection 4 (Impervious); Regeneration 5 (Source: Urban Materials) • 38 points

**One with the City:** Movement 2 (Permeate 2, Limited to Urban Construction Materials), Senses 6 (Detect City Details and Layout (Acute, Analytical, Extended 2), Radio) • 8 points

**Urban Elemental:** Array (56 points), all Dynamic

- **Animate Object:** Perception Ranged Move Object 12, Damaging, Precise, Limited to Urban Materials • 2 points
- **City Sculpting:** Transform 11 (any urban material into any other urban material), Continuous • 2 points
- **City Sense:** Remote Sensing 13 (all senses, 30 miles), Subtle, Limited to Urban Areas • 2 points
- **City Shift:** Teleport 13 (30 miles), Accurate, Change Direction, Change Velocity, Easy, Extended (8,000 miles), Turnabout, Medium (urban areas) • 56 points

## SKILLS

Expertise: Current Events 8 (+12), Expertise: Civil Engineering 14 (+18), Insight 8 (+12), Intimidatio 8 (+8), Perception 4 (+8), Stealth 6 (+7), Technology 6 (+10)

## ADVANTAGES

Diehard, Fearless, Improved Initiative

## POWERS &amp; ABILITIES

Some have described Dr. Metropolis as a “city spirit.” His inhuman body is an amalgamate form of concrete, metal, and glass. By all rights, he shouldn’t even be able to move, much less think or talk, but he does, animated by the same mysterious force he passes on to the materials he controls. He ignores most human concerns, having no need to breathe, eat, or rest, and his body is incredibly strong and resilient. When damaged, Dr. Metropolis can rapidly “repair” himself using his powers, drawing substance from the urban materials around him, if need be.

Dr. Metropolis can “meld” into any city structure, his body passing harmlessly into it and disappearing. While melded with the city, he can sense ongoing trouble that harms the city (tracking for radiation, sensing the use of superhuman powers, or even listening for a particular sound) and then reform at the site of the problem. He also has a powerful “empathy” with cities, Freedom City in particular. He can sense things happening throughout the city, sometimes in the form of visions, but usually as vague premonitions of important events.

Metropolis can bend the physical structure of a city to his will, animating and reshaping parts of it. At Dr. Me-

## OFFENSE

**INITIATIVE +5**

Animate Object	Perception, Damage 12
City Sculpting +10	Close, Transform 11 (DC 21)
Unarmed +10	Close, Damage 6

## DEFENSE

<b>DODGE</b>	8	<b>FORTITUDE</b>	10
<b>PARRY</b>	10	<b>TOUGHNESS</b>	14
<b>WILL</b>	11		

## POWER POINTS

<b>ABILITIES</b>	72	<b>SKILLS</b>	27
<b>POWERS</b>	109	<b>DEFENSES</b>	14
<b>ADVANTAGES</b>	3	<b>TOTAL</b>	225

## COMPLICATIONS

**Identity:** A famous—and distinctive looking—member of the Freedom League, Dr. Metropolis is recognized virtually anywhere he goes.

**Inhuman:** Dr. Metropolis is not a human being, and does not fully understand many human qualities or behaviors.

**Motivation—Responsibility:** Dr. Metropolis exists as protector of Freedom City and tireless in the performance of his duties.

**Weakness:** Dr. Metropolis weakens if he is removed from an urban area for a prolonged period of time, becoming fatigued, exhausted, and potentially even incapacitated or dying.

Dr. Metropolis’ command, lampposts reach down to grab fleeing criminals; streets buckle and ripple like waves; broken window-glass fails to touch innocent bystanders; and sidewalks grow hands to restrain opponents. No matter what happens, Dr. Metropolis makes sure everything goes back to normal, at least in terms of the physical status of the city. If not for his presence, the Freedom Public Works Department would need ten times the number of personnel working around the clock to keep up with the damage the city sustains.

Dr. Metropolis’ powerful “urban empathy” comes with a price: His connection to the urban environment is so strong that he weakens when removed from it for any length of time. A sojourn through a park or greenbelt has little effect, but time out in a rural or wilderness area affects Metropolis like a progressive illness. Within hours, he weakens, and within a day or so lapses into a coma-like state, his form beginning to crumble, rust, and collapse. If this persisted long enough, it is possible Metropolis might not be able to reconstitute himself and would “die” (whatever that means for an entity such as him).



# JOHNNY ROCKET

**REAL NAME:** John Wade  
**OCCUPATION:** Superhero  
**BASE:** Freedom City

John Wade's grandfather and namesake was the original Johnny Rocket, a superhero and member of the Liberty League in the 1940s and '50s. He was the youngest member of the team, and continued his crime-fighting career even after the League disbanded. John eventually settled down, married, and raised his children; his heroic identity faded into obscurity along with much of his powers, and Johnny Rocket's last adventure was sometime in 1955. He never revealed his true identity or "officially" retired, but happily gave up superheroics for a well-deserved normal life. John Wade's son Jacob apparently didn't inherit his father's powers, which suited John and his retirement just fine.

Jake Wade also married and his son was born and raised in Freedom City, named after his grandfather. Johnny had a fairly normal childhood, unaware of his grandfather's heroic exploits until his late teens, when Sonny Farris, the last surviving member of the TNTrio from the 1950s, tracked John Wade, Sr. down and blasted him and his 17-year-old grandson with a shotgun. The elder Wade had enough super-speed left to protect his grandson but not himself as well. He fell, badly hurt.

The brutal attack and the need to rush his grandfather to the hospital sent a surge of adrenaline through Johnny Wade, and suddenly he was racing them both through the streets of Freedom City at super-speed! He brought his grandfather to the emergency room and immediately used his newfound powers to capture Sonny Farris.

It wasn't long before the new Johnny Rocket came to the attention of the Freedom League and they asked him to join up. Johnny accepted immediately, which is pretty much the way he did everything. He didn't bother with a secret identity, since his real face was already splashed on TV screens and newspapers across the country from his

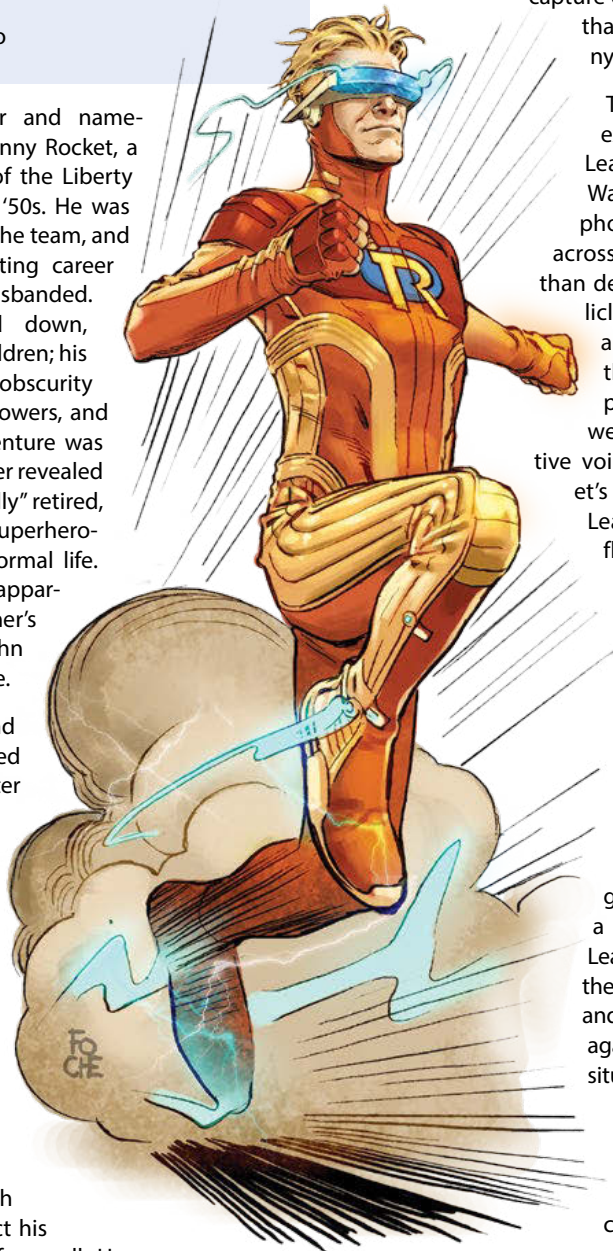
capture of Sonny Farris. Unfortunately, that led to problems when Johnny's other secret came out.

The media cut loose when an ex-boyfriend of the Freedom Leaguer revealed that Johnny Wade was gay, and provided photographs that were plastered across tabloids worldwide. Rather than deny it, Johnny came out publicly in a live press conference and various interviews. While that derailed much of the public relations disaster, there were (and still are) conservative voices calling for Johnny Rocket's removal from the Freedom League, citing him as a "bad influence."

The unconditional support of Johnny's grandfather and his teammates—including the usually conservative Captain Thunder—was a great help to the young hero, both personally and publicly. John Wade made it clear to all who would listen that he was tremendously proud of his grandson and considered him a worthy successor. The other Leaguers similarly expressed their respect for their teammate and condemned any prejudice against him. Johnny used the situation to not only live openly, but to support causes he cared about, including PSAs and services for gay youth, and becoming an outspoken advocate of equal rights.

Since his premier as a local hero in Freedom City, Johnny has gone from a brash and often impulsive newcomer to a seasoned veteran of the Freedom League. He has fought numerous super-criminals in Freedom City and elsewhere, including some legacies of his grandfather's adventures, and even travelled through time to work with the original Johnny Rocket in his younger days (as John Wade revealed, once it was safe to do so without risking a time paradox).

He has also become a heroic mentor himself, working with Jennifer Alexander, a Freedom City chemistry teacher who gained super-speed in a freak accident, and sometimes uses the costume and code-name "Jenni Rocket" with Johnny's blessing.





## JOHNNY ROCKET

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	3	5	4	5	1	2	3

## POWERS

**Super-Speed:** Enhanced Advantages 24 (Agile Feint, Close Attack 5, Defensive Roll 3, Evasion, Improved Initiative 12, Instant Up, Move-by Action; Quirk: Close Attack limited to foes with a lower initiative total), Enhanced Dodge 11; Enhanced Parry 11; Movement 3 (Wall-crawling, Water Walking, Limited to while moving); Quickness 12; Speed 16 (125,000 MPH) • 76 points

**Super-Speed Fighting:** Array (24 points)

- **Arm-Spinning Tornado:** Cone Area 2 Move Object 8, Limited to pushing away • 24 points
- **Fast Attack:** Strength-based Burst Area Selective Damage 8 (includes Strength 2) • 1 point
- **Flurry of Blows:** Strength-based Multiattack Damage 8 (includes Strength 2) • 1 point

## SKILLS

Acrobatics 7 (+12), Athletics 8 (+10), Deception 6 (+9), Expertise: Current Events 6 (+7), Expertise: Pop Culture 6 (+7), Perception 8 (+10), Ranged Combat 9 (+13), Technology 4 (+5)

Still, the biggest moment in Johnny's life is when he met paramedic Chris Penny and the two of them became a couple. The elder John Wade lived long enough to see marriage equality come to Freedom City and to attend his grandson's wedding. Johnny credits his husband for nearly all of his present maturity. Chris and Johnny are raising a teenaged daughter, Jonni, who is a clone created as part of a plot by Dr. Simian.

## PERSONALITY

It was a running joke for some time (no pun intended) that the Freedom League's unofficial battle-cry was "Johnny, wait...!" given the speedster's tendency to rush head-long into any situation, usually at many times the speed of sound.

Time and experience—along with the guidance of his grandfather—helped to cool Johnny's famous hot-head tendencies. In particular, coming out and becoming a role-model had a tremendously sobering influence on Johnny, as did becoming a mentor and, later, a partner and husband.

While Johnny Rocket retains his famous devil-may-care attitude and talent for talking a mile a minute while moving even faster, he is considerably more cautious. This particularly true when he is leading the Freedom League in the field, as he is now responsible for the team's junior members, a position he remembers well.

Johnny is a kind, sincere guy who loves being a superhero and helping people. When not off on Freedom League missions or spending time with family and friends, he supports charity events (especially for the LGBT community) and does "odd jobs" all around Freedom City, lending a

## ADVANTAGES

*Agile Feint*, Close Attack 3, Close Attack 5, Defensive Roll 3, Equipment, *Evasion*, Grabbing Finesse, *Improved Initiative 12*, *Instant Up*, *Move-by Action*, Redirect, Taunt

## OFFENSE

## INITIATIVE +53

Arm-Spinning	Cone Area Move Object 8
Fast Attack	Close, Burst Area Damage 8
Flurry of Blows +13	Close, Multiattack Damage 8

## DEFENSE

<b>DODGE</b>	16	<b>FORTITUDE</b>	9
<b>PARRY</b>	16	<b>TOUGHNESS</b>	6/3*
<b>WILL</b>	8	*Without Defensive Roll bonus.	

## POWER POINTS

<b>ABILITIES</b>	50	<b>SKILLS</b>	27
<b>POWERS</b>	102	<b>DEFENSES</b>	12
<b>ADVANTAGES</b>	7	<b>TOTAL</b>	198

## COMPLICATIONS

**Identity:** Johnny is famous and his real name is well-known.

**Motivation—Responsibility:** Johnny looks to use his powers for good and to live up to the legacy of his grandfather.

**Prejudice:** Johnny sometimes faces discrimination for being gay.

**Relationship:** His husband, Chris Penny, is a paramedic engaged in dangerous work.

hand at super-speed, quick enough to do a day's work in practically the blink of an eye.

## POWERS &amp; ABILITIES

Johnny Rocket can move and react at superhuman speed. His running surface speed is well over a hundred thousand miles per hour, far faster than any conventional vehicle. Johnny can move hundreds of miles in just seconds.

His reaction time is proportionately greater as well, allowing him to take action before most people are even aware of it, and to perform routine tasks that would ordinarily take hours—from reading several books to rebuilding a machine—in the space of a few seconds. His momentum while moving is sufficient to allow Johnny to skim across the surface of water without sinking, or to run up vertical surfaces without falling.

Rocket uses his speed to rain flurries of blows down on opponents, or to attack every opponent within a particular area virtually at once. By spinning his arms or running in a tight circle, he can whip up a powerful vortex of air able to blast objects away with hurricane-like force.

# LADY LIBERTY

**REAL NAME:** Sonia Gutierrez

**OCCUPATION:** Student

**BASE:** Freedom City

The first woman to don the identity of Lady Liberty—Elizabeth Forester—took up the mantle of crusader against injustice to save the then-tiny community of Freedom from British brutality during the American war for independence. She matched wits and blades with soldiers, spies, and mercenaries to free her people from tyrannical rule, but never lived to see the victory she worked so fervently for—a company of Hessian troops ambushed Freedom City's first vigilante on a lonesome forest road in Massachusetts and a harried fight left Elizabeth dying alone in the snow-shrouded forest. She prayed silently for anyone to take up her mantle and see to the safety and freedom of those most in need, and the Spirit of Liberty embraced her prayers.

The Spirit of Liberty found many willing hosts in the centuries that followed, from Lady Golden who guarded the nascent nation's capital, to the oddly divided twin heroines Columbia and Southern Belle during the Civil War, to the modern era's string of heroine's sharing the original Lady Liberty's moniker. In 1941, Donna Mason brought the Spirit of Liberty into the modern world of superheroes when she joined the war effort, defending America's shores from Nazi superhumans and saboteurs. She carried the title and responsibility through the 1950s and 1960s until her powers began to fade in the early 70s—and along with them, the public's memories of her heroic exploits. The Spirit of Liberty remained absent for years until suddenly investing the patriotic young law student Beth Walton with the power to save countless innocents—including her fiancé—from a terrorist attack on the Statue of Liberty. Beth's incarnation (referred unofficially to by historians as Lady Liberty III) became one of the defining heroes on the modern age, battling for truth and justice and eventually joining with Freedom City's other great defenders in the wake of the Terminus Invasion to revive the Freedom League. Despite the countless glories of the Spirit of Liberty's previous hosts, this incarnation left a visible impact on the world behind her, both in her crimefighting and in the extensive charity network that grew from her outreach work.

After three decades wearing the mantle of Lady Liberty, Beth Walton-Wright stepped down from the role. She and her husband, former police detective Trevor Wright, realized they could do far more good for the world focusing on the charity that developed from Beth's legal clinic and Lady Liberty's extensive network of contacts and favors owed, and ultimately decided working within the system as a mere mortal did far more to create the kind of world she wanted to raise her children in. Eventually, reluctantly, Beth parted ways with the Spirit of Liberty, and retired from superheroics.



Sonia Gutierrez never shared the patriotism of Elizabeth Walton-Wright. While she loved her country, she also loved her parents' native Mexico, and keenly understood the additional burdens American culture placed on its minority citizens. She didn't share the pride of Donna Mason, having endured years of harassment first for apparently being an effeminate boy, and more recently for being a transgender woman. What she did share with those women was compassion and driving need to help others whenever and wherever she could, and that compassion shone like a beacon to the Spirit of Liberty. When Sonia rushed to stop an assault late one night while walking home, the Spirit followed that shining beacon. A hail of gunfire that should have ended the young woman's life instead bounced harmlessly off her skin, and after subduing the attackers and comforting the young man she'd saved, she began to recognize the mantle that had settled upon her shoulders.

The new Lady Liberty operated on her own for several weeks before she began to inherit her predecessor's rogues gallery alongside new enemies. It was during her first—and nearly her last—confrontation with Orion the Hunter that Beth

## LADY LIBERTY

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
8/0	8/3	2	4	5	3	4	3

## POWERS

**Flight:** Flight 7 (250 MPH) • 14 points

**Liberty's Might:** Enhanced Stamina 5, Enhanced Strength 8, Protection 5 • 31 points

**The Light of Liberty:** Array (22 points)

- **Blinding:** Cumulative Ranged Affliction 11, Resisted by Dodge, Overcome by Fortitude (Impaired, Disabled, Unaware), Limited to Vision • 22 points
- **Freedom:** Nullify Bindings 11, Ranged • 1 point
- **Invigorate:** Healing 11 • 1 point
- **Shield:** Deflect 7 • 1 point
- **Uplift:** Move Object 11 (50 tons) • 1 point

**Transformation Sequence:** Feature 1 (transform to Lady Liberty and back) • 1 point

## SKILLS

Close Combat (Unarmed) 7 (+12), Deception 4 (+7), Expertise (History) 2 (+5), Expertise (Medicine) 4 (+7), Insight 8 (+12), Perception 4 (+8), Ranged Combat (Light of Liberty) 5 (+9), Treatment 5 (+8)

## ADVANTAGES

Diehard, Interpose, Languages (Spanish, English native), Luck, Set-up, Taunt, Teamwork

Walton-Wright reached out to the young heroine. With her children accidentally caught in the crossfire, Beth teamed up with her successor to tutor her in the use of her powers. After their team-up, Beth also introduced the new Lady Liberty to the Freedom League to continue her training.

Still only a probationary member of the League, Sonia splits her time between the Freedom League, her volunteer work, her loving but overbearing family, and her pre-med studies at Freedom City University.

## PERSONALITY

Sonia is still very much the neophyte hero, lacking the raw power that came with her progenitors' years of experience, but she has so far proven a quick study. What she lacks in power and strength she makes up for in compassion, with a willingness to offer a hand in friendship to anyone who struggles. Having been fast-tracked onto the Freedom League thanks to her legacy, Sonia now finds herself surrounded by the heroes and myths she used to idolize, and tries very hard not to play the part of fangirl or annoying kid sister to the more experienced League members. She still has doubts that she is the ideal candidate to be the new Lady Liberty, especially in the shadow of Beth's superhuman exploits, and spends most of her time just trying to maintain the good legacy that comes with her heroic moniker. Behind her insecurity lies a bubbly passion for life that often explodes out as laughter or excited monologues when

## OFFENSE

**INITIATIVE +2**

Blinding +9 Ranged Affliction 11 (Dodge DC 21)

Unarmed +12 Close, Damage 8

## DEFENSE

**DODGE** 7 **FORTITUDE** 8

**PARRY** 7 **TOUGHNESS** 13

**WILL** 12

## POWER POINTS

**ABILITIES** 48 **SKILLS** 20

**POWERS** 72 **DEFENSES** 15

**ADVANTAGES** 7 **TOTAL** 162

## COMPLICATIONS

**Motivation—Responsibility:** Sonia has faced many challenges, and often only survived because of the love and support of others. She can't stand the thought of anyone facing life without a hand to lift them up when they stumble.

**Power Loss:** Sonia's powers weaken when her resolve does. Her ranks in of her powers are limited by her current Will , and moments of self-doubt may reduce her effective power ranks, or even shut her powers down temporarily.

**Wide-Eyed:** Sonia is new to the superhero community, and is easily distracted, excited, or simply awkward around other heroes.

using her powers or encountering something new. She's made no illusions about her transgender status, earning some mockery from late-night television hosts and scorn from hardcore fans of previous Ladies Liberty (a popular conspiracy theory claims she somehow "stole" the Spirit of Liberty, which would "naturally only empower women-born-women"), but also genuine support from a small but growing fanbase in Freedom City's queer community.

## POWERS &amp; ABILITIES

Like her predecessors, Sonia is empowered by the Light of Liberty with great strength, endurance, and resistance to harm as well as to power to fly. She can project the Light of Liberty as a glowing golden energy able to form shields, scoop up and lift objects, remove bindings, heal with a touch, or temporarily blind foes with blazing beams.

Whereas her immediate predecessors lost some of their powers when restrained or trapped, Sonia's are limited by the restraints she imposes upon herself. When her confidence falters, so too do her powers. The cause for this change—as well as the new powers she has manifested from the Light of Liberty—remain a mystery to both Sonja and her mentors, and in her quieter moments, Sonja worries she has somehow "broken" the power she inherited.



# SIREN

**REAL NAME:** Cassandra Vale/La Siren

**OCCUPATION:** Psychologist/Loa of the Seas

**BASE:** New Orleans, Louisiana

Cassandra Vale traveled to Haiti in the early 1960s to study the traditions of Voodoo for her doctoral thesis in psychology. Her theory proposed that belief in the supernatural, wholly or at least in part, made it possible. She managed to earn the trust of some of the locals and gathered a great deal of information about their beliefs, even witnessing and taking part in some Voodoo rituals.

While boating off the coast of Haiti near the end of her stay, Cassandra accidentally ran across a drug smuggling

operation and was captured. Eliminating a potential witness, the smugglers tied her up and tossed her overboard to the sharks. Cassandra thought she would die, but as she sank into the water, she heard a gentle voice telling her not to fear. "I will help you, if you let me," the voice said, and Cassandra welcomed her aid.

With Cassandra's approval, the Voodoo loa Siren, loa of the sea, entered her body and became as one with her. The drug-smugglers, watching the waters for the blood and the inevitable feeding frenzy, were startled to see a green-haired woman rise up out of the deep on the back of a shark. The ocean waves struck their boat at her command, capsizing it and dumping the smugglers in among the sharks. She produced a magical net from the waters that snared the criminals, and flew them to shore to face the authorities.

Cassandra woke up the next morning thinking the whole experience had been some kind of strange dream. She realized it actually happened when Siren appeared to her in a vision and explained she had been chosen for a very special purpose. The loa maintained the people of the world were ultimately good and worthy of the aid of the spirits; Baron Samedi, the loa of the dead, conversely maintained that humanity responded only to base impulses and needs and were simply worthy of becoming slaves and playthings of the loa.

So it was decided both of them would have the opportunity to prove their cases. They each chose mortals with whom they would merge to operate in the physical world, and Siren chose Cassandra. Together, she and the loa would overcome the plans of Baron Samedi and prove humanity was worth saving. Siren didn't have long to wait before the Baron struck with his first ploy, transforming the criminals she captured into his zombie minions and sending them against her.

When Cassandra returned home to Louisiana, Siren became well known all along the Gulf Coast, fighting against smugglers, drug-runners, dangerous creatures and the agents of Baron Samedi. She aided the people of Freedom City during Hades' invasion and became a member of the Freedom League; she remained a crucial part of the League for years, and then returned to New Orleans, erratically serving as a reservist member of the League for many years, since Baron Samedi concentrated his efforts far away from Freedom City.

Still, she was on hand for the Terminus Invasion. When the Freedom League reformed following Omega's defeat, Siren rejoined comrades new and old in the fight



## SIREN

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
7	4	4	2	10	2	3	3

## POWERS

**Divine Durability:** Immunity 3 (Aging, Disease, Drowning), Movement 1 (Environmental Adaptation: Aquatic), Protection 6 • 11 points

**Freedom of the Sea and Sky:** Array (8 points)

- Flight 4 • 8 points
- Swimming 8 • 8 points

**Loa Transformation:** Feature 1 (switch between identities as a free action) • 1 point

**Mistress of the Waters:** Array (22 points)

- **Blinding Spray:** Ranged Cumulative Affliction 11 (Resisted by Dodge, Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Vision • 22 points
- **Command Sea Life:** Enhanced Advantage 2 (Animal Empathy, Fascinate (Persuasion), Skill Mastery (Persuasion)), Enhanced Presence 7, Limited to sea-life • 1 point
- **Drown:** Ranged Cumulative Affliction 5 (Resisted and Overcome by Fortitude; Fatigued, Exhausted, Incapacitated), Concentration • 1 point
- **Water Blast:** Ranged Damage 11 (water impact) • 1 point
- **Water Weapon:** Strength-based Damage 4, Penetrating 11, Variable Descriptor (weapon shapes) • 1 point

**Silver Net:** Easily Removable (-9 points, Indestructible), Ranged Affliction 11 (Resisted by Dodge, Overcome by Strength; Hindered and Vulnerable, Defenseless and Immobile), Affects Insubstantial 2, Extra Condition, Limited Degree • 1 point

**Strength of the Seas:** Enhanced Strength 2, Limited to lifting (12 tons) • 2 points

## SKILLS

Athletics 4 (+11), Expertise: Magic 8 (+10), Expertise: Mythology 8 (+10), Expertise: Psychology 8 (+10), Intimidation 8 (+11), Persuasion 8 (+11)

for justice. As before, Siren served for many years as a stalwart of the team before choosing to return to reservist status and to her home along the Gulf Coast to deal with challenges and threats there, including the Mayombe cult and her old foe the Baron.

## PERSONALITY

Siren is a powerful spirit, the equal of a goddess, and can be proud, imperious, and as tempestuous as the sea itself, but she is motivated by a deep love and respect for all life, including all people. She has chosen to work in the world in order to prove humanity worthy of her aid, and is rarely disappointed when it comes to mortals rallying around others in need, even if they do need the occasional reminder.

Cassandra Vale maintains a counseling practice in New Orleans, where she poses as her own daughter (thanks to some assistance from AEGIS and the Freedom League). She serves to help the people in her own way.

## ADVANTAGES

Animal Empathy, Favored Environment: Aquatic, Ranged Attack 9, Ritualist

## OFFENSE

## INITIATIVE +4

Blinding Spray +11 Ranged, Cumulative Affliction 11 (Dodge DC 21)

Drown +11 Ranged, Cumulative Affliction 5 (Fortitude DC 15)

Silver Net +11 Ranged, Affliction 11 (Dodge DC 21)

Unarmed +11 Close, Damage 7

Water Blast +11 Ranged, Damage 11

## DEFENSE

**DODGE** 11 **FORTITUDE** 9

**PARRY** 11 **TOUGHNESS** 10

**WILL** 12

## POWER POINTS

**ABILITIES** 70 **SKILLS** 22

**POWERS** 66 **DEFENSES** 21

**ADVANTAGES** 12 **TOTAL** 191

## COMPLICATIONS

**Enemy—Baron Samedi:** Siren opposes the Baron's plans for Earth and humanity.

**Identity:** As Cassandra Vale, she has no powers or advantages, and all physical abilities are rank 1.

**Motivation—Doing Good:** Siren is motivated by her love and regard for humanity.

## POWERS &amp; ABILITIES

When the spirit Siren merges with the mortal body of Cassandra Vale, it is transformed. Siren is superhumanly strong and durable, ageless and able to breathe freely in air or water. She can fly on the winds and move through the water at great speed.

Siren can mystically command water, conjuring and shaping it as she wills into blinding sprays, suffocating bubbles, or watery weapons and blasts. She is mistress of sea-creatures, able to speak to them with tremendous authority, and she wields a magical silver net that can ensnare foes in body and spirit, including those beyond the touch of the mortal world.

Siren is knowledgeable about mystic and mythic lore and capable of performing magical rituals calling upon the forces of the spirit world.



# STAR KNIGHT

**REAL NAME:** Maria Montoya

**OCCUPATION:** Police officer

**BASE:** Earth's Space Sector

Maria's parents were both children of immigrants: her father's family from Central America, her mother's from Greece. She grew up in California, where she decided to attend the police academy and become an officer. She earned high marks in criminal procedure, shooting, and hand-to-hand combat, but also had a problem with authority. Her temper got her into trouble on occasion, but she graduated with honors and found a job with the police force.

Officer Montoya worked the streets, dealing with gangs, organized crime, and other risks on a daily basis. A routine investigation led her to evidence of corruption within the department. She was warned to mind her own business, but instead chose to dig deeper on her own. Maria discovered far more than just a few dirty cops. She uncovered infiltration by the shapeshifting alien Grue!

Hunted by the Grue, she found an ally in Pseudo, a rogue member of his race, who sought to warn Earth of the impending invasion, and was also hunted by them. Maria came to the attention of Mentor and the Star Knights. With the Grue threatening to invade, Mentor appointed Maria the new Star Knight of Earth's sector of space. She accepted the job and got her initial training "on the job" using her Star Knight armor to help the Freedom League and Earth's other heroes against the alien invasion.

Once the Earth was safe, Maria underwent training at the Star Citadel, and met her predecessor, A'Lan Koor. Once her formal Star Knight training was complete, Sri Montoya returned to Earth, where she serves as Earth's resident Star Knight and a member of the Freedom League.

Star Knight served as a stalwart of both the Freedom League and the interstellar Order of Star Knights, although occasionally criticized for spending too much of her time on Earth and not the neighboring star systems.

After the alien artificial intelligence Tellax unleashed the nanotech "Silver Storm" in Emerald City, and attempted to do the same on a worldwide scale, events shifted on an intergalactic scale. Tellax's reawakening coincided with the reappearance of the cosmic menace Collapsar the Devourer, and the destruction of Magna-Lor, the throne-world of the Lor Republic, throwing interstellar civilization into chaos. Tellax, exiled from Earth, created its own corps of "Argent's" intended to impose order on the cosmos and defend against the threat of Collapsar. Rogue Star Knight Blackstar gained possession of the Nightstone and used its power to create his Blackguard, equal and opposite force to the hated Star Knights.

Facing a war on multiple fronts, the Star Knights recalled many of their members from across the galaxy, including Sri Montoya from Earth. They gathered on Citadel to defend their Order from attack, and to coordinate efforts



against threats on a cosmic scale. Where she was previously a peace officers, Maria found herself serving as a soldier in an interstellar war.

The eventual defeat of Collapsar quelled some of the interstellar conflict, and the new Stellar Imperium settled in to consolidate its hold over the former Republic, dealing with rebel forces struggling against the rule of the Star Khan, with the Star Knights officially neutral in such internal political matters.

With the forces of the Order needed more than ever out amongst the stars, Star Knight has been spending less time back on Earth, shifting to reservist status with the Freedom League, and only rarely making appearances in Earth's solar system to check-in, leaving her homeworld in the capable hands of its other heroes. How long her "exile" from Earth will last, no one can say, but for the time being at least, Star Knight will continue to serve to the best of her ability.

## PERSONALITY

Star Knight is fairly hard-nosed compared to her teammates, she had to be in order to make it as a woman in a largely male police force. She tends to go for aggressive solutions, although she's learned some diplomacy from the Star Knights and some restraint from Pseudo and Captain



## STAR KNIGHT

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
8/0	1	2	2	10	0	2	2

## POWERS

**Star Knight Armor:** Removable (–22 points); **Armor** (Impervious Protection 10); **Exoskeleton** (Enhanced Strength 8); **Flight** 10 (2,000 MPH); **Sealed System** (Immunity 10 (Life Support)); **Sensors** (Senses 4 (Communication Link with Mentor, Direction Sense, Low-light Vision, Radio)); **Space Flight** (Movement 2 (Space Travel, other star systems)); **Star Shield** (Deflect 10); **Star Sword** (Ranged Damage 10); **Universal Translator** (Comprehend Languages 3 (speak all, understand all, understood)) • 88 points

## SKILLS

Athletics 4 (+12), Expertise: Police Officer 6 (+6), Insight 6 (+8), Intimidation 6 (+8), Perception 8 (+10), Persuasion 4 (+6), Stealth 4 (+6)

## ADVANTAGES

Defensive Attack, Fearless, Interpose, Languages 1 (Spanish, English native), Power Attack, Ranged Attack 8

## OFFENSE

## INITIATIVE +2

Star Sword +10 Ranged, Damage 10

Unarmed +10 Close, Damage 8

Thunder. She admires her Freedom League teammates and it took her some time to get past their reputations to get to know them as people, rather than heroic icons.

She also admires and respects her fellow Star Knights, particularly after spending time “in the trenches” with them in conflicts against the Grue, the Argents, the Blackguard, and the Stellar Horde. To Maria, the Star Knights are truly members of an Order that transcends differences of species and other superficial concerns with dedication to a cause.

That said, Sri Montoya’s temper and tendency to challenge authority has gotten her reprimanded in the past, and she continues to struggle with the rules and regulations of the Order versus the day-to-day realities. Allowing a despot like Star-Khan to remain in power and consolidate his hold over the new Imperium rubs her the wrong way but, if the Star Knights have no regard for other civilizations, would they be any better than the Argents or the Blackguard?

## POWERS &amp; ABILITIES

Maria Montoya is a trained police officer, her skills enhanced by Star Knight training and working with the Freedom League, as well as considerable experience in the field.

The Star Knight armor she wears is a product of advanced alien technology, powered by the cosmic Star Stone. The

## DEFENSE

**DODGE** 10 **FORTITUDE** 10

**PARRY** 10 **TOUGHNESS** 11

**WILL** 11

## POWER POINTS

**ABILITIES** 38 **SKILLS** 19

**POWERS** 88 **DEFENSES** 26

**ADVANTAGES** 13 **TOTAL** 184

## COMPLICATIONS

**Motivation—Responsibility:** Star Knight uses her powers to “serve and protect” as best she can.

**Sworn Duty:** Sri Montoya is sworn to the Order of Star Knights.

## THE STAR KNIGHT LEGACY

Star Knight is a “placeholder” character in many regards, since Star Knight is a role any suitable candidate could fill, including possibly a player character in your own MUTANTS & MASTERMINDS series. If you want to have a player character Star Knight, there are a number of options:

- Maria Montoya might never have become a Star Knight, leaving the player character as A’Lan Koor’s successor on Earth.
- Sri Montoya might have died in the line of duty in any of a number of conflicts, making the new Star Knight her successor, looking to live up to her legacy.
- Mentor may decide that current circumstances require more Star Knights, keeping the senior Montoya active in space and on Citadel, while also having her recruit and work with one or more new Star Knights on Earth.
- For a true departure, Montoya might have been corrupted and betrayed the Star Knights to their enemies (the Argents, the Blackguard, the Imperium, or the Grue) becoming a despised traitor and rogue.
- A new hero on Earth might “inherit” the armor of an ancient Star Knight, perhaps lost on Earth for centuries. The new hero, while having Star Knight powers, is not technically a member of the Order, and not subject to its strictures, allowing for greater freedom (at least until Mentor decides to investigate, and possibly reclaim the armor...)

armor provides its wearer with perpetual life support and the ability to fly in both planetary atmospheres and in the depths of space, using hyperspatial “folds” to travel at faster than light speeds between star systems.

The armor can generate an offensive “sword” of cosmic energy that can be wielded as a short beam like an actual sword or projected as a ranged blast. It can also generate a protective “shield” to deflect attacks, in addition to the armor’s inherent protective qualities.

# THUNDERBOLT

**REAL NAME:** Ray Gardener, Jr.

**OCCUPATION:** Superhero

**BASE:** Freedom City

Ray Gardener, Jr. is the son of Captain Thunder, the former leader of the Freedom League, and his wife Nancy. He knew since childhood that his father was a superhero and Ray always idolized him because of it. When the entire world learned Captain Thunder's secret identity after his foe Dr. Stratos unmasked him on nationwide television, the Gardeners' lives changed forever, and Ray grew up the known son of a famous superhero—and a potential target for his enemies.

The beginning of his teen years were made more difficult by the development of a form of epilepsy due to an overabundance of neural electricity in Ray's brain. He suffered several seizures before being placed on medication, which made it impossible to play the sports he loved, particularly baseball. Ray became friends with Chase Atom, someone his age who understood what it was like growing up in a "super" family. Ray also became a fan of comic books and roleplaying games as well as televised sports.

Ray's epilepsy grew increasingly more difficult to treat until he suffered a seizure accompanied by a tremendous burst of electricity! It turned out Ray was a super-powered mutant with electrical powers similar to, but not quite the same as, his father. Captain Thunder enrolled his son as a student at Duncan Summers' Claremont Academy to help him learn to control and use his powers. Not long thereafter, freshman Ray Gardener became the newest member of the Next-Gen, using the name "Bolt."

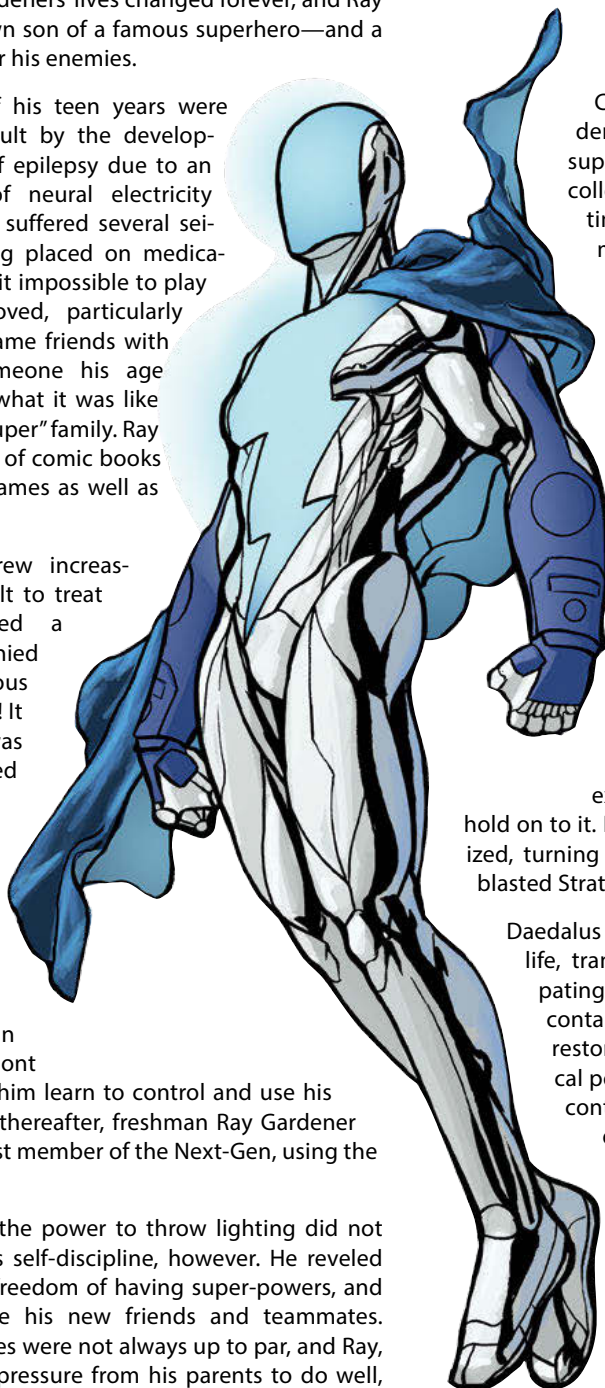
Super-speed and the power to throw lightning did not do much for Ray's self-discipline, however. He reveled in the newfound freedom of having super-powers, and working alongside his new friends and teammates. However, his grades were not always up to par, and Ray, Jr. felt increasing pressure from his parents to do well,

not just as a fledging hero, but as a student with an eye towards the future. Like a lot of kids his age, Ray Jr. didn't listen.

He managed to get by and to graduate, although it strained his friendship with the much more intellectual and studious Chase, and got him benched a few times with the Next-Gen for disciplinary problems. He even managed to get into Freedom College, splitting his time between schoolwork and crime-fighting once again. His college grades weren't an improvement over his time in high school, and it became clear that some elements of Freedom College just wanted "Captain Thunder's son" around as a kind of mascot to support the school. Ray dropped out of college to focus on his superheroics full-time, intending to eventually apply for membership in the Freedom League, but wanting to earn it in his own right.

That desire to do things on his own led Bolt to follow a lead on his father's old foe Dr. Stratos, right into a trap. That trap was intended to drain Captain Thunder's powers and channel them into his son's body, turning Ray, Jr. into a "thunderbomb" powerful enough to obliterate them both. Captain Thunder came to rescue his son and lost his powers, but the rest of the plan didn't go as Dr. Stratos envisioned. Ray, Jr. absorbed a tremendous amount of energy but, through an even greater exertion of willpower, he was able to hold on to it. He *became* it, his physical form atomized, turning him into a "living thunderbolt" that blasted Stratos senseless.

Daedalus and Dr. Atom were able to save Ray's life, transferring his uncontrolled and dissipating electrical energy into an advanced containment suit, but they had no means to restore him to his human form. His electrical powers increased and electromagnetic control over his suit gives him tremendous physical prowess, so long as he wears it. Without it, he is a barely controlled mass of ball lightning. After training and rehabilitation to control his new form, Ray got the invitation he had long wanted to join the Freedom League, taking on the name "Thunderbolt." Since then, he has done his best to fill



## THUNDERBOLT

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
15/-5	6	2	1	6	0	0	1

## POWERS

**Containment Suit:** Enhanced Strength 20, Protection 10 (Impervious) • 60 points

**Electrical Control:** Array (26 points)

- **Blackout:** Burst Area Nullify Electronics 6, Broad, Concentration, Simultaneous, Close Range • 1 point
- **Lightning Bolt:** Ranged Damage 13 (electricity) • 26 points
- **Lightning Flash:** Visual Perception Area Affliction 8 (Resisted and Overcome by Fortitude; Impaired, Disabled, Unaware), Cumulative, Ranged, Limited to Vision • 1 point
- **Thunderbolt:** Auditory Perception Area Affliction 8 (Resisted and Overcome by Fortitude; Impaired, Disabled, Unaware), Cumulative, Ranged, Limited to Hearing • 1 point

**Energy Form:** Electrosense (Senses 3 (Detect Electricity, Ranged, Acute)), Flight 8, Immunity 40 (Electrical Effects, Fortitude Effects) • 59 points

## SKILLS

Acrobatics 2 (+4), Close Combat: Unarmed 3 (+9), Expertise: Pop Culture 4 (+4), Insight 2 (+2), Investigation 2 (+2), Perception 4 (+4), Ranged Combat: Electrical Control 9 (+10), Technology 6 (+6), Vehicles 2 (+3)

## ADVANTAGES

All-out Attack, Defensive Attack, Diehard, Move-by Action

## OFFENSE

INITIATIVE +2

Lightning Bolt +10 Ranged, Damage 13

Unarmed +9 Close, Damage 15

## DEFENSE

**DODGE** 8 **FORTITUDE** Immune

**PARRY** 8 **TOUGHNESS** 16

**WILL** 9

## POWER POINTS

**ABILITIES** 22 **SKILLS** 20

**POWERS** 148 **DEFENSES** 17

**ADVANTAGES** 4 **TOTAL** 211

## COMPLICATIONS

**Energy Being:** Thunderbolt is incorporeal electrical energy without his containment suit to give him coherent form.

**Isolated:** Cut off from human contact, no longer truly human himself, Thunderbolt is often isolated even amongst people.

**Motivation—Responsibility:** Thunderbolt learned lessons about power and responsibility the hard way and wants to use his powers to help others.

his father's role on the team, keenly aware of his role in causing Captain Thunder's absence in the first place.

## PERSONALITY

The sometimes irresponsible and impulsive teen Ray Gardner, Jr. once was is long gone. Thunderbolt is a serious and sober figure, sometimes mourning a life he can no longer have.

He is determined to make the best of his "condition" and use his abilities to help others, at least in part to make up for his past mistakes. He wants his parents and mentors to be proud of him, and feels a duty to live up to his father's legacy, after being responsible for the loss of his powers.

Thunderbolt finds Centuria something of a kindred spirit, both of them serious and focused on living up to almost impossibly great legacies. In fact, he has found himself increasingly attracted to Kate, but refuses to acknowledge those feelings, knowing he can never offer her a true relationship. He nearly admitted them to her during an adventure together in the virtual world of Tronik, which allowed them to interact as equals, but awareness of their eventual return to the material world kept him from doing it.

Thunderbolt blames Dr. Stratos for his current condition and hates his arch-nemesis even more than Stratos hated Ray's father, although he refuses to give Stratos the sat-

isfaction of giving in to his anger, preferring the criminal scientist serve jail time for his misdeeds.

## POWERS &amp; ABILITIES

Thunderbolt is a living, sentient mass of electrical energy. Outside of his containment suit, his powers are uncontrolled and he cannot touch physical objects apart from randomly blasting them with electricity, presenting a danger to anyone nearby. He's also completely deprived of all senses save for his electrosense in that form. His suit gives him coherence, focus, sensory input, and physical form, powered by his own energies. With it, Thunderbolt is tremendously strong and resistant to harm, able to fly through electromagnetic propulsion.

Thunderbolt can generate and project electricity in a number of ways, particularly powerful lightning bolts and blinding flashes of light and deafening blasts of thunder. He emits from the gauntlets, visor, or chest of his suit. He can also inhibit or overload nearby electrical equipment.

He has been working on a number of power stunts for his abilities, including fine-tuning his power to *control* electronics rather than just overloading them. An accidental visit to the virtual world of Tronik (see *Atlas of Earth-Prime*) has given Thunderbolt the idea that he might be able to become a true "ghost in the machine," transmitting himself into electronics like computers to control them from within.





# VILLAINS OF FREEDOM CITY



# THE ANNIHILISTS

**MEMBERS:** Shadivan Steelgrave, the Madrigal Martinent, Mandragora, Physician Friendly

**BASE OF OPERATIONS:** The Terminus

**MOTIVATION:** Service to Omega

Omega, Lord of the Terminus (see **Omega**), is more than just a cosmically powered megalomaniac; he commands a formidable force of warriors, psychopaths, and sadists. The saddest thing is they were once the greatest heroes of their own worlds, but they've been corrupted, either by twisting their codes of honor, being persuaded to abandon them, or just plain cowardice in the face of an unstoppable force.

The Annihilists described here in detail are Omega's four chief lieutenants. There are others. Noteworthy include: Abby-Brio, the Counter; Dakbane, the Twenty-One-Gun Kid (Omega's page); the Black Beacon; Intendant Kruulthane, High Priest of the Terminus; Duke Nullus; Maven Magnessa (star of what passes for "entertainment" in the Terminus, which consists mostly of watching her stunt people die), and the Magnificent Malicia.

One thing the Annihilists all have in common is a punishment implant, inserted into their brains by Physician Friendly as part of their "conversion." It allows Omega to inflict terrible pain on them, or even kill them, whenever he wishes. Although the Annihilists are rarely ever inclined to question their master's will, the implants help ensure their continued loyalty and obedience. They're considered plot devices—more complications than capabilities—and so are not included in the Annihilists' game traits.

Likewise not included are the Annihilists' various headquarters and minions. Each has a fortress on Nihilor and a personal legion of Omegadrones and other servants. The Gamemaster is free to elaborate on these as needed for any given adventure.

## MOTIVATION & GOALS

As a group, the Annihilists have only one goal: complete and total obedience to their dread master, Omega. Naturally, the individual Annihilists often have their own agendas, usually involving jockeying for position and earning Omega's favor—or at the least avoiding his displeasure by shifting responsibility for their failures onto others. Few Annihilists are ambitious enough to believe they can challenge or unseat Omega as Lord of the Terminus, and they can point to the legendary suffering of the few failed examples of such ambition.

The Annihilists look to maintain Omega's iron hold on Nihilor and the Terminus and to carry out schemes of invasion and conquest at their master's command.

## TACTICS

The Annihilists are no sort of "team," since each member is a lord of his or her own petty fiefdom. They rarely operate together in the field and spend considerable time scheming against each other, in fact, watching their backs against the more ambitious of their fellows looking to climb the ladder by eliminating a few of the rungs above them.

The only times when the Annihilists cooperate are when they are in the presence of Lord Omega, and therefore on their best behavior in order to please him, or when they are dispatched into a new universe to conquer. Even then, the dread lord's lieutenants never pass up an opportunity to advance their own fortunes at the expense of others.

In combat, the Annihists are brutal and efficient. In plotting, they are schemers all, looking to emulate their master in corrupting and seducing "good" people, much as they were themselves corrupted.

The Annihilists tend to be quite conservative as a group, since Omega frowns upon initiative and it is far more important to ask permission than to beg for forgiveness. Annihilists who takes matters into their own hands had better succeed, and even that is no absolute assurance of staying Omega's wrath, if they have disobeyed him in any way.

## HEADQUARTERS & RESOURCES

The Annihilists are all based on Omega's throneworld of Nihilor in the Terminus, each with a stronghold in proportion to his or her rank, position, and influence. The highest ranking Annihilists can call upon resources equal to that of some of the greatest nations of a planet, including all of the advanced technology and weaponry available in the Terminus.

The individual strongholds tend to be specialized in particular roles: Steelgrave's Sadodel trains and creates Omegadrones, for example, along with other weapons, whereas the Helpful Hospice of Physician Friendly serves as the primary place for "medical care," consisting mainly of new and fiendish forms of torture.

Although the Annihilists run their own strongholds with an iron fist, they also tend to suspiciously guard their own activities and interests, which makes interaction between the various factions of Nihilor into a deadly maze of secrets and double-blinds wherein the right hand not only often does not know what the left is doing, but may be actively trying to thwart it for reasons of its own. If the Annihilists could work together, they would be a fearsome force; fortunately for the omniverse, their own selfishness stands in their way.



## MEMBERS

The main members of Omega's Annihilists are as follows.

### SHADIVAN STEELGRAVE

**REAL NAME:** Unknwon, formerly Steelguard  
**OCCUPATION:** First of the Annihilists  
**BASE:** The Steelgrave Sadodel, Nihilor

The most powerful and corrupt of Omega's Annihilists is Shadivan Steelgrave. Once he was Steelguard, one of the greatest heroes of his homeworld and captain of the Heroic Assembly. He became obsessed with a prediction by his futurism machine, which foretold certain planetary destruction unless draconian measures to control superhumans were instituted. To this end, Steelguard began a bloody civil war among superhumans on his world, always telling himself he had to be realistic, that his old ideals were naïve and would only lead to inevitable disaster. In the end, he won; all of his old friends were killed or subverted, and when the Terminus invaded, there were no heroes to stop them.

The defeated Steelguard was pragmatic to the very end. He needed to ensure his race's survival, at least on a small scale. He offered complete surrender to Omega, in exchange for Omega's agreement to spare five thousand members of his race. Omega agreed, and Steelguard personally activated the device that hurled his world into the Warpworld. However, Omega did something beyond his predictions. He corrupted him, destroying all semblances of his ideals, so that Steelguard—now Shadivan

### SHADIVAN STEELGRAVE

PL14 • 252 POINTS

**STR** 8/0 **STA** 8/0 **AGL** 3/0 **DEX** 2 **FGT** 12 **INT** 6 **AWE** 4 **PRE** 4

**Powers:** **Ageless** (Immunity 1 (Aging)); **Datalink** (Radio Communication 4, Comprehend Machines 2); **Steelgrave Armor (EM Projectors)** (Ranged Multiattack Damage 10, AE: Ranged Damage 15, AE: Ranged Affliction 15 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated), AE: Move Object 15), Enhanced Agility 3, Enhanced Stamina 8, Enhanced Strength 8, Enhanced Will 5, Immunity 10 (Life Support), Impervious Protection 8, Senses 9 (Accurate Radio (radar), Darkvision, Direction Sense, Distance Sense, Infravision, Radio, Time Sense))

**Advantages:** Eidetic Memory, Inventor, Ranged Attack 6, Set-up, Well-informed

**Skills:** Deception 8 (+12), Expertise: History 2 (+8), Expertise: Science 12 (+18), Expertise: Tactics 8 (+14), Insight 12 (+16), Investigation 8 (+14), Persuasion 4 (+8), Ranged Combat: EM Projectors 4 (+12), Technology 18 (+24)

**Offense:** Initiative +3, EM Projectors +12 (Ranged, Damage 15), Unarmed +12 (Close, Damage 8)

**Defense:** Dodge 12, Parry 12, Fortitude 12, Toughness 16, Will 15/10 (without armor)

**Totals:** Abilities 56 + Powers 129 + Advantages 10 + Skills 38 + Defenses 19 = 252

**Complications:** **Motivation—Loyalty:** to Omega.

Steelgrave—came to realize that as long as he survived, his race survived, so why did it need breeding stock? He turned the 5,000 into Omegadrones, who soon perished in the numerous wars of the Terminus.

Steelgrave is now Omega's chief lieutenant, and his chief weaponsmith and strategist. He was the one who devel-



## MADRIGAL MARTINET

PL13 • 250 POINTS

STR 8 STA 11 AGL 4 DEX 4 FGT 13 INT 3 AWE 4 PRE 6

**Powers:** Immunity 21 (Aging, Weapon Damage), Power-lifting 5, Regeneration 10**Equipment:** Kordion blaster rifle (Damage 9, Accurate, Penetrating), Kordion blade (Strength-based Damage 4), helmet with commlink, flash goggles, and nightvision**Advantages:** All-out Attack, Attractive 2, Defensive Attack, Diehard, Equipment 6 Fearless, Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Inspire, Leadership, Move-by Action, Power Attack, Ranged Attack 8, Quick Draw, Takedown**Skills:** Acrobatics 8 (+12), Athletics 8 (+16), Deception 10 (+16), Expertise: History 5 (+8), Expertise: Magic 4 (+7), Expertise: Psychology 12 (+15), Expertise: Military 6 (+9), Expertise: Tactics 13 (+16), Insight 12 (+16), Intimidation 8 (+14), Perception 10 (+14), Persuasion 4 (+10), Stealth 8 (+12), Treatment 4 (+7)**Offense:** Initiative +4, Knife +13 (Close, Damage 12), Rifle +12 (Ranged, Damage 9), Unarmed +13 (Close, Damage 8)**Defense:** Dodge 13, Parry 13, Fortitude 14, Toughness 11, Will 12**Totals:** Abilities 106 + Powers 36 + Advantages 32 + Skills 56 + Defenses 20 = 250**Complications:** Motivation—Loyalty: to Omega.

## OMEGADRONES

PL6 • 76 POINTS

STR 5 STA 4 AGL 0 DEX 0 FGT 4 INT -2 AWE 0 PRE -1

**Powers:** **Omegadrone Armor** (Removable; Armor (Impervious Protection 4), **Boot Rockets** (Flight 5, 60 MPH), **Life Support** (Immunity 10), **Sensors** (Senses 4 (Communication Link, Darkvision, Radio)), **Power Pike** (Ranged Damage 7, AE: Damage 7)**Advantages:** Fearless, Great Endurance**Skills:** Close Combat: Power Pike 1 (+5), Intimidation 6 (+5), Perception 2 (+2), Ranged Combat: Power Pike 5 (+5)**Offense:** Initiative +0, Power Pike +5 (Close or Ranged, Damage 7), Unarmed +4 (Close, Damage 5)**Defense:** Dodge 4, Parry 4, Fortitude 8, Toughness 8, Will 4**Totals:** Abilities 20 + Powers 35 + Advantages 2 + Skills 7 + Defenses 12 = Total 76

oped the Alpha-Centurion clone Omega used to impersonate the great hero on Earth-Prime. Steelgrave believes in thoroughly breaking an enemy before striking the final blow, and he intends to find new ways to debase and degrade the heroes of Earth-Prime—it's for their own good, after all, since ideals and heroism are such outdated concepts, and it is time everyone realized it.

Steelgrave is head of the Omeadrone program. Captured soldiers from Omega's conquered worlds are taken to the Steelgrave Sadodel on Nilhilor, where they are trained in the Mixed Murder Arts, and then fitted to the death for the proles' entertainment as their "final exams." Those who win the death-duels (or who try to lead slave rebellions; Steelgrave so admires spirit) are taken to his factory, where they are brainwashed, turned into Omeadrones, and sent into battle for the greater glory of Lord Omega. Steelgrave presides over the Death Duels himself like an emperor, unless his master should deign to appear.

Steelgrave appears as a middle aged Caucasian man, with dark curly brown hair, a pencil-thin moustache, and the

sagging remains of a once athletic body eroded by years of corruption and vice. The Steelgrave armor is a seven-foot tall battlesuit, in steel grey, black, and gold.

## MADRIGAL MARTINET

**REAL NAME:** Unknown**OCCUPATION:** Annihilist**BASE:** The Ice Palace, Nilhilor

The Madrigal was a superhero who fought against a tyrannical overlord on her homeworld. Raised by the Kordions, a proud race of female warriors, she went off the deep end after the Warlord destroyed Kordialis Island and brutally murdered her children on the worldwide communications network. When Shadivan Steelgrave offered her the chance to destroy the Warlord, she took it, even if it meant the destruction of the entire world she once fought to liberate. And, it felt *good*.

A superb tactician and ruthless combat instructor, Madrigal was renamed Madrigal Martinet and put in charge of training the Omeadrone hordes for the Final Armada. She is the ice princess of the Terminus, as fierce as any drill sergeant when commanding her troops and otherwise showing no emotions.

Madrigal Martinet has only one weakness—she loves Mandragora, but he claims not to care for her. The two have waged war against each other, sacrificing the lives of countless drones, even though the entire Terminus realizes it's just an elaborate mating ritual.

Madrigal Martinet is the most beautiful woman in the Terminus, but it's a cold beauty. Her long raven hair flows out of her golden helmet, and its open eye slits reveal her sparkling blue eyes. She is tall, with an athlete's build, and wears a red military uniform with gold braid.

The Madrigal's homeworld was magical. Her Immunity is a spell bestowed on her by the Kordions when she was named High Champion of Peace: no device crafted as a weapon, be it a sword, a knife, or an atomic bomb, can physically harm her. Mental damage is not covered in the spell, nor are non-weapon attacks (including attacks with items not crafted as weapons, like random pieces of the scenery).

## MANDRAGORA

**REAL NAME:** Unknown**OCCUPATION:** Annihilist**BASE:** The Dragon Tower, Nilhilor

Mandragora, Dragon of the Terminus, was once hero of a world of fantastic magic and dragons coexisting with modern metropolises. He was the Dragonblood, destined to bring dragon and mankind together. He tamed the great Dragon of the Monothesis Steppes, then ate its heart to gain its powers. He now had a dragon's might and the ability to produce dragonfire with a gesture. All tongues proclaimed him Hero and Peacemaker.

When Omega came, the great overlord of Entropy unfolded his plans for existence. Mandragora had been

## MANDRAGORA

PL13 · 245 POINTS

STR 12 STA 7 AGL 4 DEX 4 FGT 10 INT 2 AWE 3 PRE 7

**Powers:** **Dragonfire** (Cone Area Damage 13 (fire), AE: Line Area Damage 13, AE: Ranged Damage 13); **Dragonflight** (Flight 12), Immunity 23 (Aging, Critical Hits, Fire Effects, Life Support)

**Equipment:** Armor (Protection 3), commlink

**Advantages:** Animal Empathy, Attractive 2, Defensive Roll 3, Improved Critical (Dragonfire), Improved Initiative, Move-by Action, Power Attack, Ranged Attack 12, Takedown

**Skills:** Deception 4 (+11), Expertise: Dragon-rider 12 (+16), Expertise: Magic 4 (+6), Insight 6 (+9), Intimidation 10 (+17), Investigation 6 (+8), Perception 6 (+9)

**Offense:** Initiative +8, Dragonfire +13 (Ranged, Damage 13), Unarmed +10 (Close, Damage 12)

**Defense:** Dodge 13, Parry 13, Fortitude 12, Toughness 13, Will 11

**Totals:** Abilities 98 + Powers 75 + Advantages 21 + Skills 26 + Defenses 25 = 245

**Complications:** **Motivation—Honor:** Sworn fealty to Omega.

prophesized to defeat dragons and reconcile them to man, but he knew of no prophecy of his victory over this foe. He fought Omega, as was his duty, but when he was beaten, he bowed before him and said: "This world is yours. As am I, Master."

Omega brought Mandragora back to the Terminus, where he gave him a tower of dragons from which to watch the death of his universe. He was saddened, but he had his sworn retainers and five dragons at his side. Since then, whether astride a great dragon-headed battle cruiser or on a planet hunting Furions, Mandragora serves Omega, the noblest of his servants—and yet more loyal than anyone who's been brainwashed into his fold.

Mandragora appears to be a tall (6'3") Asian man, handsome despite a nasty burn scar on the right side of his face. He has long black hair and wears red armor, emblazoned with a golden Chinese-style dragon.

## PHYSICIAN FRIENDLY

**REAL NAME:** Unknown

**OCCUPATION:** Annihilist

**BASE:** The Helpful Hospice, Nihilor

The most depraved and twisted individual in the Terminus is Physician Friendly, head of the Helpful Hospice, where proles, Omegadrones, and prisoners go to receive "compassionate care"—namely torture, vivisection, or experimentation.

The Physician was the greatest hero of his world, a man who organized the resistance against the evil Nanoknights. When he defeated the Nanoknight menace and was put in charge of the rebuilding project, the Physician realized it was a lost cause. The damage done by the Nanoknights, not only on his world, but on every perceivable planet in the universe, was irreversible, the equivalent of cosmic cancer, dooming everyone everywhere to slow, painful death. Then, a strange, armored

## PHYSICIAN FRIENDLY

PL12 · 262 POINTS

STR 1 STA 5 AGL 0 DEX 3 FGT 4 INT 8 AWE 3 PRE 1

**Powers:** **Sing Along with Physician Friendly (Perception Ranged Cumulative Affliction 12** (Resisted and Overcome by Will; Entranced, Compelled, Incapacitated)); **Physician's Care** (Healing 8, Energizing, AE: Cumulative Affliction 12 (Resisted and Overcome by Fortitude; Fatigued, Exhausted, Incapacitated)); **Unaging** (Immunity 1 (Aging)), **Call the Nightmare Nurses** (Summon 11, Controlled, Heroic, Multiple Minions (two), Permanent)

**Advantages:** Fascinate (Expertise: Singing), Inventor, Second Chance (Technology skill checks), Skill Mastery (Treatment)

**Skills:** Deception 8 (+9), Expertise: Philosophy 8 (+16), Expertise: Psychology 8 (+16), Expertise: Science 12 (+20), Expertise: Singing 6 (+7), Insight 12 (+15), Intimidation 10 (+11), Technology 12 (+20), Treatment 14 (+22)

**Offense:** Initiative +1, Sing Along (Perception Ranged, Affliction 12; Will DC 22), Unarmed +4 (Close, Damage 1)

**Defense:** Dodge 8, Parry 6, Fortitude 10, Toughness 5, Will 12

**Totals:** Abilities 50 + Powers 139 + Advantages 4 + Skills 45 + Defenses 24 = 262

**Complications:** **Motivation—Sadist:** "Tell Physician Friendly where it hurts..."

## THE NIGHTMARE NURSES

PL9 · 157 POINTS

STR 7 STA – AGL 4 DEX 5 FGT 8 INT 3 AWE 0 PRE 1

**Powers:** **Fear-causing Drug** (Affliction 9 (Resisted and Overcome by Fortitude; Dazed, Compelled, Controlled)), **Surgical Attachments** (Strength-based Damage 3), **Robotic Body** (Immunity 60 (Fortitude and Will effects), Protection 10 (Impervious), Senses 7 (Detect Intruders, Acute, Analytical, Ranged, Distance Sense, Radio, Time Sense))

**Skills:** Expertise: Singing 4 (+5), Perception 8 (+8), Stealth (+4)

**Offense:** Initiative +4, Surgical Attachments +8 (Close, Damage 10)

**Defense:** Dodge 8, Parry 8, Fortitude Immune, Toughness 10, Will Immune

**Totals:** Abilities 46 + Powers 101 + Advantages 0 + Skills 6 + Defenses 4 = 157

man suggested he simply put the universe out of its misery, quickly and painlessly. He did so, but the experience drove him mad.

After a "treatment" from Omega and the Doom-Coil, the Physician renamed himself Physician Friendly. He now performed whatever treatments Omega wanted, just as long as he could hum a happy tune and give the patient a lollipop at the end. With the assistance of his Nightmare Nurses (who give bad patients "a right good scare"), he keeps things running smoothly at the insanely Helpful Hospice, always willing to share a smile and a song with his patients and ask them to tell him "where it hurts," so he can find out more. Physician Friendly is perceived as a small, jolly, slightly overweight man in a 1960s TV show doctor's smock.

Physician Friendly's Nightmare Nurses are huge, 7-foot tall, steel-grey robots in nurse's uniforms, with smiling faces painted on their blank steel heads and pincers for hands. They serve as the "punishment detail" while Physician Friendly almost always lives up to his name.



# ARGO

**REAL NAME:** Argo

**OCCUPATION:** None, former agent of Talos

**BASE:** Mobile

Argo is one of the most powerful opponents the Freedom League has ever faced. He is an android created by Talos and powered by a micro-singularity held in a containment unit within its chest. Talos intended Argo to gather information on superhumans and even to have the ability to mimic their powers using the power from the singularity and the "proto-matter" of his structure. However, when Argo first encountered the Freedom League, he "imprinted" on them in an unexpected way. He gained all of their abilities but also became "fixed" in that form, unable to change or adapt any new powers. Still, it gave the android enough power that he nearly defeated the entire League. If not for their teamwork and Daedalus' inventive genius (which Argo could not duplicate), the team would have met defeat. They overcame and deactivated the android, turning it over to ASTRO Labs for study.

Argo later re-activated and went after the Freedom League again. Talos no longer controlled him and he rebelled against the directives of his creator. The Freedom League only managed to overcome him when they disrupted the containment around his singularity power source, causing the android to collapse in on himself and vanish from Earth's dimension altogether. Argo ended up in the Terminus, the space between universes, where he has drifted, inert, for some time. All it requires is some outside stimulus to reactivate him, and Argo will be looking for a way to get back to Earth and continue his conquest.

## PERSONALITY

Argo is a fairly unsophisticated being at heart. He's supremely confident in his own abilities, as one of the most powerful beings known. He behaves like a bully, making demands and pushing around anyone weaker than

he is (which may well be nearly everyone). His goal is to rule over a society of beings like him, although he lacks the technical knowledge and expertise to create new androids. He might be amenable to an alliance with his "father" Talos, who shares his goals, although their own arrogance would soon spell the end of any cooperation between them. Deep down, Argo is confused, lonely, and looking for a place in the world, but he's also dangerously unstable and has no regard for human life, making it difficult to feel sympathy for his situation.

## POWERS & ABILITIES

Argo's original power was Mimicry: Variable X (powers possessed by subjects), Continuous, Feature: Stacking (multiple instances of same effect add +1 to highest rank), Limited to Subjects in Perception Range, Quirk: also acquires subject's drawbacks. He could duplicate the powers of any subject he visually scanned. His initial encounter with the Freedom League "froze" his powers in their current configuration and Argo has been unable to restore his mimicry capabilities since.

Argo has the combined powers of Captain Thunder, Daedalus, Dr. Metropolis, Johnny Rocket, Lady Liberty, and Siren, including the ability to replicate Siren's silver net. The cumulative powers of six heroes make him tremendously powerful. His only real limitation is his inability to mimic skills or other mental traits; thus, he doesn't have Raven's training or Daedalus' intellect. He also picked up some of the Freedom League's weaknesses when he copied their powers, and opponents can take advantage of them when fighting him.

Argo's not a particularly innovative tactician and he doesn't understand his powers as well as the originals, using only the most basic tactics and applications of his many powers. He relies mostly on brute force to get things done; against most opponents, it's more than enough.



## ARGO

PL19

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
17	-	0	0	10	0	0	0

## POWERS

**Android Body:** Immunity 30 (Fortitude effects) • 30 points

**City Meld:** Movement 3 (Permeate 3), Limited to Urban Materials • 3 points

**Dense Body:** Growth 4, Does Not Change Size • 12 points

**Electrical Control:** Array (24 points)

**Lightning Bolt:** Ranged Damage 12 • 24 points

**Ball Lightning:** Burst Area Ranged Damage 8 • 1 point

**Thunderclap:** Cumulative Ranged Affliction 12 (Resisted by Dodge, Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Hearing • 1 point

**Freedom of Movement:** Array (30 points)

- **Super-Speed:** Enhanced Advantage 6 (Improved Initiative 6), Quickness 12, Speed 12 (8,000 MPH) • 30 points

- **Cityport:** Teleport 15, Extended, Medium: Urban Areas • 1 point

- **Flight:** Flight 10 (2,000 MPH) • 1 point

- **Swimming:** Swimming 10 (500 MPH) • 1 point

**Immortal:** Immortality 5 (1 day) • 5 points

**Invulnerable:** Protection 13, Impervious • 26 points

**Light Control:** Array (22 points)

- **Healing Light:** Healing 11 • 22 points

- **Illuminate:** Environment 11 (8 miles; Light, daylight) • 1 point

- **Liberating Light:** Nullify 11 (binding and imprisoning effects), Simultaneous • 1 point

- **Reflective:** Deflect 11, Reflect • 1 point

**Marine Mastery:** Summon Marine Life 6, Horde, Mental Link, Multiple Minions, Variable General Type (Marine Life), Limited to in or near water • 31 points

- **Marine Control:** Perception Ranged Cumulative Affliction 10 (Resisted by Will; Dazed, Compelled, Controlled), Limited to Marine Life • 1 point

**Psychometry:** Remote Sensing 22 (visual, auditory), Limited to urban areas • 44 points

**Run On Water:** Movement 1 (Water-Walking), Limited to while moving • 1 point

**Run Up Walls:** Movement 1 (Wall-Crawling), Limited to while moving • 1 point

**Senses of Freedom:** Senses 8 (Acute and Ranged Detect Electricity, Radio, Vision Penetrates Concealment) • 8 points

**Silver Net:** Ranged Cumulative Affliction 11 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobilized), Affects Insubstantial 2, Extra Condition, Limited Degree, Removable (-7 points) • 28 points

**Speed Stunts:** Array (20 points)

- **Air Control:** Cone Area Move Object 10, Close Range • 20 points

- **Supersonic Punch:** Strength-based Damage 10 (momentum) • 1 point

**Strength of Freedom:** Enhanced Strength 13 • 26 points

**Urban Control:** Array (22 points)

- **Animate Infrastructure:** Perception Range Summon Animated Objects 11, Limited to Available Objects, Limited to Urban Materials • 22 points

- **Urban Grip:** Ranged Affliction 11 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree • 1 point

- **Urbanokinesis:** Perception Range Move Object 11, Limited to urban material • 1 point

## POWERS

**Urban Healing:** Regeneration 5, Source (urban areas) • 3 points

**Water Control:** Array (20 points)

- **Hydrokinesis:** Move Object 10, Perception Range, Limited to Water • 20 points

- **Blinding Splash:** Ranged Cumulative Affliction 10 (Resisted by Dodge, Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Vision • 1 point

- **Drown:** Ranged Cumulative Affliction 5 (Resisted and Overcome by Fortitude; Fatigued, Exhausted, Incapacitated), Concentration • 1 point

- **Water Blast:** Ranged Damage 10 • 1 point

- **Water Current:** Environment 10 (Impede Movement, -2 ranks) • 1 point

## SKILLS

None

## ADVANTAGES

Ranged Attack 10

## OFFENSE

	INITIATIVE +0
Ball Lightning	Burst Area, Ranged, Damage 8
Blinding Splash +10	Ranged, Affliction 10 (Dodge DC 20)
Drown +10	Ranged, Affliction 5 (Fortitude DC 15)
Lightning Bolt +10	Ranged, Damage 12
Supersonic Punch +10	Close, Damage 27
Thunderclap +10	Ranged, Affliction 12 (Dodge DC 22)
Unarmed +10	Close, Damage 17
Urban Grip +10	Ranged, Affliction 11 (Dodge DC 21)
Water Blast +10	Ranged, Damage 10

## DEFENSE

DODGE	14	FORTITUDE	Immune
PARRY	14	TOUGHNESS	24
WILL	14		

## POWER POINTS

ABILITIES	10	SKILLS	0
POWERS	372	DEFENSES	39
ADVANTAGES	10	TOTAL	431

## COMPLICATIONS

**Motivation — Acceptance:** Argo seeks a place in the world; unfortunately, he has decided it shall be as its ruler.

**Power Loss:** Argo loses Lady Liberty's powers (Light Control, one rank each from Enhanced Strength, Flight, and Protection) when bound or imprisoned.

**Weakness:** Argo is vulnerable to effects that drain his powers, suffering an additional degree of effect for Afflictions or 50% more power points for Weaken.



# THE BROTHERHOOD OF THE YELLOW SIGN

**MEMBERS:** Serpent People and their pawns

**BASE OF OPERATIONS:** Worldwide

**MOTIVATION:** Serve the Unspeakable One

The history of the Brotherhood of the Yellow Sign predates human civilization—human existence, actually—beginning in the latter days of the Empire of the Serpent People, millions of years ago. The once-powerful race of Serpent People achieved the peak of their civilization before humans began walking upright. Part of their decline can be traced to strange cults, worshipping alien gods from outside reality. One such cult was the Brotherhood of the Yellow Sign, so named for the symbol of their god, the Unspeakable One. It is said that to speak the god's true name invites madness, death, and disaster, so it is all but forgotten save for a few forbidden documents from ancient Lemuria, the center of the Serpent Empire.

Some speculate that worship of the Unspeakable One led to the degeneration of the Lemurian Serpent People, while others suggest the degeneration of their culture drove the Serpent People to join cults like the Brother-

hood. Whatever the case, the Brotherhood and its deity are associated with the downfall of Serpent civilization. Followers of the cult were forced underground long before the remainder of the Serpent People fled there following the sinking of Lemuria.

In the millennia following the fall of their civilization, more Serpent People joined the cult, which fractured into numerous splinter groups. They struggled amongst themselves, breaking apart, conquering each other, forming larger groups before being torn apart again to continue the cycle on and on. The Serpent People fought wars with the Morlocks and Sub-Terrans in the tunnels and caverns of the underworld and their civilization continued to degenerate, until it could barely be called "civilization" at all. Occasional Serpent People were throwbacks to their intelligent ancestors. They became leaders of bands of their degenerate brethren, but few were able to do more than that.

The rise of human civilization brought the first real changes in the Brotherhood of the Yellow Sign in millennia. The Serpent People leaders of the cult began recruiting human followers. This gave them influence on the surface world, and human cultists and prisoners were used as breeding stock for experiments and reproduction. Occasionally the Brotherhood ran afoul of a human hero capable of opposing them, but for the most part they went unnoticed, largely because their activities never amounted to much.

That began to change in the 20th century with the rise of superhuman activity and the birth of a greater number of intelligent Serpent People to members of the Brotherhood. The Serpent People became more active in Sub-Terra, coming into conflict with their ancient enemies the Morlocks again. They also became more active on the surface world, spawning both human cults and half-human offspring. The Brotherhood clashed on occasion with Earth's Master Mage, Adrian Eldritch and, later,



with Siren, who fought the Serpent People half-breeds among the Mayombe.

The most ambitious plans of the Brotherhood involve unearthing lost artifacts and knowledge from Lemuria, particularly those associated with their patron, the Unspeakable One. This includes the Serpent Scepter and many of the other items from the **Magic** section of the *Gadget Guides* sourcebook.

The ultimate goal of the Brotherhood is to summon the Unspeakable One into Earth's dimension. All indications are this would lead to madness for all creatures on Earth, at the very least, and possibly the destruction of reality. The members of the cult either believe their patron will conquer the universe and grant power to its loyal followers or else they are too mad to care what happens and intend to share their madness with all creation.

## THE UNSPEAKABLE ONE

The Brotherhood's unnamed patron is a being of cosmic power and unknowable intentions. There are no images of the Unspeakable One, only the Yellow Sign and other symbols of its power. Those claiming brushes with the Unspeakable One's power speak of amorphous masses of tentacles, strange, shifting shapes, random piping and whistling music, and a vast and bottomless void. Such individuals are also invariably insane, so their accounts are questionable, at best.

The Unspeakable One is beyond game traits, possessing untold cosmic power. If it were ever summoned to Earth, there would be little, if anything, that could stand against it. The Gamemaster can use the threat (or even the presence) of the Unspeakable One as a plot device in the campaign, but should be certain to give the heroes a means of overcoming the mad god; usually by disrupting whatever ritual the Brotherhood is performing to summon it to this reality. The Unspeakable One rarely, if ever, intervenes on the behalf of the Brotherhood. In fact, it's quite possible it is entirely unaware of its worshippers, existing only to inflict madness and devastation on the universe.

## BROTHERHOOD CULTISTS

Use the Cultist archetypes from **Chapter 3** of the *MUTANTS & MASTERMINDS Gamemaster's Guide* for the human members of the Brotherhood of the Yellow Sign. Human cultists generally do not have the Ritualist advantage or any magical powers, serving as pawns of the Serpent People.

### CIVILIZED SERPENT PERSON

Serpent People are thin, reptilian humanoids with long, snake-like necks and heads and lashing serpentine tails. Their fangs have a venom that dulls the wits and weakens the will.

Civilized Serpent People have a cold gleam of intellect in their dead, golden eyes. They typically dress in long, hooded robes with wide sleeves, but they're magically

### CIVILIZED SERPENT PERSON

PL4 • 54 POINTS

**STR** 0 **STA** 0 **AGL** 1 **DEX** 0 **FGT** 2 **INT** 2 **AWE** 0 **PRE** 1

**Powers:** **Scales** (Protection 1), **Serpentine Senses** (Senses 2 (darkvision)), **Shapeshift** (Morph 3 (humanoids)), **Venomous Bite** (Strength-based Damage 1, Weaken Awareness 5, Resisted by Fortitude, Linked to Damage)

**Advantages:** Improved Initiative

**Skills:** Deception 4 (+5), Expertise: Magic 4 (+6), Sleight of Hand 4 (+4), Stealth 3 (+4)

**Offense:** Initiative +5, Bite +2 (Close, Damage 1, Weaken Awareness 5), Unarmed +2 (Close, Damage 0)

**Defense:** Dodge 3, Parry 3, Fortitude 3, Toughness 1, Will 3

**Totals:** Abilities 12 + Powers 24 + Advantages 1 + Skills 8 + Defenses 9 = 54

**Complications:** **Motivation—Power.** **Preternatural:** Inhuman reptiles from the dawn of time.

### SAVAGE SERPENT PERSON

PL4 • 31 POINTS

**STR** 1 **STA** 1 **AGL** 1 **DEX** 0 **FGT** 2 **INT** -2 **AWE** 0 **PRE** -1

**Powers:** **Scales** (Protection 1), **Serpentine Senses** (Senses 2 (darkvision)), **Venomous Bite** (Strength-based Damage 1, Weaken Awareness 5, Resisted by Fortitude, Linked to Damage)

**Advantages:** Improved Initiative

**Skills:** Athletics 4 (+5), Close Combat: Spear 2 (+5), Ranged Combat: Throwing 4 (+4), Stealth 4 (+5)

**Offense:** Initiative +5, Bite +3 (Close, Damage 2, Weaken Awareness 5), Unarmed +3 (Close, Damage 0)

**Defense:** Dodge 3, Parry 4, Fortitude 4, Toughness 2, Will 2

**Totals:** Abilities 6 + Powers 9 + Advantages 1 + Skills 7 + Defenses 8 = 31

**Complications:** **Motivation—Survival.** **Preternatural:** Inhuman reptiles from the dawn of time. **Savage:** Savage Serpent People know nothing more advanced than their Stone Age culture.

able to assume different humanoid forms, allowing them to move about undetected.

Many civilized Serpent People are sorcerers of some skill. Initiates of their mystical cults have the Ritualist advantage, while true masters have ranks in the Magic power and know a variety of spells (see **Chapter 6** of the *Hero's Handbook* and the **Magic Powers** section of *Power Profiles*).

### SAVAGE SERPENT PERSON

Savage Serpent People are little more than animals; sinuous, scaled humanoids with snake-like heads and long necks and tails. They wear crude, ragged clothing (if any) and attack non-Serpent People on sight, using their clawed hands or poisonous bite, or crude weapons like Stone Age spears, axes, or clubs.

They instinctively obey the commands of civilized Serpent People, but aren't smart enough to carry out complex orders. They can often speak haltingly in human languages, at least enough to communicate basic concepts, although they are rarely interested in communicating, unless absolutely necessary.



# CAPTAIN KRAKEN

**REAL NAME:** Krak-En Vas  
**OCCUPATION:** Space pirate  
**BASE:** Milky Way Galaxy

Krak-En Vas was hatched on the distant planet Illthus, a dark and dreary water-world on the edge of the Grue Unity. After some training as a soldier working for the Empire, Krak-En deserted his unit, and began a career as a pirate and privateer. Raiding various small shipments, he parlayed his successes into a larger crew and a larger ship, becoming known as a scourge of the spaceways in the Grue Unity, the Lor Republic, and many other parts of known space.

After years on the most-wanted lists of authorities across the galaxy, Captain Krak-En's luck ran out when his ship

was damaged in a space battle with a Lor cruiser near Earth. The space pirate managed a controlled entry of Earth's atmosphere, but his vessel's hyperdrive was badly damaged. To repair it, Krak-En needed parts, equipment, and supplies. As a pirate, he naturally set to stealing them.

His translation matrix latched onto information about Earth pirates (kindred spirits), so Krak-En's English sounds like it came out of a Hollywood pirate movie (since, essentially, it did) and he has developed a fondness for dressing like a pirate from Earth's Age of Sail. The alien pirate and his crew fought the Earth heroine Siren on several occasions, and "Captain Kraken" (as he became known on Earth) and his crew ended up in federal custody.

It remained unclear if the human authorities could even hold alien criminals, but for some time, Captain Kraken and his crew remained the "guests" of Blackstone prison. Eventually they escaped and Kraken was able to finish repairs to his ship. Although the space pirate escaped Earth, his vessel was nearly destroyed in the process. He resumed his career of plunder, but now with an eye toward the riches of Earth and the humans who'd dared imprison him. Kraken swore his revenge, and it is an oath he takes seriously.

Since then, Captain Kraken and his crew of space pirates have caused trouble for Earth on occasion. He would like nothing more than to unleash a terrible catastrophe or war on Earth, leaving the ruins for him to plunder. Kraken has also attracted trouble in the form of Grue, Lor, and other aliens seeking to capture him. He forges alliances with menaces like Lady Lunar and Star Khan, breaking them when they no longer suit his plans. Through it all, he remains one of the most dreaded pirates, scourge of the space-lanes.

## PERSONALITY

Captain Kraken tends to combine showboating and a preference for hiding behind his crew. He'll send waves of space pirates at the heroes before facing them in personal combat, although he's quite daring when forced into a direct confrontation. Kraken is willing to take hostages and hold entire cities ransom, if it serves his purpose. He often takes advantage of the more honorable nature of his opponents.

Captain Kraken tries to make sure he has an escape plan if things go wrong. He's the first to abandon ship



## CAPTAIN KRAKEN

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	3	4	4	12	1	0	2

## POWERS

**Squid-Faced Alien:** Extra Limbs 3, Immunity 1 (drowning), Senses 2 (Darkvision), Swimming 2 (2 MPH) • 8 points

**Ink Cloud:** Burst Area Visual Concealment Attack 2 • 6 points

**Blaster Pistol:** Easily Removable (-6 points), Ranged Damage 8, Homing 1 • 11 points

**Energy Cutlass:** Easily Removable (-4 points), Damage 8 • 4 points

**Spacesuit:** Removable (-2 points), Immunity 10 (life support) • 8 points

## SKILLS

Acrobatics 4 (+8), Deception 6 (+8), Insight 8 (+8), Intimidation 5 (+7), Perception 8 (+8), Technology 5 (+6), Vehicles 8 (+12)

## ADVANTAGES

Close Attack 1, Defensive Attack, Defensive Roll 6, Equipment 24, Evasion, Favored Environment (Aquatic), *Improved Grab*, Improved Initiative, Languages (English), Leadership, Ranged Attack 9

## OFFENSE

## INITIATIVE +8

Blaster +13	Ranged, Damage 8, Homing
Cutlass +13	Close, Damage 8
Unarmed +13	Close, Damage 2

and head for the escape pods, and more than once heroes have witnessed the destruction of his vessel. Kraken always turns up later with some wild tale of how he survived to fight another day.

## POWERS &amp; ABILITIES

Captain Kraken is a healthy, athletic Illthusian, about as capable as an athletic human, albeit capable of seeing in almost absolute darkness, breathing both air and water, and possessing prehensile tentacles surrounding his mouth.

Like other Illthusians, Kraken can emit a cloud of inky black particulate, spreading out through air or water to provide temporary concealment, usually for an ambush or escape.

Captain Kraken is usually equipped with a transparent collapsible spacesuit, which activates automatically upon contact with a hostile environment. He is armed with a force blaster pistol and an energy sword, both styled to appear like antique Earth weapons from the Age of Sail.

## DEFENSE

<b>DODGE</b>	12	<b>FORTITUDE</b>	11
<b>PARRY</b>	12	<b>TOUGHNESS</b>	9/3*
<b>WILL</b>	7	*Without Defensive Roll	

## POWER POINTS

<b>ABILITIES</b>	56	<b>SKILLS</b>	22
<b>POWERS</b>	37	<b>DEFENSES</b>	23
<b>ADVANTAGES</b>	46	<b>TOTAL</b>	184

## COMPLICATIONS

**Alien:** Captain Kraken is a strange alien being, unable to pass unnoticed on Earth.

**Motivation—Greed:** Plunder is the Captain's sole interest and desire.

**Wanted:** Captain Kraken is a wanted fugitive throughout the galaxy.

## VEHICLE: THE STAR SCOURGE

115 PTS

**SIZE:** Colossal **STR:** 20 **SPEED:** 12 **DEF:** 5 **TOU:** 15

**Features:** Blaster Cannons (Ranged Damage 12), Hidden Compartments, Navigation System, Movement 3 (Space Travel 3), Weapons Array (*Missiles:* Burst Area Ranged Damage 12, Homing; *AE:* Tractor Tentacles: Perception Ranged Move Object 12)

## SPACE PIRATE

PL4

**STR** 2 **STA** 2 **AGL** 1 **DEX** 1 **FGT** 4 **INT** 0 **AWE** 0 **PRE** 0

**Equipment:** Armored space-suit (Immunity 10 (life support), Protection 1), blaster pistol (Ranged Damage 4), commlink

**Advantages:** Equipment 4, Ranged Attack 3

**Skills:** Expertise: Pirate 4 (+4), Intimidation 4 (+4), Vehicles 4 (+5)

**Offense:** Initiative +1, Blaster +4 (Ranged, Damage 4), Unarmed +4 (Close, Damage 2)

**Defense:** Dodge 4, Parry 4, Fortitude 5, Toughness 3, Will 3

**Totals:** Abilities 20 + Powers 0 + Advantages 7 + Skills 6 + Defenses 9 = 42

Kraken also usually has use of his space cruiser, the *Star Scourge*, along with a crew of some of the most infamous pirates and scoundrels in the known galaxy.

Kraken's scurvy crew of space pirates is made up of various humanoid aliens with similar game abilities. The space pirates are armed with blaster weapons and their fists (or pseudopods or similar limbs) and generally obedient to their captain's commands (if they know what's good for them). Kraken's crews are generally minions (see **Minions** in the **Action & Adventure** chapter of the *Hero's Handbook*).



# THE CRIME LEAGUE

**MEMBERS:** Devil Ray, Dr. Simian, Dr. Stratos, Freebooter, Medea, Orion, Tom Cypress, Wildcard, amongst others

**BASE OF OPERATIONS:** Freedom City

**MOTIVATION:** Greed and Ambition

The Crime League has been one of the most infamous groups of super-criminals in the world for generations. The original Crime League was founded in 1942, when American super-criminals banded together for mutual protection and assistance and formed the first modern-day supervillain team. The League's charter members were Doctor Zero, Marionette, Magnifico the Magician, Opal, and Tom Cypress, joined later by August Roman, the Maestro, and the original King Cole, amongst others.

All Crime League members had previous clashes with various Freedom City "mystery men," and realized America's entry into World War II greatly increased their chances of winding up in prison or dead. The newly formed Liberty League, police, FBI, and ordinary civilians across the country were all on the lookout for any suspicious activity—the sort supervillains generate naturally. Making matters worse, these vigilant folk were likely to shoot costumed criminals before they could explain they're just out to line their own pockets, not help spread fascism.

## THE CRIME LEAGUE UNLIMITED

The Crime League is less a team and more an alliance or network of super-criminals, banded together for self-protection and furthering their mutual criminal schemes. Essentially, if a criminal needs capable henchmen or mercenaries, the League may be able to provide them. If one of its members needs backup against the interference of one or more heroes, the League can help them out, in exchange for a cut of the take and the member's assistance in the future. It's a kind of "crime co-op" designed to make things more difficult for the good guys and to allow a villain to make a dishonest living in the modern age.

The extent and full membership of the Crime League is left for the Gamemaster to decide as best suits the series. It might consist of little more than the senior members described here, or it could be far-reaching, with junior and ancillary members all around the world. Freelance and independent super-criminals from this book, *Emerald City Threat Report*, and *Atlas of Earth-Prime* could all be involved with the Crime League, on a regular or *ad hoc* basis. The League is likely to recruit promising new members, perhaps by giving them a "free pass" by getting them out of a jam with some heroes, or breaking them out of prison.

If you are running a *Freedom City* series where the heroes are involved with the Freedom League, or are just Freedom City's newest defenders, they may face off against some of the "junior" members of the Crime League before coming up against its senior leadership, and taking down the Crime League's whole network could easily be the work of an entire series.

The Crime League's operations ranged from simple theft (bank heists and such) to complex schemes such as counterfeiting ration coupons or blackmailing the government with stolen super-weapons. When the opportunity presented itself, the League also tried to eliminate its rivals in the Liberty League, without success. The Crime League never cooperated with the Axis powers, but cared little that its misdeeds frequently jeopardized the American war effort.

Since then, the Crime League has gone through numerous incarnations and a regularly rotating membership, but has remained one of the most persistent foes of the Liberty League and its successor, the Freedom League.

Many incarnations of the Crime League focused primarily on profit and security for its members. However, the League never proved especially good at either, attracting members with an axe to grind against this hero or that one, and therefore the attention of heroes who soon busted up the group and sent its members off to prison, continuing the cycle. Various leaders assembled new Crime Leagues to suit their own agendas. Such groupings quickly fell apart once their leader was out of the picture.

The current League is the creation of Drs. Stratos and Simian, originally led by Dr. Stratos as an instrument of revenge against Captain Thunder and his Freedom League allies. The League's expansion after the Grue Invasion led Dr. Stratos to consider a similar expansion of the Crime League. What if, rather than just a rag-tag team of criminals, the League became a true syndicate encompassing super-criminals from around the world? The concept proved fruitful, setting up a criminal network, a kind of "shadow society" where criminals received support, information, and occasional allies in exchange for a cut of their profits. Many found what the Crime League had to offer useful, and their influence and resources grew.

Initially, the Crime League came up against a mysterious underworld force opposed to their expanded activities, apparently connected to the criminal haven set up in Emerald City. Members of the League were aware of, and used, Emerald City as a place to lay-low and recover, but details about the mysterious "Chamber" that controlled it had not surfaced, until a new criminal network threatened to intrude on their business. For some time, the League fenced behind the scenes with agents of what later turned out to be F.O.E. (see the *Emerald City* sourcebook), looking to preserve its own mercenary network.

When the Silver Storm shattered the Chamber alliance in Emerald City, F.O.E. and its erstwhile allies were distracted, to say the least, allowing the Crime League the opportunity to expand largely unopposed. They made some valuable contacts in Emerald City and the West Coast, and more firmly established operations in Freedom and the East Coast of the United States. The loss of Blackstar (who left Earth altogether) was more than made up for by Dr. Stratos' victory against his old foe Captain Thunder,

removing one of the stalwart and most experienced members of the Freedom League.

More recently, the Crime League has diversified, recruiting Freebooter to handle their communications and data-networking, and arranging a deal with Saturnine Roman for a cut of the Circuit-Maximus, in exchange for making the illegal fighting ring a “training” and recruitment resource for the Crime League itself.

The Crime League’s growth may portend trouble for Freedom City and its heroes, as they continue to look for opportunities to weaken known heroes and teams, and eventually bring them down. The Crime League’s greatest weakness is the internal ambitions of its members: Dr. Stratos remains largely in charge of the expanded group, with the support of Tom Cypress, but Dr. Simian occasionally bristles under Stratos’ leadership, and Medea is a fickle ally, at best, with plans of her own.

## MOTIVATION AND GOALS

Power and profit are the Crime League’s main goals. Although some members may have dreams of conquest, for the most part, the League is dedicated to criminal enterprise, ranging from extending their influence over other profitable syndicates (often as a protection racket in exchange for their “patronage”) to pulling off daring robberies and other crimes.

The Crime League largely avoids murder-for-hire, although some of its members (like Orion) take such contracts. Its first goal is secrecy and security, followed by steady streams of income, and then the “personal” projects and ambitions of its members, although some of them put their own goals first.

To further its ambitions, the Crime League looks for opportunities to weaken or even eliminate heroes able to oppose them. They prefer to operate in secret, forgoing some of the more showy crimes of their predecessors. This approach does not always sit well with the more vengeful members, who want to pursue their vendettas without the League’s restrictions, but who also understand the value of its aid and protection.

## TACTICS

The Crime League’s current ethos is “walk softly, but carry a big stick.” They look to carry out their crimes in secret and, when they must act in full view of the public, prepare sufficient distractions and escape routes to ensure the inevitable interference of heroes will not stop them. They rely on the combined resources of the Ship and the Station for both escape and safe havens, and on the logistical and research skills of Freebooter to help prepare for every contingency.

The senior members of the League also arrange cuts of other profitable criminal enterprises, contributing to the organization’s coffers and operating expenses. The approach suits the schemers and realists, but they’ve had occasional difficulties getting to big egos like Stratos

and Simian off the stage when a tactical withdrawal was called for.

## HEADQUARTERS & RESOURCES

The Crime League has accumulated considerable resources, thanks to taking cuts of members’ hauls and making deals with criminal enterprises.

The League has no one set headquarters, that being too vulnerable to discovery and raiding by the authorities or heroes. Instead, they maintain several, carefully hidden and kept secret.

### THE SHIP

Buried in the muck beneath the South River Swamp is the battered hulk of the Jerreid Hegemony counselor ship that brought Amusz M’ssez (the so-called “Alien-Gator”) to Earth in the 1950s. Tom Cypress learned of the ship’s location from his reptilian friend before Alien-Gator returned to his home world. When he led the Crime League to it, Dr. Simian and other technologically-minded members were able to effect some repairs.

Although the Ship’s primary drive is destroyed, it is still a quite effective hidden lair, possessed of full life support, sensor and computer systems, sufficient shielding to hide it from detection as well as a functional teleporter system, augmented by Crime League tech and magic.

#### THE SHIP

HQ • 22 POINTS

**Size:** Huge, **Toughness:** 16, **Features:** Communications, Computer, Concealed (+20 DC), Defense System, Fire Prevention System, Holding Cells (with Affliction), Infirmary, Laboratory, Living Space, Power System, Security System, Teleport 13 (Easy, Extended, Limited to Extended)

### THE STATION

Deep beneath the streets of Freedom City, one of its abandoned subway stations has become a “waypoint” of a different sort for the Crime League. Medea has enchanted the station’s points of entry and exit into portals surrounded by mystic sigils, which can transport those who know the proper words and who are mystically attuned to a variety of destinations.

The Station itself has been retrofitted in Art Deco elegance by Medea’s magic, and sees use as a central meeting place and bolt-hole for the League. The senior members maintain the fiction that this is their “primary” secret headquarters, keeping the Ship an even more closely guarded secret and place to retreat to, should the security of the Station become compromised.

#### THE STATION

HQ • 18 POINTS

**Size:** Huge, **Toughness:** 16, **Features:** Communications, Computer, Concealed (+20 DC), Living Space, Power System, Security System, Teleport 13 (Easy, Extended, Limited to Extended), Teleport Lock (see **Gadget Guides: Installations**)



# DEVIL RAY

**REAL NAME:** Carl Mattus

**OCCUPATION:** Pirate and criminal

**BASE:** The Seven Seas

Carl Mattus never claimed to be a brilliant man, but he knew an opportunity when he saw one and was willing to grab it. When the military began testing an experimental deep-sea diving suit, he was the most qualified diver, despite occasional reprimands on his record. The Marine-Augmenting Naval Test Apparatus (MANTA) suit performed beyond even Carl's wildest dreams. It gave him power and freedom like he'd never known, and he decided to keep it.

During an extremely deep test dive, he faked an accident and made it appear that he and the prototype were lost at an unrecoverable depth. Carl simply disappeared, taking the suit with him. For some time he worked secretly as a

smuggler, pirate, and illegal salvage operator on the black market, using the name Devil-Ray.

His luck ran out when Siren investigated some of his crimes and brought Carl in. He managed to escape execution after a military tribunal judged him a traitor, and deserter, though he landed in prison for smuggling and piracy. He's broken out of jail many times, always reclaiming "his" armor, and has clashed with Siren several times.

His Crime League allies broke Devil-Ray out of jail so he could help them deal with Siren and the Freedom League, and he has become a regular part of the criminal team since then: powerful enough to be useful, but not ambitious enough to be threatening to anyone else.

The one time Devil Ray got overly ambitious, he ended up regretting it. An attempt to conquer Atlantis using



## DEVIL RAY

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
11/2	3	2	1	5	0	0	0

## POWERS

**Dagon's Call:** Summon Aquatic Creatures 4 (preternatural), Horde, Mental Link, Multiple Minions 4 (16 minions), Variable General Type, Limited to in or near water, Self-Powered (creatures arrive on their own) • 41 points

**MANTA Suit:** Removable (-16 points); **Devil Rays** (Ranged Damage 10; AE: **Stun Setting** (Ranged Affliction 10; Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated)); Enhanced Strength 9, Immunity 10 (life support); Movement 1 (Environmental Adaptation: Aquatic); Protection 9; Senses 8 (Accurate Hearing (sonar), Darkvision, Radio, Ultra-hearing); **Turbo-propulsion** (Swimming 9 (250 MPH), AE: Flight 4 (30 MPH)) • 62 points

## SKILLS

Athletics 4 (+15), Close Combat: Unarmed 4 (+9), Expertise: Diving 8 (+10), Expertise: Magic 2 (+2), Intimidation 4 (+4), Investigation 4 (+4), Perception 6 (+6), Ranged Combat: Devil Rays 5 (+10), Technology 8 (+8)

## ADVANTAGES

Favored Environment (Aquatic), Move-by Action, Ranged Attack 4

## OFFENSE

## INITIATIVE +2

Devil Rays +10 Ranged, Damage 10 (or Affliction 10)

Unarmed +9 Close, Damage 11

ancient mystical artifacts recovered from sea floor ruins ended in failure, but left Devil Ray with a “gift” from the ancient Deep One known as Dagon: He could mentally command the creatures of the deep, but was now in the process of slowly transforming into one himself. Devil Ray has become dependent on various treatments to stave off his condition, which usually involve the theft of rare materials or the money to pay for them, and have made him more dependent on his Crime League “allies” than before.

## PERSONALITY

Devil-Ray is a cheap thug with just enough power and knowledge to make him dangerous. He enjoys bullying people, while he knuckles under to stronger personalities and follows the order of his superiors. He's greedy and willing to do anything for money, but shortsighted when it comes to getting and holding on to it. He likes to think of himself as “big time,” but secretly fears he's in over his head when it comes to dealing with the rest of the Crime League.

More than anything, Devil Ray wants to be rid of the Curse of Dagon that plagues him. He is terrified of turning into a monster or falling under the influence of preternatural

## DEFENSE

**DODGE** 8 **FORTITUDE** 9

**PARRY** 8 **TOUGHNESS** 12

**WILL** 7

## POWER POINTS

**ABILITIES** 26 **SKILLS** 23

**POWERS** 103 **DEFENSES** 22

**ADVANTAGES** 6 **TOTAL** 180

## COMPLICATIONS

**Dagon's Curse:** Devil Ray is slowly mutating into an aquatic creature. Regular treatments hold his condition at bay, but he is constantly searching for a cure.

**Motivation—Greed:** A true pirate at heart, Devil Ray has always been motivated by what he can take and get away with.

powers, but is also unwilling to give up on his powers or go to prison. For now, he's beholden to allies like Medea and Dr. Simian for their help, and willing to do what it takes to keep his treatments going while looking for a possible cure.

## POWERS &amp; ABILITIES

Devil-Ray's powers originally all came from his suit of advanced armor, designed as an underwater life-support and exploratory vehicle (with potential military applications). The armor is a shell of advanced alloys and flexible composites that provides the wearer with a recyclable air supply and protection from the intense cold and pressure of the ocean depths. Artificial-fiber “muscles” along the surface enhance the wearer's strength, while turbines in the legs allow the armor to move quickly through the water or even fly through the air using the foils attached to the arms for lift. The armor's offensive system—what Mattus calls his “devil rays”—consists of modulated electrical blasters in the gauntlets, able to fire powerful electrical bolts or stunning pulses similar to a taser, both of which conduct well through water.

The so-called “Gift of Dagon” grants Devil Ray the power to mentally summon and control aquatic creatures; they must be nearby and arrive under their own power, although Devil Ray often prepares by summoning some suitable minions in advance, having them swimming in the area, or accompanying him. He can command creatures as powerful as great white sharks, giant squids, or whales, well over a dozen of them, or far greater numbers of lesser creatures, which can be treated like an aquatic version of a swarm (see **Chapter 3** of the *Gamemaster's Guide*). When operating at sea, Devil Ray will often use his aquatic allies as a distraction, having them attack or disable a ship, for example, so he can more easily board and ransack it.



# DR. SIMIAN

**REAL NAME:** Doctor Simian

**OCCUPATION:** Criminal, scientist

**BASE:** Freedom City

It began as an experiment in the nature of intelligence, attempting to enhance the mental capabilities of primates. ASTRO Labs used a variety of methods on different test subjects. The initial results were not overly promising. Combined with protests about the use of apes and monkeys as experimental subjects, it was only a matter of time before the project was closed down. Its director, Dr. Carmine Mosley, didn't want to see that happen. He knew he was close to a breakthrough, he just didn't know how close. So he took it upon himself to disregard guidelines on safety and procedure. He used unproven methods on the most promising of the experiment's subjects, and succeeded beyond his wildest dreams.



Dr. Mosley's subsequent death and the disappearance of his experimental subject spelled the end of the primate enhancement project. Although ASTRO Labs and the Freedom City authorities searched for the missing ape, they were unable to find him. Little did they know just how good he had become at hiding.

Mosley's experiment had awakened a tremendous intellect in the African gorilla, an intellect born in pain and torment caused by humans. The ape killed his tormenter and fled, finding shelter in the underground tunnels and abandoned subway stations beneath Freedom City.

"Doctor Simian," as he called himself, crept out at night. In his initial weeks of sentience, the super-ape absorbed knowledge at a prodigious rate. Within months, he had the equivalent of multiple Ph.D.s just from reading stolen books. Eventually, he discovered other inhabitants of the underground. He offered his services to the Foundry, and worked with them behind the scenes. It gave him access to equipment and research materials he needed, while giving Dr. Hanks access to some blood samples for analysis. The two parted ways when Dr. Simian no longer needed the Foundry, although their relationship remains cordial. Dr. Simian is still one of the Foundry's loyal customers and sub-contractors, although he is not foolish enough to underestimate Talos' ambitions.

Ultimately, Simian chose to go it on his own. He wanted nothing from humanity, save obedience and recompense for his suffering, and that of many other creatures. Using his scientific genius, Dr. Simian constructed many devices to take his revenge on humanity. Each time, heroes in Freedom City and elsewhere thwarted his ambitions. In particular, Johnny Rocket has proven a thorn in Simian's side. Dr. Simian has been captured and imprisoned before, but he swears no human cage can hold him. Inevitably, he escapes to hatch a new plot to overthrow humanity as the dominant species on Earth.

For some time, Doctor Simian has been the technical mind behind the Crime League. Stratos might take a more prominent role as de facto leader, but that doesn't bother Simian in the least, as he knows full well he can eliminate Stratos—and anyone else standing in his way—when they are no longer useful to achieving his goals. For the time being, the Crime League are allies, although the arrogant Doctor Simian views them primarily as pawns.

## PERSONALITY

Dr. Simian is a mad scientific genius driven by ambition and revenge. He considers himself

## DR. SIMIAN

PL13

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
5	5	2	5	6	12	9	3

## POWERS

**Large Ape:** Feature (Prehensile Feet); Growth 4, Innate, Permanent; Senses 2 (Acute Scent, Low-light Vision) • 12 points

**Hover Chair:** Removeable (–15 points), **Datalink** (Comprehend Machines 2), **Energy Blasters** (Ranged Damage 12, Split), **Hovering** (Flight 10 (2,000 MPH)), **Force Field** (Sustained Impervious Protection 12) • 58 points

## SKILLS

Acrobatics 5 (+7), Athletics 9 (+14), Close Combat: Unarmed 6 (+12), Expertise: Science 8 (+20), Insight 4 (+13), Intimidation 6 (11), Perception 4 (+13), Technology 8 (+20)

## ADVANTAGES

Agile Feint, Eidetic Memory, Improved Grab, Leadership, Power Attack, Ranged Attack 6

## OFFENSE

## INITIATIVE +2

Energy Blasters +11 Ranged, Damage 12

Unarmed +12 Close, Damage 5

## DEFENSE

**DODGE** 9 **FORTITUDE** 9

**PARRY** 9 **TOUGHNESS** 17/5\*

**WILL** 17

\*Without Force Field.

## POWER POINTS

**ABILITIES** 78 **SKILLS** 25

**POWERS** 70 **DEFENSES** 26

**ADVANTAGES** 11 **TOTAL** 200

## COMPLICATIONS

**Motivation—Obsession:** Doctor Simian is a mad scientific genius driven by ambition and revenge who feels it is his duty to make humanity pay for its crimes against nature and the animal kingdom.

**Prejudice:** Doctor Simian sees humans as malicious children, underserving of their place at the pinnacle of nature's hierarchy. He seeks ways to conquer the Earth and subjugate humanity for "the greater good."

a moral being; after all, he did not ask for great intellect to be bestowed upon him. Since it has been, he feels it is his duty to make sure humanity pays for its crimes against nature and the animal kingdom. In Simian's view, humans are dangerous and malicious children, not deserving of their place at the pinnacle of nature's hierarchy. Therefore, he seeks ways to conquer the Earth and subjugate humanity for the greater good. Simian foresees a world under his rule where the natural order is protected and humans are kept away from dangerous tools and ideas.

Doctor Simian does not view apes as inherently superior to humans, but does view himself as inherently superior. It is intellect, not species, that serves as his yardstick. He respects his few intellectual peers, but finds most of them have no interest in preserving the natural world, so they are more often dangerous rivals, worthy of respect, but impossible to trust.

## POWERS &amp; ABILITIES

Doctor Simian is a technological and scientific genius in the body of a full-grown African gorilla. He's physically stronger and tougher than a human, although not overly prone to fisticuffs. Simian's true power—as he is always quick to point out—is his formidable mind.

The ape scientist's most common device is his throne-like hover chair, which contains a computer interface and access, powerful force blasters built into the arms, a protective force field, and an anti-gravity system allowing it to hover in place or outpace all but the fastest aircraft, with its

force field protecting Simian from the effects of high-speed flight. He frequently modifies the chair with other devices as needed; feel free to include them as power stunts.

Generally, Dr. Simian establishes (or reactivates) a hidden laboratory and begins hatching a new plot. His plans usually revolve around a particular invention. Simian's creations include methods for transforming humans into apes (either physically, mentally, or both), mind-control devices, methods for destroying human technology or infrastructure, "uplifting" other animals to sentience (and giving them humanoid characteristics), and so forth. Such devices often require certain rare components or resources, which Simian arranges to have stolen or—less often—purchased, which may tip heroes off to his schemes. The device may also require a "test run," alerting heroes to the danger. When Simian is ready, he unleashes his fiendish scheme. Freedom City is his favored target, although he has been known to go elsewhere.

Dr. Simian prefers to operate from a concealed headquarters, so heroes might not confront the ape mastermind directly until they can find him. The only evidence they see of Simian's schemes are his minions carrying them out. Dr. Simian has also been known to use various decoys, either to lure heroes into traps at a false headquarters or to escape. The heroes who believe they have captured Dr. Simian may have only caught a robot, a complex dummy, or even an ordinary ape dressed like him. He has even used the rest of the Crime League as his cat's-paws in the past, having a decoy work with them on occupying the heroes while his real scheme unfolds behind the scenes. Dealing with Simian is like a chess game, and he stays several moves ahead of his opponents.

# DR. STRATOS

**REAL NAME:** Sebastian Stratos  
**OCCUPATION:** Criminal, scientist  
**BASE:** Freedom City

Years ago, Dr. Sebastian Stratos was one of the most brilliant meteorologists and atmospheric engineers in the United States. When he hit upon a technique for controlling the weather, Dr. Stratos showed his designs to corporations and government think tanks. They

told him his design was absurd, his calculations faulty, and there was no way his device could possibly work. Stratos insisted on building a prototype and performing a full-scale demonstration to prove he was right, but everyone refused, thinking it a colossal waste of time and money. Stratos' reputation in the scientific community plummeted and people began calling him a crackpot, mentally unstable.

Furious at his detractors and critics, Stratos retreated to an isolated lab in the American southwest to build his working prototype. He turned its power against Nolan Aircraft, one of the corporations that had derided his genius, and forced down one of their experimental planes. He then broadcast his demands—unless he was paid millions in ransom, he would use his power over the weather to ground all air traffic. A new superhero named Captain Thunder found Stratos' hidden lair and defeated him, however, putting an end to his plans, his career, and his freedom.

Stratos' scientific genius allowed him to escape from prison on numerous occasions, and he always returned with a new scheme to use weather control for his own ends and to destroy his nemesis, Captain Thunder. One of his greatest plans involved capturing Captain Thunder and other heroes with weather-based powers. He used a device to transfer their powers—amplified many times—into his own body, making him a virtual god capable of commanding weather on a global scale. The heroes overcame Stratos by forcing him to overtax his new abilities, and the powerless super-criminal was returned to prison.

Dr. Stratos eventually achieved a personal triumph. He captured Captain Thunder and revealed the hero's true identity on worldwide television, also realizing the initial test of his own weather device was responsible for giving Captain Thunder his powers. While soon defeated and imprisoned, the doctor gloated that he'd harmed Thunder more than any thought possible. His mind no longer just focused vengefully on Captain Thunder, Dr. Stratos stumbled upon a startling truth—his weather control devices had *never* worked! Apparently, the ability to control the weather resided in him





## DR. STRATOS

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	4	2	2	6	6	3	3

## POWERS

**Weather Control:** Array, Dynamic (39 points)

- **Exposure:** Burst Area Ranged Cumulative Affliction 12 (Resisted and Overcome by Fortitude; Fatigued, Exhausted, Incapacitated), Dynamic, Subtle • 2 points
- **Fog Bank:** Visual Concealment Attack 2, Cloud Area 14 (16 mile radius), Dynamic • 2 points
- **Lightning Bolt:** Ranged Damage 13 (electrical), Dynamic • 2 points
- **Weather Conditions:** Environment 13 (6 mile radius), Dynamic, Selective • 40 points
- **Wind-Lifting:** Burst Area Move Object 13, Dynamic • 2 points

**Weather Immunity:** Immunity 10 (Weather Effects) • 10 points

**Wind Screen:** Deflect 12, Limited to Attacks Targeting Dodge • 6 points

**Wind-Riding:** Flight 6 (120 MPH) • 12 points

## SKILLS

Expertise: Science 10 (+16), Insight 6 (+9), Investigation 4 (+10), Perception 6 (+9), Ranged Combat: Lightning Bolt 8 (+10), Technology 8 (+14)

## ADVANTAGES

Accurate Attack, Contacts, Defensive Roll 4, Favored Environment (Aerial), Leadership

all along; his devices merely subconsciously focused his latent power to achieve the effects he expected.

Stratos used his now unleashed abilities to escape from prison once more, going into hiding while he perfected control over his powers. With his old foe Captain Thunder now leader of the Freedom League, Dr. Stratos decided he needed a team of his own, so he joined forces with Dr. Simian to recreate the Crime League. Stratos has been *de facto* leader of the criminal gang ever since.

Stratos' struggles against Captain Thunder has passed on to a new generation, the Captain's son, transformed into the "living lightning" Thunderbolt. Now Doctor Stratos wants to claim Thunderbolt's power and potential for his own.

## PERSONALITY

Arrogance is Dr. Stratos' defining characteristic. He is supremely conceited, originally refusing to believe his brilliant plans for a weather control device could ever be wrong. He now considers himself a demigod rather than a "mere human," gifted with power and intelligence far beyond that of the "common cattle." He's fond of likening himself to Zeus (which provides his associate Medea with no end of amusement). He plans to rule as a god over a scientific and technological utopia created by his

## OFFENSE

**INITIATIVE +2**

Exposure Ranged, Burst Area, Affliction 12 (Fortitude DC 22)

Lightning Bolt +10 Ranged, Damage 13

Unarmed +6 Close, Damage 0

## DEFENSE

**DODGE** 12 **FORTITUDE** 11

**PARRY** 8 **TOUGHNESS** 8/4\*

**WILL** 11

\*Without Defensive Roll bonus.

## POWER POINTS

**ABILITIES** 52 **SKILLS** 24

**POWERS** 84 **DEFENSES** 27

**ADVANTAGES** 8 **TOTAL** 195

## COMPLICATIONS

**Motivation—Power:** Doctor Stratos has always longed for power and accolades, although he is also motivated by a thirst for revenge and opportunities to gloat over his helpless foes.

genius and structured according to his own logic and "reasoning."

Stratos is quite vengeful. Even the slightest insult to his abilities must be answered, and those who thwart his plans particularly earn his wrath. He reserves a special hatred for Captain Thunder and all that he represents, which now extends to the Captain's son Thunderbolt and his friends and protégés in the Freedom League.

## POWERS &amp; ABILITIES

Doctor Stratos can mentally change and command the weather in an area some thirty miles across, more than enough to cover an entire city. He can cause unseasonal temperatures, precipitation, or other weather effects.

Stratos can also create intense localized weather disturbances, including blasting targets with lightning bolts from his hands, buffeting them with gale force winds, or subjecting them to intense heat or cold. He routinely surrounds himself with powerful winds that deflect incoming attacks, and hovers high in the air, supported by the winds.

Unwilling to "sully his hands," Doctor Stratos prefers to attack from a distance with his powers, using them to keep foes from getting too close.

# FREEBOOTER

**REAL NAME:** Jared McGinnis

**OCCUPATION:** Hacker

**BASE:** Freedom City

Born with a birth defect that left his spine twisted and underdeveloped, Jared McGinnis has been a paraplegic all his life. Despite a lack of physical skills, Jared's mental development soared off the charts. After the age of four, though, Jared noticed he was treated differently, and that his parents seemed intimidated by his intellect. He continued to read and learn, but held himself back so as to not stand out on tests and exams. At the age of six, he began taking computer classes at home and quickly mastered the skills (and even improved upon both the hardware and software).

Chuck McGinnis succumbed to cancer when Jared was 14, and his wife Mary died in a car accident shortly after Jared turned 18, leaving their son on his own. By then, Jared had an IQ exceeding most of the faculty at the Hanover Institute of Technology and advanced degrees in electrical engineering, computer design, and software development. He became a shut-in after his mother's death, allowing people into his Hanover brownstone only for deliveries.

At the same time, Jared cultivated a new life for himself on the Internet. He spent most of his time online as a member of the Legion, an underground alliance of "hacktivists," breaking into computer systems worldwide and learning about the abuses of power that kept most people under the control of the rich and powerful. Using the handle "the Freebooter," Jared became a notorious hacker. He always left behind a virtual "Letter of Marque" noting: "You have been boarded and plundered—by the Freebooter!"

Jared wanted to make the Legion into an anarchist group to bring down the corrupt "establishment" and radically redistribute wealth. When they would not acknowledge him as their leader, he vowed to show them what he could accomplish on his own. Jared spent the better part of a year building the Techno-Pirate android; for the first time in his life, he didn't need others to act for him—he could act through the android as his proxy.

Jared patterned the android's brain on his own. The Freebooter looks like an idealized version of Jared dressed as a futuristic swashbuckling pirate, though it can shift its appearance to look like Chuck McGinnis in his prime (and thus evade capture by camouflage, when necessary).

Now the Freebooter exists both online as Jared's hacker persona and also haunting the streets and rooftops of Freedom City. More times than not, "Tech" remains at Jared's brownstone and acts as his primary cook, butler, and sole friend.

What Jared perceives as the increasing failures of the hacktivist movement have made him embittered and jaded. He began working as an information broker and technical advisor to some underworld types, bringing to his name (and talents) to the attention of Dr. Simian, who recruited the Freebooter as a "consultant" for the Crime League. Once Jared got a taste of that, he found himself getting deeper and deeper in, until he was the League's resident organizer and comptroller, ensuring their operations were secure and their gains were properly hidden away in "treasure caches" around the world (but accessible online). He misses some of his hacktivist activities, but enjoys his ill-gotten wealth.

More recently, the Freebooter has become aware of the Cybertribe (see the *Threat Report* sourcebook) and their grievances against Kessler Industrial Technologies. Their cause appeals to his hacker's sense of justice, and he admires their technical savvy as well. If Motherboard were to offer McGinnis her unique brand of "help" to deal with his



## FREEBOOTER

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	-	4	3	12	8	2	3

## POWERS

**Android Body:** Immunity 30 (Fortitude effects), Protection 8 • 38 points

**Chuck McGinnis Disguise:** Morph 1 • 5 points

**High-Tech Cutlass:** Easily Removable (-4 points); Damage 9; AE: Deflect 9, Close Range, Limited to Projectiles • 6 points

**Hydraulics:** Leaping 4 (120 ft.), Speed 3 (16 MPH) • 7 points

**Self-Repair:** Regeneration 5, Source: Electricity • 5 points

**Sensors:** Senses 11 (Accurate Radio (radar), Extended Radio 2 (x100), Radio, Vision Penetrates Concealment) • 11 points

## SKILLS

Acrobatics 8 (+12), Athletics 8 (+12), Close Combat: Cutlass 1 (+13), Deception 13 (+16), Insight 8 (+10), Intimidation 9 (+12), Perception 2 (+4), Persuasion 8 (+11), Stealth 8 (+12), Technology 12 (+20)

## ADVANTAGES

Connected, Contacts, Eidetic Memory, Improved Disarm, Languages 3 (Arabic, German, Japanese, English native), Move-by Action, Taunt, Well-informed

disability, he would seriously reevaluate his loyalty to the Crime League and their operations.

## PERSONALITY

Jared is angry at an unjust world. He reacts, rather than acts, to what he perceives as social injustices. He'll bring down a company for having laid off workers but giving their board members raises. He'll dig up personal secrets of government officials and release them online if a Senator votes for a lobby rather than his constituents. He hates the idea of information restrictions and fights to "keep information free" regardless of the consequences. He sees himself as a romantic and misunderstood hero, even if he's little more than an angry and immature mind lashing out at "the establishment."

Lately, the Freebooter is occupied with his responsibilities networking and safeguarding his Crime League associates, justifying his activities as thumbing his nose at the authorities and securing his own position in the criminal underground. Still, some of the Crime League's excesses weigh on his mind, and he does his best to ignore them.

## POWERS &amp; ABILITIES

Jared McGinnis has no power apart from his keen intellect and technical skills. He's a brilliant computer hacker and engineer, skilled at breaking into secure online systems and encrypting and protecting such systems from others.

The Freebooter android is an advanced automaton with an artificial intelligence, programmed as Jared's loyal

## OFFENSE

## INITIATIVE +4

Cutlass +13 Close, Damage 9

Unarmed +12 Close, Damage 4

## DEFENSE

**DODGE** 10 **FORTITUDE** Immune

**PARRY** 12 **TOUGHNESS** 8

**WILL** 7

## POWER POINTS

**ABILITIES** 62 **SKILLS** 39

**POWERS** 70 **DEFENSES** 13

**ADVANTAGES** 10 **TOTAL** 194

## COMPLICATIONS

**Identity:** Freebooter works to keep its true identity and connection to Jared McGinnis secret.

**Motivation—Responsibility:** Freebooter is programmed to attend and serve all of Jared McGinnis' needs.

**Puppet:** Freebooter isn't a person, but an android puppet programmed to serve the real Freebooter as a proxy.

## JARED MCGINNIS

PL10 • 66 POINTS

STR -1 STA 2 AGL -1 DEX -1 FGT 0 INT 8 AWE 2 PRE 3

**Equipment:** Motorized wheelchair, computer equipment

**Advantages:** Connected, Contacts, Equipment, Languages 3 (Arabic, German, Japanese, English native), Taunt, Well-informed

**Skills:** Deception 13 (+16), Insight 8 (+10), Intimidation 8 (+11), Perception 3 (+5), Persuasion 8 (+11), Technology 12 (+20)

**Offense:** Initiative -1, Unarmed +0 (Close, Damage -1)

**Defense:** Dodge 0, Parry 0, Fortitude 4, Toughness 2, Will 7

**Totals:** Abilities 24 + Powers 0 + Advantages 8 + Skills 26 + Defenses 8 = 66

**Complications: Motivation—Revenge:** Although McGinnis like to view his actions as correcting "injustices," they are primarily his way of getting even for injustices he has experienced. **Disability:** McGinnis is a paraplegic and confined to a wheelchair.

servant and sidekick. It has the capabilities of a champion athlete along with enhanced leg hydraulics for jumping and running, a suite of advanced sensors, self-repair capabilities, and an armored outer shell, covered by realistic synthetic flesh and hair.

The android, programmed to fight with considerable skill, wields a high-tech energized cutlass, and is able to use it to deflect incoming projectiles.

McGinnis can override the android's AI in order to "puppet" it, operating through its body and speaking with its voice as the Freebooter.



# MEDEA

**REAL NAME:** Medea of Colchis

**OCCUPATION:** Sorceress

**BASE:** Mobile

Medea was born thousands of years ago, the daughter of Aietes, the King of Colchis on the Black Sea. She studied the mystic arts from childhood and was already an accomplished sorceress by the time she met the Thessalian prince and hero, Jason. Medea fell in love with the dashing and handsome Jason, helped him steal the legendary Golden Fleece from her father, and fled her homeland on board his ship, the *Argo*. Medea used her cunning, lore,

and magic to help Jason and his crew overcome other obstacles on their journey home, one of which was the bronze giant Talos (see **Talos** in this chapter); this defeat began an enmity between Medea and Talos that lasts to the present day.

Medea, Jason, and the Argonauts reached home with the Golden Fleece, and Jason claimed his rightful throne. Medea became his consort and bore him two children, but Jason's eye wandered. He chose to marry Glauce, a Theban princess, to cement an alliance between their kingdoms. Medea avenged this insult by giving Jason's new bride a poisoned robe as a wedding gift that struck her dead. She then spitefully and coldly murdered her own sons before flying off in a chariot drawn by demonic dragons. Jason lost his family, his kingdom, and his sanity, dying alone, penniless, and miserable. Medea never realized that she'd lost the same things, as revenge and hatred consumed her, blackening her heart.

Medea continued to study the mystic arts and swore to never fall victim to love—or the whims of men—again. She later married and manipulated King Aegeus of Athens and fought with Aegeus' son, Theseus. She clashed on occasion with Daedalus and Talos, her life sustained over the centuries by magic.

Medea has been a temptress and manipulator of men around the world for millennia. She has often traveled in the guise of a wealthy and powerful mortal woman of noble blood, seeking to expand her knowledge of magic and work her wiles. For a time, she worked with the man-bull Taurus as part of his "Zodiac Cabal" (under the guise of Scorpio) and retains a passing fondness for the time and the scorpion motif, if nothing else (see **Taurus** in this chapter).

In modern times, Medea made attempts to destroy Daedalus and his allies in the Freedom League as repayments for past slights. She joined the Crime League in pursuit of that goal, although she bristles at Dr. Stratos' leadership at times. His hubris in fancying himself the equal of Zeus simultaneously amuses and annoys her.

## PERSONALITY

Medea is full of bitterness toward everyone, particularly men. Her only real enjoyment in life is to bring others down to her level "by exposing their happiness and morality for the shams they truly are." Medea delights in tormenting her victims. Capable of great cunning and charm, she can convince others to believe her harmless, perhaps even helpful, before she strikes them down.

She's ruthless, and once someone has earned her wrath, she stops at nothing to gain retribution. Heroes who oppose Medea can plan on having an enemy for a very long time. Her immortal life hasn't given her much per-



## MEDEA

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
-1	1	1	1	5	2	4	7

## POWERS

**Dark and Ancient Sorcery:** Array (67 points)

- **Curse of Circe:** Perception Ranged Affliction 10 (Resisted and Overcome by Will; Fatigued, Stunned, Transformed), turns humans into beasts • 1 point
- **Hecate's Crushing Will:** Perception Ranged Damage 10, Alternate Resistance (Will) • 1 point
- **Hecate's Puppet:** Perception Ranged Cumulative Affliction 10 (Resisted and Overcome by Will; Entranced, Compelled, Controlled) • 1 point
- **Hermean Stride:** Teleport 12 (16 miles), Accurate, Increased Mass 5 (1,600 lbs.) • 1 point
- **Legions of Hades:** Summon Demons 6, Broad Type, Continuous, Mental Link, Multiple Minions 3 (8 demons) • 67 points
- **Mystic Blast:** Ranged Damage 11, Accurate 4, Multiattack, Penetrating 1, Variable Descriptor (any magical damage effect) • 1 point
- **Sorcerous Scrying:** Remote Sensing (Visual and Auditory) 22 (16000 m miles), Concentration • 1 point
- **Shadow of Life:** Summon Animated Object 11, Broad Type • 1 point

**Immortal:** Immunity 3 (Aging, Disease, Poison) • 3 points

**Sorcerous Aegis:** Impervious Protection 10, Sustained • 20 points

## SKILLS

Deception 10 (+17), Expertise: History 10 (+12), Expertise: Magic 12 (+14), Insight 8 (+12), Intimidation 4 (+11), Perception 4 (+8), Persuasion 8 (+15), Stealth 4 (+5), Treatment 8 (+10)

## ADVANTAGES

Accurate Attack, Attractive, Defensive Attack, Diehard, Fascinate (Deception), Languages 5 (English and up to 11 others, Ancient Greek native), Ritualist, Taunt, Trance

spective, but it has taught her the value of patience. Even if it takes a mortal lifetime to realize her schemes, she can afford to wait.

There is a deep core of sorrow to Medea, the princess who once loved a prince and gave up everything for him, and then, in turn destroyed him after he betrayed her love and trust. Were Medea to give up her undying hatred, she has no idea who or what she would be, as it has been the sole reason for her existence for such a long time.

## POWERS &amp; ABILITIES

Medea is a powerful sorceress, able to routinely transform humans into animals, summon demons, and hurl blasts of mystic force that damage body or mind. She can teleport across great distances, protect herself from harm with a mystic shield, and exert control over the minds of others, to name just a few of her feats. With time and preparation, Medea can perform more complex spells, some of which

## OFFENSE

## INITIATIVE +1

Curse of Circe	Perception Ranged Affliction 10 (Will DC 20)
Crushing Will	Perception Ranged Damage 10 (Will DC 25)
Mystic Blast +9	Ranged Damage 11, Multiattack
Puppet	Perception Ranged Affliction 10 (Will DC 20)

## DEFENSE

<b>DODGE</b>	9	<b>FORTITUDE</b>	7
<b>PARRY</b>	9	<b>TOUGHNESS</b>	11/1*
<b>WILL</b>	12		

\*Without Sorcerous Aegis.

## POWER POINTS

<b>ABILITIES</b>	40	<b>SKILLS</b>	34
<b>POWERS</b>	97	<b>DEFENSES</b>	26
<b>ADVANTAGES</b>	13	<b>TOTAL</b>	210

## COMPLICATIONS

**Motivation—Revenge:** Medea is hateful and embittered, which she directs at the world and a progression of targets in turn.

**Misandrist:** Medea's experiences have twisted her feelings so that she particularly hates men.

**Power Loss:** Sorcery and Sorcerous Aegis, when unable to speak and gesture to cast her spells.

**Sadist:** Medea loves to watch her enemies suffer emotional pain and distress.

**Unforgiving:** Medea can literally hold a grudge forever and never forgets (or forgives!) a slight against her.

require specific components or need to be performed at a particular place or time.

Magic has made Medea ageless and immune to some mortal concerns like illness and toxins, although she is not truly immortal and can die if sufficiently injured. Medea guards carefully against that, and will flee via her Hermean Stride spell if her life is truly in danger.

Medea has considerable magical knowledge, particularly involving Ancient Greek and Mediterranean lore, as well as a forceful and influential personality. Her legendary charms can ensnare the attention of others even without magic, and Medea often beguiles her foes while her minions or allies carry out some part of her schemes.

The game traits here also do not reflect that Medea has accumulated considerable wealth over the centuries, hidden away in different places, or under assumed identities. Feel free to give her access to whatever common material items or properties she might need.

# ORION THE HUNTER

**REAL NAME:** Jack O’Ryan

**OCCUPATION:** Bounty hunter, assassin

**BASE:** Mobile

Jack O’Ryan has been a hunter all his life. Ever since he was a boy, tracking and stalking prey through the wild enthralled and consumed him. He quickly progressed from hunting with rifles to bows to sometimes nothing more than a knife or his bare hands. He also made a considerable fortune as a

trader in stocks and securities, but work was secondary to the thrill, the excitement of the hunt, and his money was just a means to support his true obsession.

Jack practiced and trained, conditioning his body and developing his hunting skills. He went on safari in exotic places around the world and hunted the most dangerous beasts he could find. He broke more than a few poaching laws, but that was just part of the excitement. Eventually, he’d mastered the hunt; there was no prey left he had not overcome. That’s when his interest turned to the only challenge left to him: people.

“Orion the Hunter” became known as an international hitman, bounty hunter, and assassin for hire. He took jobs based on the challenge. He trained himself further in the skills of tracking, stalking, combat, and assassination. Once again, the money was secondary, just a way of keeping score and enabling him to continue his hunts. In evading the law and stalking his new prey, Orion found thrills, but even they began to pale after a while.

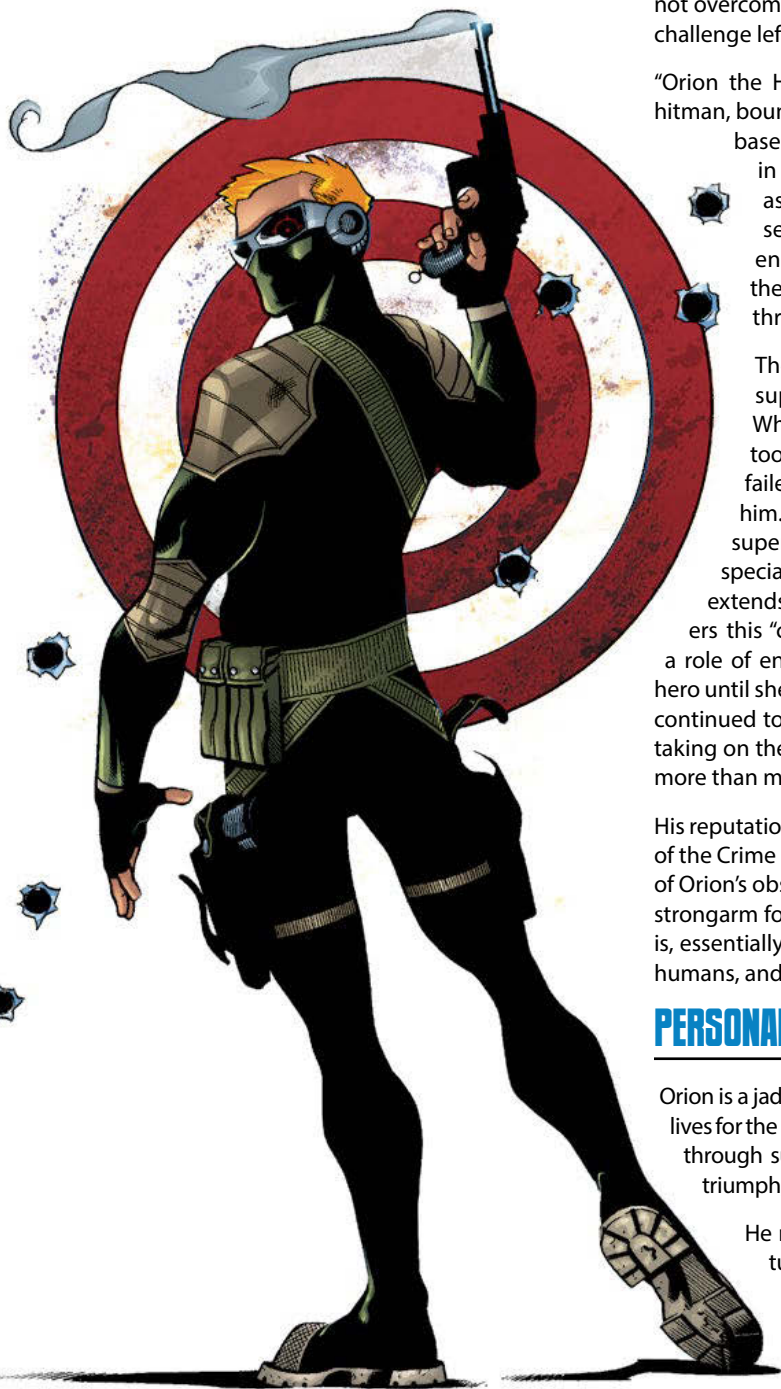
The greatest challenge came from hunting superhumans, the most dangerous prey of all. When Orion was hired to kill Lady Liberty, he took up the challenge and, for the first time, he failed. Here, finally, was a challenge worthy of him. Since then, Orion has focused his hunt on superhuman opponents and has maintained a special “interest” in Lady Liberty. Orion’s vendetta extends to the new Lady Liberty, though he considers this “child” laughably inept. For now he assumes a role of enigmatic rival, hoping to train the neophyte hero until she one day proves herself worthy prey. He has continued to hone his abilities to a fine edge, capable of taking on the challenges associated with targets who are more than merely human.

His reputation as a hired gun brought him to the attention of the Crime League, which has served as another enabler of Orion’s obsessions. He makes an excellent tactician and strongarm for the group, and is also keenly aware that he is, essentially, a mortal man amongst superhumans, non-humans, and immortals.

## PERSONALITY

Orion is a jaded sociopath out for thrills and excitement. He lives for the challenge of the hunt, for outwitting his targets through superior skill and cunning, for the moment of triumph, the kill. Everything else is secondary.

He maintains a professional reputation and attitude, but only because it’s important for continuing the hunt. He’s confident in his abilities, but setbacks have taught him not to be overconfident or underestimate his opponents. Indeed, Orion prefers to carry out





## ORION

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	4	5	5	12	1	6	1

## EQUIPMENT

**Advanced Camo:** Feature (+2 circumstance bonus to Stealth checks) • 1 point

**Goggles:** Flash suppression (Feature, +5 circumstance bonus to light-based attacks against vision), night-vision (Senses 1 (low-light vision)) • 2 points

**Weapons Array:**

- **Sniper Rifle:** Ranged Damage 5, Extended Range 2, Improved Critical • 13 points
- **Knife:** Strength-based Damage 1, Improved Critical • 1 point
- **Pistol:** Ranged Damage 3 • 1 point

Plus up to 12 points of miscellaneous equipment.

## SKILLS

Acrobatics 8 (+13), Athletics 8 (+11), Expertise: Business 8 (+9), Expertise: Streetwise 8 (+9), Expertise: Survival 16 (+17), Insight 8 (+14), Intimidation 8 (+9), Investigation 10 (+11), Perception 10 (+16), Ranged Combat: Hunting Weapons 2 (+17), Stealth 12 (+17), Vehicles 8 (+13)

## ADVANTAGES

Accurate Attack, Assessment, Defensive Attack, Defensive Roll 3, Equipment 6, Evasion, Favored Environment (Ambush), Favored Foes (Bounties), Improved Aim, Improved Critical (rifle), Improved Initiative, Move-by Action, Power Attack, Precise Attack (Ranged, Cover), Prone Fighting, Quick Draw, Ranged Attack 10, Skill Mastery (Stealth), Takedown, Tracking, Uncanny Dodge (hearing)

surveillance and to study his prey carefully before taking any action. He's even been known to hire thugs or mercenaries to stage some initial encounters he can monitor, record, and study to develop his plan of attack.

Although he keeps it to himself, Orion has naturally given thought to how he would deal with each of his Crime League "associates" if there were ever a need. This detachment keeps most of the Crime League from trusting Orion more than absolutely necessary.

Of late, Orion has particularly felt the pangs of his own mortality. He doesn't fear the risks posed by his hunts, but he does fear the inevitable decline of age. The possibility of losing his edge as a hunter haunts Orion more and more. He has considered seeking out some means of prolonging his life, although he prefers to avoid becoming indebted to anyone, including his Crime League associates. Still, if an opportunity to achieve immortality (or even just reverse aging) came along, Orion would follow it wherever it led.

## POWERS &amp; ABILITIES

Orion is perhaps the most skilled hunter and tracker in the world, having honed his abilities against countless

## OFFENSE

## INITIATIVE +9

Knife +12	Close, Damage 4 (critical 19–20)
Pistol +15	Ranged, Damage 3
Rifle +17	Ranged, Damage 5 (critical 18–20)
Unarmed +12	Close, Damage 3

## DEFENSE

<b>DODGE</b>	15	<b>FORTITUDE</b>	9
<b>PARRY</b>	12	<b>TOUGHNESS</b>	7/4*
<b>WILL</b>	10	*Without Defensive Roll bonus.	

## POWER POINTS

<b>ABILITIES</b>	74	<b>SKILLS</b>	53
<b>POWERS</b>	0	<b>DEFENSES</b>	19
<b>ADVANTAGES</b>	37	<b>TOTAL</b>	183

## COMPLICATIONS

**Motivation—The Hunt:** Orion lives for the thrill and challenge of the hunt—and the kill.

targets. He's an expert marksman—particularly with a bow or rifle—and a skilled hand-to-hand combatant, particularly with a hunting knife or military-style combat knife. He's also ingenious in laying traps and ambushes. Gamemasters may wish to treat Orion as having the benefits of the Inventor advantage solely when it comes to creating and laying traps for his prey as a part of his Favored Environment and Favored Foes advantages.

Orion's obsession with the challenges of the hunt means he is unwilling to use any means he considers "unfair," which includes most devices more advanced than his own weapons or traps and any sort of supernatural power or ability. He has even turned away opportunities to enhance himself in various ways out of fear that it would destroy the challenge of his obsession and render it meaningless for him. The only real exception Orion would make to this is some means to keep him in his peak condition for as long as he wishes, fighting off the effects of age and time.

While the equipment listed is fairly typical for Orion, he may have other weapons or equipment on-hand as the Gamemaster wishes. In particular, he tends to customize his weapons to suit particular targets and may carry special weapons or ammo. While non-lethal means are not usually Orion's style, he has been known to use tasers and knock-out gas in order to capture a target alive, either to turn over to a client or to arrange a more suitable hunt, say on a private "game preserve" in the wilderness of Africa, South America, or northern Canada.

# TOM CYPRESS

**REAL NAME:** Tom Cypress

**OCCUPATION:** None

**BASE:** Mobile

No one knows for sure how the hulking swamp creature called Tom Cypress came to be. Some say he's the result of an unholy union between a woman and a so-called "skunk ape" from the Arkansas bayous. Others say he's the cursed spirit of a man who committed some great sin, now doomed to walk the earth as a monster.



Whatever its nature, its intentions were clear enough from the day it first shambled out of the South River Swamp back in 1939.

Cypress' bloody rampage left dozens dead or wounded, thousands of dollars worth of property damaged, and all of Freedom City in a panic once the Army failed to halt it. Only Centurion's arrival prevented things from falling completely apart, as the legendary hero demolished the monster in a scene destined for reenactment many times after each of Cypress' regular rebirths.

While Cypress' rampages seemed random, the costumed villains who founded the Crime League noticed they were at least vaguely criminal in nature. Needing at least one member who could stand toe-to-toe with Centurion, the supervillains took a gamble and ventured into the South River Swamp in search of the monster. With a little help from Marionette, the simple-minded Cypress was persuaded to join the League. For generations, he remained a fixture as the team's designated muscle and dupe.

Tom Cypress remained a threat to Freedom for decades until being destroyed—seemingly for the last time—by Centurion in 1991. Since his remains were not cremated, however, there was nothing preventing his eventual return. When the Crime League found themselves in need of additional muscle, Medea summoned Tom Cypress up out of the South River Swamp once again, and has had the man-monster wrapped around her little finger ever since.

Medea's influence is primarily guile and her presence rather than any mystical power (as some of her allies believe); it turns out that Cypress is surprisingly resistant to mental influence, in spite of his fairly limited intellect.

What even Medea does not know is that the Tom Cypress who worked with the previous incarnations of the Crime League was truly destroyed. The one she summoned up from the waters of the swamp is a duplicate from a parallel reality. His fragmentary memories are of another Earth, with other heroes and villains, which may no longer exist. The Crime League passes any confusion their hulking compatriot has with the modern world on his long absence and general lack of intellect, but Tom remembers something about "another place" in between the world he came from and the one he is on now. In that place, there was a voice, which told Tom he would "serve a useful purpose when the time came." He doesn't know what that means, and doesn't think about it much

## TOM CYPRESS

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
15	15	5	3	5	-3	0	0

## POWERS

**Huge:** Enhanced Strength 2, Limited to Lifting; Growth 4, Permanent, Innate • 11 points

**Inhuman Mind:** Immunity 10 (Mental Powers), Limited to Half Effect • 5 points

**Not Truly Alive:** Immunity 11 (Aging, Life Support) • 11 points

**Swamp Walk:** Movement 1 (Water-walking) • 1 point

**Unkillable:** Immortality 5 (1 day), Limited (killed permanently by cremation); Impervious Toughness 15; Regeneration 10, Persistent, Source: Swamps • 30 points

## SKILLS

Athletics 3 (+18), Intimidation 9 (+11)

## ADVANTAGES

All-out Attack, Chokehold, Diehard, Favored Environment: Swamps, Improved Grab, Power Attack, Startle, Takedown 2

any more, focusing more on having enemies to smash and bright and shiny things to occupy his attention.

## PERSONALITY

Tom Cypress has the mind of a violent child and an intellect barely above that of the swamps that spawned him. He can sometimes be soothed and calmed, particularly by Medea's voice and presence, but he solves problems by hitting them as hard as he possibly can, and fear, frustration, or anger all drive him into a fury that leaves very little standing when it's done.

Throughout most of his existence, Tom was fixated on the Centurion as the object of his anger, perhaps because the hero so often opposed him and was responsible for the creature's "death" on several occasions. Now Tom Cypress seems equally fixated on Centuria, although this time it appears to be a mix of both anger and fascination. Medea and the Crime League are careful not to let the swamp creature talk with Centuria (or anyone) for too long, and stoke the flames of his anger towards the heroine and anyone else outside of their immediate circle.

## POWERS &amp; ABILITIES

Tom Cypress is a hulking humanoid creature. Although he appears and acts like a living being, he isn't...precisely. He's tremendously strong, able to pick up and hurl tanks, and equally resistant to harm, shrugging off the same tanks' weaponry with relative ease.

## OFFENSE

INITIATIVE +5

Unarmed +5 Close, Damage 15

## DEFENSE

DODGE 5 FORTITUDE 15

PARRY 5 TOUGHNESS 15

WILL 5

## POWER POINTS

ABILITIES 64 SKILLS 9

POWERS 58 DEFENSES 9

ADVANTAGES 9 TOTAL 146

## COMPLICATIONS

**Motivation—Acceptance:** Tom Cypress wants to be left in peace, but also longs for acceptance from outsiders, something those looking to exploit his power have been all too willing to offer.

**Monstrous:** Tom Cypress' monstrous origins and appearance further complicate his attempts at finding acceptance.

**Temper:** The creature's simple mind is often consumed with rage when challenged or threatened.

Cypress is largely immune to living concerns: he doesn't need to breathe, eat, or sleep, and ignores extremes of heat and cold. He has lain at the bottom of murky pools in the swamp for untold amounts of time, and walked across the bottom of the ocean. He doesn't appear to age and, if he is killed, his body dissolves and reforms in the depths of the Southside Swamp unless the body is quickly cremated and the ashes scattered. Even then, there may be ways to reform Tom Cypress (probably by returning his remains to the swamp and employing mystical means).

Any swamp environment is home to Tom, and his body quickly repairs damage there. He has a feel for such environments, and is an even more cunning and capable foe there. He's particularly known for lying in wait, almost completely submerged, allowing him to overturn boats or spring out and surprise opponents, who note the swamp hulk is much faster than he appears. Cypress can "swamp walk" at will, standing on the surface of muck, quicksand, or even swamp water without sinking, an ability he has used to evade pursuit in his native swamps.

Lastly, Tom Cypress' limited, inhuman mind is resistant to outside mental powers like telepathy, although his otherwise simple nature and limited intellect make him susceptible to interaction skills and persuasion attempts.



# WILDCARD

**REAL NAME:** Jacob "Jake" Walker

**OCCUPATION:** Thief, con artist

**BASE:** Mobile

Jake Walker was always lucky—very lucky, in fact—but his luck never lasted. Jake became addicted to the thrill of danger and risk early on, and it didn't take him long to find his way to the casinos of Southside in Freedom City, after being banned from places in Las Vegas and Atlantic City. Jake's luck won him a lot of money, but also the attention of the Mob.

Jake thought his lucky streak had finally run out when he faced a pair of guns in a dark alley. Witnesses saw the incredible ricochets that left him unharmed but the hit-men dead. Rather than risk more men,

the Mob offered Jake a deal: do the Mob a few favors, and he would always have a safehouse with them. Jake agreed, though he disliked not being able to ever gamble in the casinos again. Even so, he discovered his luck was even more extraordinary than he thought, and the thrill of committing crimes was even better than gambling.

Jake adopted the identity of Wildcard and committed a series of more and more daring crimes based on games of chance. His luck ran out when he encountered the Raven and she put him behind bars. But lucky breaks got Wildcard out of prison and he teamed up with the

Crime League. He's even made an attempt to go straight, but the excitement keeps drawing him back to a life of crime, at least until his luck runs out again.

Wildcard tells himself he'll work with the Crime League until a big score can set him up for life with a new identity someplace the law will never touch him, but both he and his criminal colleagues know that Wildcard cannot leave his life of excitement and danger behind. The money and power are really just ways of keeping score, and hardly matter, so long as the risk is there.

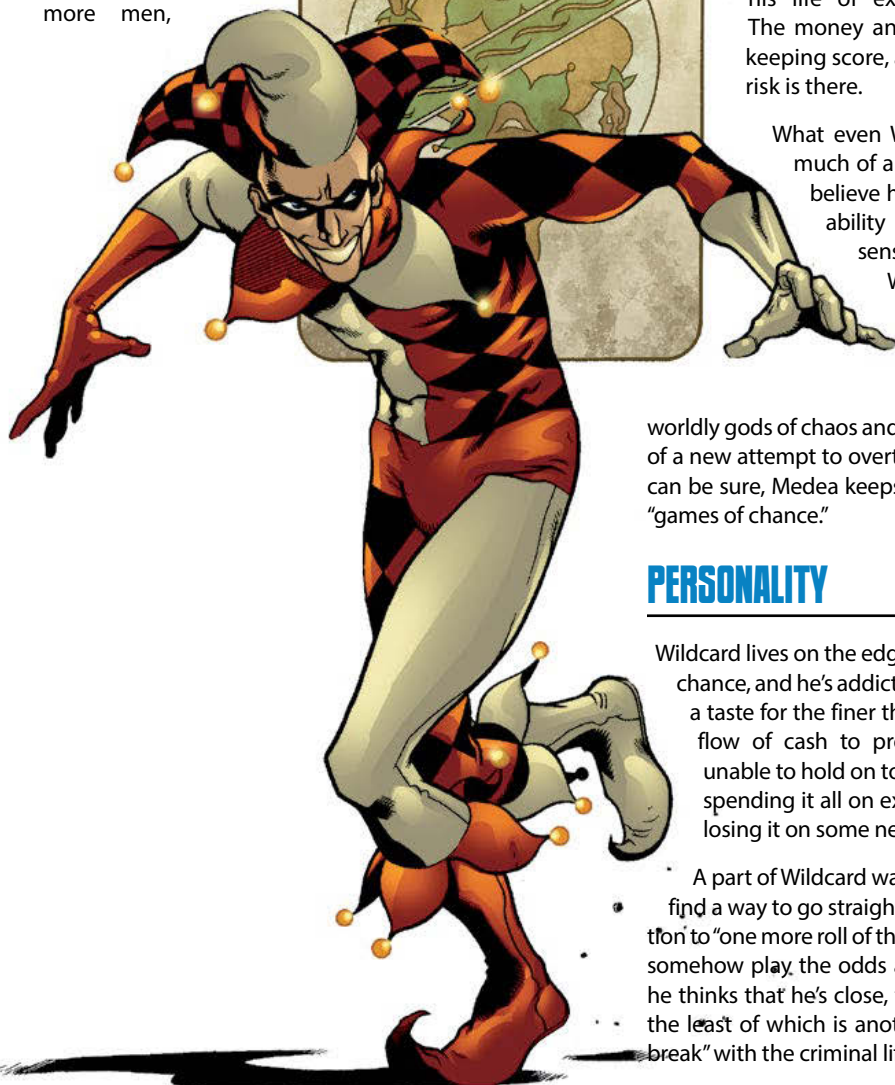
What even Wildcard does not know is how much of a gamble he is taking. While most believe his power is some kind of mutant ability to control probability, Medea senses that it is more than that: Wildcard introduces some kind of "primal chaos" energy into his environment, warping the fortunes of those around him.

Might he be an agent of otherworldly gods of chaos and chance, perhaps even the herald of a new attempt to overthrow the rule of order? Until she can be sure, Medea keeps a close eye on Wildcard and his "games of chance."

## PERSONALITY

Wildcard lives on the edge. He can't resist a bet or game of chance, and he's addicted to danger and risk. He also has a taste for the finer things in life and requires a steady flow of cash to provide them. He's a spendthrift, unable to hold on to his ill-gotten gains for very long, spending it all on extravagant nights on the town or losing it on some new hare-brained scheme.

A part of Wildcard wants to put aside his "wild" life and find a way to go straight, but he has the gambler's addiction to "one more roll of the dice" and a certainty that he can somehow play the odds and come out ahead. Every time he thinks that he's close, fortune deals him a reversal (not the least of which is another stint in prison), so his "lucky break" with the criminal life never comes.



## WILDCARD

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	1	4	3	6	1	0	3

## POWERS

**Probability Control:** Array (73 points)

- **Catastrophe:** Perception Ranged Damage 10, Indirect 4, Subtle 2, Variable Descriptor (Accidents) • 73 points
- **Jinx:** Perception Ranged Affliction 10 (Resisted and Overcome by Will; Impaired and Vulnerable, Defenseless and Disabled), Extra Condition, Indirect 4, Insidious, Subtle 2, Limited Degree • 1 point
- **Poltergeist:** Perception Ranged Move Object 5, Indirect 4, Precise, Subtle 2, Senses 10 (Radius Vision Counters and Penetrates All Concealment, Limited to Targeting Move Object) • 1 point
- **Shift Probability:** Luck Control 3 (spend points on others, negate luck, force re-roll), Burst Area, Luck 5, Selective • 1 point

**Lucky Miss:** Enhanced Dodge 8, Enhanced Parry 8 • 16 points

## SKILLS

Acrobatics 8 (+12), Close Combat: Unarmed 4 (+10), Deception 10 (+13), Expertise: Gambling 10 (+11), Insight 8 (+8), Ranged Combat: Throwing 12 (+15), Sleight of Hand 4 (+7), Stealth 4 (+8)

## ADVANTAGES

Attractive, Beginner's Luck, Connected, Defensive Roll 3, Evasion 2, Precise Attack (Ranged, Cover), Redirect, Second Chance (triggering traps), Taunt, Throwing Mastery 5, Uncanny Dodge

Wildcard usually has a devil-may-care attitude, talking up a storm, cracking jokes, loudly taunting his foes, and generally capering and making a nuisance of himself. His Crime League colleagues tolerate him because he makes himself useful by helping the odds fall their way.

## POWERS &amp; ABILITIES

Wildcard has the power to subtly influence probability in various ways. For the most part, his power is undetectable, appearing to be incidents of wild chance and coincidence, making him difficult to predict and counter.

Wildcard can cause “unfortunate accidents” to befall opponents, anything from getting hit with a ricochet, falling debris, or even a speeding car to slipping and falling or having a suddenly weak structure collapse. Most of these inflict up to rank 10 Damage. His poltergeist effect can shift objects, tipping things over, causing them to break free and roll, mysteriously turning devices on or off, even tripping triggers or causing pins to “fall” out of grenades!

A talented juggler, Wildcard can throw any small object with remarkable precision, hitting just the right spot to inflict the most damage or have the greatest effect. He commonly picks up bric-a-brac and small items he can fling at targets, and is fond of knickknacks like paperweights and trophies.

## OFFENSE

## INITIATIVE +4

Catastrophe	Perception Range, Damage 10
Thrown Object +15	Ranged, Damage 5
Unarmed +10	Close, Damage 0

## DEFENSE

<b>DODGE</b>	16	<b>FORTITUDE</b>	8
<b>PARRY</b>	14	<b>TOUGHNESS</b>	4/1*
<b>WILL</b>	9	*without Defensive Roll	

## POWER POINTS

<b>ABILITIES</b>	36	<b>SKILLS</b>	32
<b>POWERS</b>	92	<b>DEFENSES</b>	34
<b>ADVANTAGES</b>	18	<b>TOTAL</b>	212

## COMPLICATIONS

**Motivation—Thrills:** Wildcard is addicted to the thrills and excitement of gambling and risk-taking.

**Reversal of Fortune:** No matter how much he manipulates it, sooner or later, Wildcard's luck runs out.

His ability to jinx targets impairs their abilities, imposing a -2 (impaired) or -5 (disabled) modifier on all checks and reducing targets' defenses. One of Wildcard's most common tactics is taunting and jinxing opponents and then allowing his teammates to pick them off, or taking them down with a few well-placed thrown objects.

Lastly, Wildcard can provide the benefits of a hero point re-roll to others, negate the benefits of such a re-roll (gained from spending a hero point or the Luck advantage), and force a chosen target to re-roll, like a use of a hero point, but take the *worse* of the two rolls. All of these abilities are reactions, but his Probability Control array must be set on his Shift Probability power in order to access them. A single use of the power affects all targets Wildcard chooses and can perceive in a 30-foot radius area. The Luck extra allows him to use the ability up to five times for “free.” Each use thereafter awards the players of the affected characters a hero point.

Gamemasters should keep in mind Wildcard's Reversal of Fortune complication, which is also an aspect of his power: sooner or later, the more Wildcard tampers with probability, the more likely he will suffer some misfortune or ill-luck in return. This can take the form of trouble for the villain or his allies, or a “lucky break” for opponents. The Gamemaster can simply award players a bonus hero point when the odds turn against Wildcard, representing a little extra luck coming their way.



# THE COLLECTIVE

**REAL NAME:** None

**OCCUPATION:** Would-be conqueror

**BASE:** Freedom City underground

Their exact origin is a mystery, but some theorize that deep in the sewers of Freedom City, something was spilled: toxic waste, strange chemicals, radioactive sludge, mystic potions, the remnants of some super-criminal's fiendish device, or some unholy combination of all of these. Whatever it was, it mutated a colony of cockroaches, swarming down in the darkness. They changed, transformed, and became something else, something aware. They became the Collective.

Freedom City first became aware of the Collective when it tried taking over a building downtown in order to create a new nest, absorb energy, and spawn. Fortunately, the Atom Family was able to overcome the Collective and break it down into its component parts, which then scattered. Although they believed the creature was destroyed, it was not so easy to eliminate a collective entity. Some of the Collective survived. They spawned, they grew, and eventually reunited and returned.

The Collective learns and adapts, so the next time it went after the Atom Family directly. It took over the Goodman Building and trapped the young heroes inside. Draining power from the building's advanced systems allowed the Collective to grow rapidly, and also disabled Dr. Atom's holographic matrix. Tess Atom hit upon the idea of feeding the entity with more raw energy than it could process at once. The Collective was overloaded and mostly destroyed although, again, parts of it survived, adapted, and regrew.

The Collective has appeared on other occasions. It considers the Atom Family its "natural enemy" and can be somewhat fixated on them, although its primary goal is survival and feeding in order to reproduce. Dr. Atom has theorized that the Collective may also grow more intelligent and aware as it increases in size. If allowed unchecked growth, there's no telling what it might eventually become.

The Collective often initially appears below street level, starting with strange disappearances near sewer entrances or mysterious sightings by city workers. It commonly begins infiltrating the structure of a building from below via sewer and water pipes. The components of the Collective get into walls, conduits, and wiring and begin leeching off energy. Then building's systems go dead and the creature announces itself and attacks to drive out potential threats. The Collective has proven intelligent enough in the past to take human hostages, using them as bargaining chips or living shields to cause enemies to hesitate in attacking it in order to buy more time for its growth and development.





## THE COLLECTIVE

PL14

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	5	2	2	6	-1	0	-4

## POWERS

**Anatomic Split:** Summon Swarm 11, Controlled, Mental Link, Multiple Minions 3, Side-Effect (Lose 4 ranks Growth per application of Multiple Minions) • 89 points

**Cockroach Resilience:** Immunity 4 (Disease, Poison, Radiation, Starvation); Movement 2 (Slithering, Wall-Crawling); Protection 5; Senses 5 (Acute Tracking Smell, Darkvision, Ranged Touch) • 18 points

**Energy Absorption:** Enhanced Trait 32 (Intellect 16, Growth 16), Reaction (when absorbing energy), Fades, Limited to one rank per trait per round; Immunity 80 (Toughness effects), Limited to Energy • 72 points

**Insect Swarm-Mind:** Immunity 10 (mental effects) • 10 points

**Swarm Attack:** Cumulative Affliction 6 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated), Concentration • 18 points

**Swarm Form:** Elongation 6 (500 ft.); Immunity 2 (Critical Hits); Insubstantial 2, Permanent, Innate, Quirk: Limited by size of individual components, -2 points; Senses 3 (Mental Awareness, Radius Vision) • 20 points

## SKILLS

Perception 8 (+8), Stealth 8 (+10)

## PERSONALITY

The Collective is not at all human. It is a mass of crawling insects and “speaks” with thousands of buzzing clicks and drones to approximate a human voice. It has no empathy or understanding of anything apart from its need to survive and reproduce, although its understanding and intellect grow along with its mass. This makes the Collective unlikely to cooperate with others, although it rarely needs to, since it is an organization unto itself.

As the insect colony grows, so too does the power of its collective mind. By the time it is human-sized, the Collective can understand speech and crudely communicate; larger than that, and it becomes more articulate and more cunning. Many of the Collective’s actions are intended to confuse or delay its enemies, allowing it time to find and absorb more energy sources. For example, once it has grown large enough, it may use its Anatomic Split power to create a smaller “decoy” version to engage with enemies while the rest of the Collective continues to feed and grow elsewhere.

## POWERS &amp; ABILITIES

The mutant cockroaches making up the Collective are telepathically linked to form a single mass-mind, which increases in power as they increase in number. They have

## ADVANTAGES

All-Out Attack, Close Attack 5, Favored Environment (Sewers), Fearless, Great Endurance

## OFFENSE

## INITIATIVE +2

Swarm Attack +11 Close, Affliction 6 (Fortitude DC 16)

Unarmed +11 Close, Damage 16\*

## DEFENSE

**DODGE** 10/0\* **FORTITUDE** 9/25\*

**PARRY** 10/0\* **TOUGHNESS** 10/26\*

**WILL** 3 \*At maximum size

## POWER POINTS

**ABILITIES** 20 **SKILLS** 8

**POWERS** 227 **DEFENSES** 19

**ADVANTAGES** 9 **TOTAL** 283

## COMPLICATIONS

**Involuntary Transformation:** Disperses into a swarm of individual cockroaches when incapacitated, losing the Anatomic Split, Swarm Attack, and Swarm Form powers.

**Motivation—Survival:** The Collective seeks to survive, grow, expand, consume, and conquer.

the ability to absorb radiant forms of energy, particularly electricity, heat, and radiation, and use it to stimulate rapid reproduction, much like the fission of single-celled organisms. So, as the Collective absorbs energy, it grows physically larger and mentally more capable.

The Collective is capable of splitting off parts of its mass with a single mind directing the whole. Its composition allows it to stretch and reshape its “body” and to slip through any space or opening large enough to admit the individual roaches making it up. Since it has eyes over much of its surface, the Collective can see in all directions around it. It’s highly resilient; the loss of individual components has little more effect than minor scratches to a larger creature, it is immune to many environmental hazards, and its swarm mind is unaffected by mental powers. It is apparently also sensitive to the mental powers of others, and capable of detecting them while in use.

The Collective can use its entire mass to make brute force attacks, growing stronger as it increases in size, or it can swarm over a target, making countless tiny, individual attacks that are extremely distracting, and capable of incapacitating a target, given time.

# THE CONQUEROR WORM

**REAL NAME:** Michael Reeves

**OCCUPATION:** Cult leader

**BASE:** New York City

Michael Reeves never knew who his parents were, nor did he know love, warmth, or joy—only pain. Pain and he grew well acquainted through the fists and taunts of the orphanage's bullies and the constant torment caused by his own sickly albino body.

Only when he retreated into his brilliant mind did Reeves find any sort of peace, but his studies left him with more questions about why he seemed born to suffer. Having no real guidance in his life, it was easy for him to fall into petty crime in young adulthood. It was the first thing for which he showed a real aptitude, but in time his frail form

betrayed him and he found himself in police custody. At first, jail seemed to be a repeat of his time in the orphanage, and his already fragile psyche was pushed past the breaking point. He likely would've lived out his days in directionless madness had it not been for a well-meaning prison missionary who believed religion could heal the young man's broken spirit.

All the preaching about love and forgiveness was just so much static to Reeves, but the parts about sin and judgment grabbed his attention. Though still in the depths of insanity, Reeves gained a focus. From then on all his earthly works would be a sermon dedicated to punishing the wicked and terrifying them into joining the believers. By contrast, he placed himself above such moral considerations—how else could he be an instrument of a wrathful god? When he was released from jail, Reeves was more than ready for his chosen mission.

Reeves operated out of the labyrinth of sewer tunnels under Freedom City, attracting a surprising number of followers via his crazy magnetism and well-earned reputation as a criminal mastermind. He always seemed to know everything a person had ever done that conflicted with their ideals, and expertly used the knowledge to gain entry into the souls of many, all of whom he thoroughly corrupted.

One particularly insane outburst to his followers turned into an impromptu Edgar Allan Poe poetry reading, during which a henchman remarked "the Conqueror Worm" was an apt name for the pale, spindly subterranean crime lord. Reeves overheard the comment and enthusiastically embraced the sobriquet. Throughout the 1960s, the Conqueror Worm followed his mania, dispatching his "Night Crawler" thugs to rob and murder whoever offended his ever-changing moral code.

Reeves' health never improved, and not being any sort of physical threat forced him to rely on guile. His first line of defense was usually his own mental illness, as his schemes were frequently too bizarre to form an immediate pattern that could quickly be followed back to him. Once the proverbial jig was up, he relied upon his Night Crawlers and peerless knowledge of the city sewer



## THE CONQUEROR WORM

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
-1	-	-1	-1	0	9	11	10

## POWERS

**Necromancy:** Array (30 points)

- **Soulfire Blast:** Ranged Damage 10, Resisted by Will • 30 points
- **Deathstrike:** Cumulative Ranged Affliction 10 (Resisted and Overcome by Fortitude; Impaired, Disabled, Dying) • 1 point
- **Grasping Graves:** Ranged Affliction 10 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree • 1 point
- **Raise the Dead:** Continuous Summon Zombies 1, Controlled, Horde, Multiple Minions 12 (4,096 total), Sacrifice • 1 point
- **Shroud of Death:** Concealment Attack 4 (All Visual Senses), Cloud Area 5 (250 foot radius) • 1 point

**See the Living:** Senses 1 (infravision) • 1 point

**Undead:** Immortality 1 (Permanently killed by sunlight), Immunity 30 (Fortitude Effects), Protection 14 • 45 points

## SKILLS

Deception 10 (+20), Expertise: Streetwise 12 (+21), Expertise: Tactics 11 (+20), Expertise: Theology 11 (+20), Insight 10 (+21), Intimidation 10 (+20), Investigation 10 (+19), Persuasion 10 (+20), Vehicles 4 (+3)

## ADVANTAGES

Assessment, Contacts, Defensive Roll 4, Fascinate: Persuasion, Favored Environment: Sewers, Ranged Attack 11, Skill Mastery 4 (Deception, Intimidation, Investigation, Persuasion), Well-Informed

system for protection, including walled-off tunnels untrampled for more than a century.

The last battle between the original Raven and the Conqueror Worm took place in 1968. Stunned by the revelation the homicidal Reeves knew of his secret love for Jasmine Sin, Duncan Summers unintentionally caused the Conqueror Worm to fall to his death. Reeves' soul remained in well-earned torment for 40 earthly years.

Then, as part of a malefic scheme, Malador the Mystic sought a spirit as evil and corrupting as his own, and Michael Reeves' shone out even in the darkest realms. Using his great and ancient sorcery, Malador restored Reeves to undead life and imbued him with power over the mystic forces of death itself. Returned to Earth, the Conqueror Worm followed the new Raven to New York, and quickly rebuilt his criminal cult in the city's sewers and tunnels.

For now, Reeves closely guards the secret of his undead state, allowing his followers to believe he's returned from decades in hiding, or is his own long-rumored son, as they choose. At his behest, the Night Crawlers again perpetrate terrible crimes aimed at teaching the inevi-

## OFFENSE

## INITIATIVE -1

Soulfire Blast +10	Ranged, Damage 10
Deathstrike +10	Ranged, Affliction 10 (Fortitude DC 20)
Grasping Graves +10	Ranged, Affliction 10 (Dodge DC 20)
Unarmed +0	Close, Damage -1

## DEFENSE

<b>DODGE</b>	4	<b>FORTITUDE</b>	—
<b>PARRY</b>	4	<b>TOUGHNESS</b>	18/14*
<b>WILL</b>	11	*Without Defensive Roll	

## POWER POINTS

<b>ABILITIES</b>	44	<b>SKILLS</b>	44
<b>POWERS</b>	80	<b>DEFENSES</b>	9
<b>ADVANTAGES</b>	24	<b>TOTAL</b>	201

## COMPLICATIONS

**Motivation—Obsession:** Reeves is dedicated to spreading his own twisted moral "lessons," foremost of which is now the inevitability of death.

**Weakness—Sunlight:** Born an albino and now undead, Reeves suffers a cumulative -1 drain on all ability scores per minute spent in direct sunlight, and dies—permanently, this time—after 5 minutes of exposure.

tability of death and divine judgment, but now Reeves sees them as preparation for revealing the full extent of his powers and unleashing judgment on the world. On that day, the dead shall walk the Earth, led by the mad Conqueror Worm.

## PERSONALITY

Reeves possesses demonic charisma and cunning, and a nearly superhuman ability to "read" people. By the sheer force of his will, he can entice, deceive, blackmail, or frighten many people into doing his bidding. He tends to speak in pseudo-religious terms, thereby justifying his remorseless lying, killing, theft, and indulgences in illicit drugs and sex.

## POWERS &amp; ABILITIES

The Conqueror Worm is an undead being, no longer truly alive and thus immune to most forms of bodily harm. He can manipulate mystic forces of death in several ways, including burning the souls of the living, striking them dead on the spot, and conjuring hordes of zombies. He leads a criminal cult of fanatical followers known as "The Night Crawlers".



# CONUNDRUM

**REAL NAME:** Andre Keston

**OCCUPATION:** Criminal

**BASE:** Freedom City

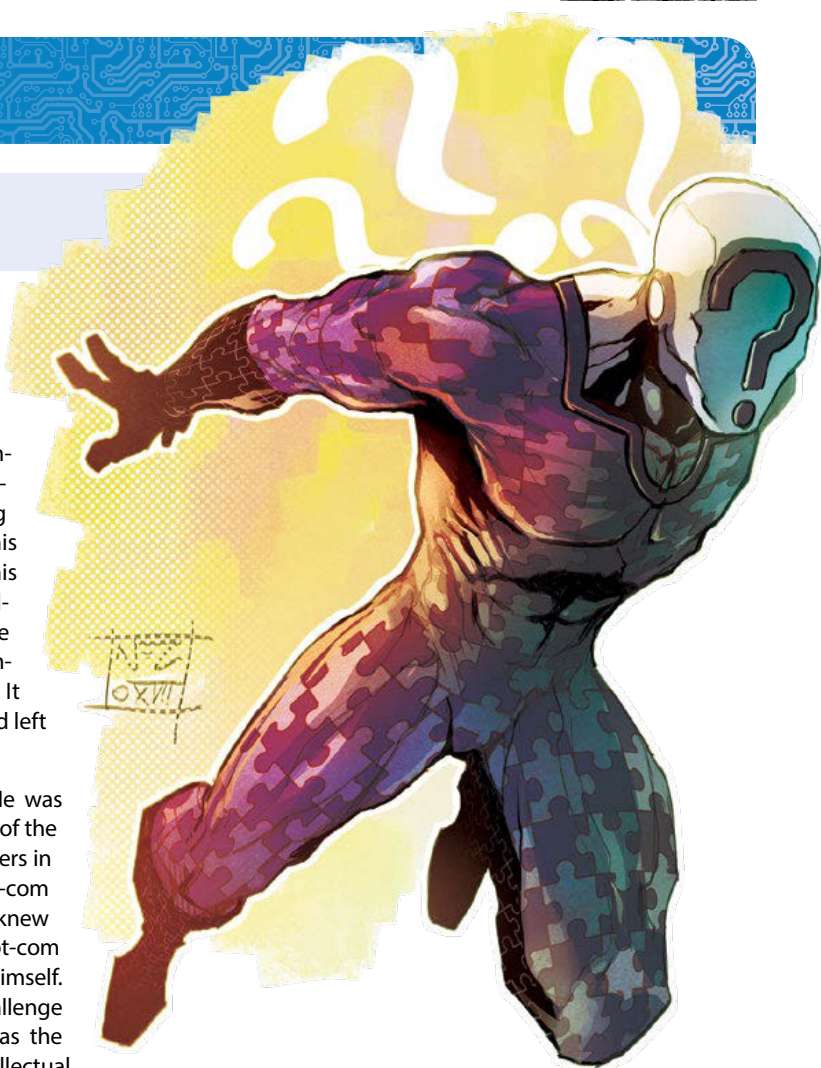
Andre Keston was always smart—smart enough to get teased in school for being a “brain,” and smart enough to study computer science and mathematics, becoming an expert programmer and systems designer. Andre was a problem-solver, known for tackling the most difficult technical challenges and overcoming them. Unfortunately, his intellect and his technical abilities weren’t matched by his social skills. Andre dealt with being an intellectual geek by adopting an elitist attitude toward those he considered his mental inferiors, which was to say nearly everyone. It won him no points with his co-workers and left him with no real friends.

That didn’t matter, according to Andre. He was satisfied with his work and with being one of the most in-demand programmers and designers in the business; he was riding high on the dot-com boom, making more money than he knew what to do with. He even saw when the dot-com bubble was ready to burst, and protected himself. It seemed like there was no professional challenge Andre Keston couldn’t overcome. That was the problem; he was deadly bored, lacking intellectual challenge and stimulation.

When a mid-level USNet executive insulted the insular Andre, he adopted revenge as his new hobby. He systematically set out to ruin the man, and his plan was so well crafted only his victim knew who was really behind it, but could never prove it to anyone else. It was a rush of power like Andre Keston had never known. He was clever enough to outwit anyone and to do whatever he wanted.

It wasn’t long after that the mysterious underworld figure known only as the Conundrum began offering his services to certain crime families, as well as pulling some jobs on his own. He always left clues in the form of puzzles or riddles, challenging the authorities to figure out his schemes. Although the police were left baffled, the Raven was not. She matched wits with Conundrum and figured out who he really was. Andre Keston was arrested and jailed.

Prison life changed Keston. It had all been a game before, but now it was more than that. Conundrum was a true outlaw, outside the society he disdained. He would prove his superiority and get his revenge on the Raven and everyone else who’d ever taunted him. Over the years, Conundrum has proven remarkably adept at prison-breaks, so much so he was most recently incarcerated at Blackstone Island. However, he was later transferred to the Providence Asylum, diagnosed as socially maladjusted



with a psychological fixation on his intellectual games as well as on the Raven. After months of treatment, Andre Keston was pronounced cured. A parole board released him from custody, and he has become a well-paid consultant in the high-tech field once again, working primarily from his midtown apartment over the Internet.

The Raven has kept a close eye on Conundrum, and wisely so. The Prince of Puzzles is by no means cured; he has simply figured another way out of his predicament. Conundrum is operating behind the scenes once again, careful to cover his tracks. This time, he’s certain he won’t be caught. This time, his plans are flawless. Of course, he hasn’t accounted for the possibility of any new heroes coming along to spoil them.

Conundrum is a behind-the-scenes mastermind. Physically, he’s no match for most heroes, but mentally is another matter. Conundrum is given to elaborate plots designed to make heroes think, particularly putting them into various deathtraps and difficult situations. He is a master of misdirection, innuendo, and trickery.

The typical crime-spree for Conundrum is a series of seemingly random crimes with complex clues left behind for the heroes to unravel. Normally these are hints about what Conundrum’s next crime will be, or ways the heroes can find and stop him. Sometimes Conundrum uses these clues to lure heroes into a trap, which itself may contain

## CONUNDRUM

PL9

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	1	1	1	2	11	11	6

## SKILLS

Close Combat: Unarmed 6 (+8), Deception 10 (+16), Expertise: Behavioral Sciences 4 (+15), Expertise: Tactics 8 (+19), Investigation 8 (+19), Perception 4 (+15), Sleight of Hand 12 (+13), Technology 6 (+17)

## ADVANTAGES

Benefit 4 (Multimillionaire), Contacts, Defensive Roll 2, Eidetic Memory, Equipment 10, Evasion, Fascinate (Deception), Improved Defense, Improved Initiative, Inventor, Luck 3, Ranged Attack 7, Seize Initiative, Set-up, Skill Mastery 4 (Deception, Insight, Sleight of Hand, Technology), Taunt, Uncanny Dodge (visual)

## OFFENSE

## INITIATIVE +5

Pistol +7	Ranged, Damage 3
Unarmed +8	Close, Damage 0

## DEFENSE

<b>DODGE</b>	13	<b>FORTITUDE</b>	4
<b>PARRY</b>	13	<b>TOUGHNESS</b>	3/1*
<b>WILL</b>	13	*Without Defensive Roll bonus	

## POWER POINTS

<b>ABILITIES</b>	66	<b>SKILLS</b>	33
<b>POWERS</b>	0	<b>DEFENSES</b>	28
<b>ADVANTAGES</b>	41	<b>TOTAL</b>	168

## COMPLICATIONS

**Motivation—Challenge:** Conundrum is obsessed with proving his intellectual superiority through his various “games” and puzzles and in avenging any slights.

**Obsession:** Conundrum cannot resist building complex puzzles and intellectual challenges into his schemes.

a clue as to the villain’s whereabouts. Conundrum simply can’t help leaving these clues. It’s not really the crimes that matter, it’s the thrill of outwitting his opponents, of proving himself the intellectual superior.

Conundrum is also known for working as a consultant for other criminals, providing them with foolproof plans, deathtrap designs, and cunning schemes. Again, it’s not the money he gets paid for these things; it’s the challenge, the thrill of the game. In addition to providing resources for other criminals, Conundrum may even take to disguising his own activities as “consulting work,” using another villain’s modus operandi (something Conundrum’s fellow criminals won’t find endearing).

Conundrum feared the retirement of his old foe the Raven would deprive him of his opportunity for revenge, but the criminal puzzle-master put all of the numbers together to figure out that the former Raven was, in fact, Callie Summers, the new mayor of Freedom City! Although he could have simply exposed the truth, that had the potential to backfire. No, if Freedom City meant enough to the Raven to give up her costumed career to protect it, then Conundrum would find a way to destroy it, to undo every good thing Mayor Summers sought to do. Only when Freedom has become a social and financial ruin, with the blame laid at the feet of the Summers administration, will Conundrum find a way to let his old foe know exactly who is responsible, before delivering the *coup de grace*.

## PERSONALITY

Some of Andre Keston’s old associates would say he doesn’t have a personality to speak of; certainly Conundrum is a cruel and self-centered egotist, with virtually no regard for anyone else’s feelings or well-being. Therapists diagnosed him as obsessed with his self-image as a brilliant problem-solver and his need to compete and prove

himself more capable than anyone else. The elements of Conundrum’s personality that can be relied upon are his obsession with puzzles and complex plots, his superiority complex, his need to gloat and lord any achievements over his foes, and his vengeful streak, directed at anyone who manages to overcome or, worse, outwit him.

## POWERS &amp; ABILITIES

A rarity amongst costumed criminals, Conundrum has no powers. He is all about misdirection and elaborate—sometimes overly elaborate—tricks. Ideally, heroes only see or hear him on remote broadcasts and recordings, without knowing where he actually is or what he is doing at the time.

Conundrum creates traps tailored to his foes, when at all possible, although he has a variety of “all-purpose” deathtraps. Working with villains like Toy Boy and the Foundry in the past has given Conundrum a considerable arsenal of technology and more than a few favors to call upon. He also has quite a substantial amount of wealth and corresponding influence, which he uses to outfit any schemes where a client is not footing the bill. Conundrum stages the occasional robbery or other money-making scheme to supplement his resources, but mainly to keep himself sharp and in the game.

Conundrum’s current schemes often involve complex blinds and decoys. He’s fond of finding ways to telegraph to his foes that he is involved, while at the same time securing iron-clad alibis for Andre Keston, suggesting that a “copycat” criminal is responsible; even then, he won’t be able to resist telling targets the truth, but will save the “big reveal” until the end.

Conundrum is also fairly well-trained as a marksman and unarmed combatant; foes who underestimate his ability to defend himself may be in for a surprise.



# THE COSMIC MIND

**REAL NAME:** Mina Kosmova

**OCCUPATION:** Former research scientist

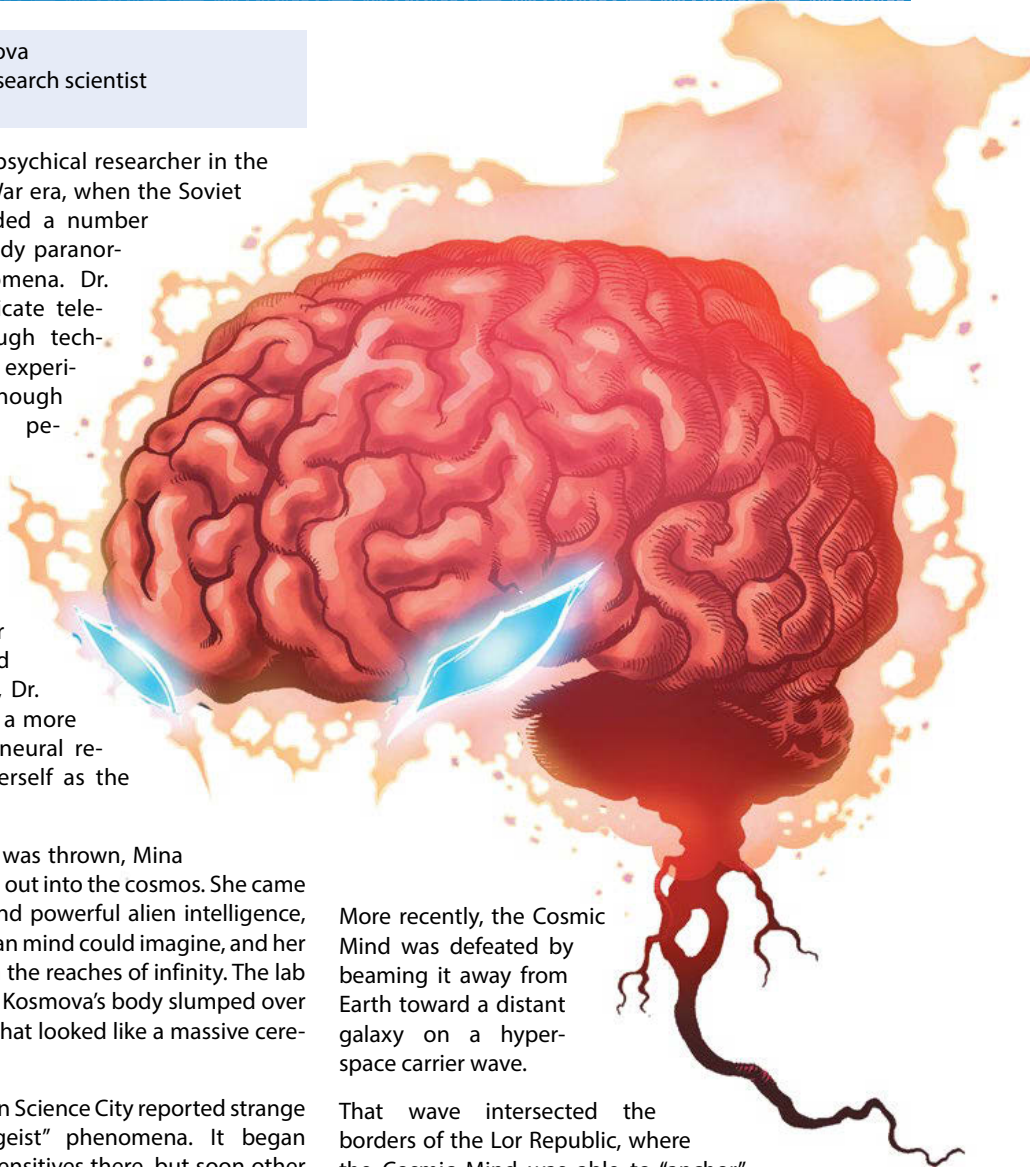
**BASE:** Mobile

Dr. Mina Kosmova was a psychical researcher in the U.S.S.R. during the Cold War era, when the Soviet government heavily funded a number of secret programs to study paranormal and psychic phenomena. Dr. Kosmova sought to replicate telepathic experiences through technological means, but her experiments did not produce enough successful data. Her superiors wanted to cancel the project so that she could research more useful things, such as remote viewing and ESP for covert surveillance. Certain that her theories were correct and desperate to prove them, Dr. Kosmova secretly created a more powerful version of her neural receptor array and used herself as the test subject.

Moments after the switch was thrown, Mina Kosmova's mind expanded out into the cosmos. She came into contact with a vast and powerful alien intelligence, beyond anything the human mind could imagine, and her thoughts seemed to touch the reaches of infinity. The lab technicians later found Dr. Kosmova's body slumped over in the test chair, dead of what looked like a massive cerebral hemorrhage.

Soon thereafter, the Russian Science City reported strange happenings and "poltergeist" phenomena. It began among the psychics and sensitives there, but soon other personnel reported hearing voices and seeing visions. An associate of Dr. Atom got word to him, and the Atom Family came to investigate. They found the people at the Science City under the mental control of Dr. Kosmova's disembodied mind, its psionic potential vastly increased by the neural receptor array. The so-called "Cosmic Mind" wanted to join all of humanity in a telepathic gestalt, controlled by it as the "queen," to direct the future of the human race. Dr. Atom was able to modify Kosmova's neural array to allow Mentac to disrupt the gestalt and disperse the Cosmic Mind's psionic field. Initially, it was believed destroyed, but it managed to reintegrate itself over time.

The Cosmic Mind has returned on several occasions to fight the Atom Family, including once possessing Mentac and forming a temporary alliance with Lady Lunar. It has proven one of the Atom Family's most persistent foes, lacking a physical body to either fight or imprison.



More recently, the Cosmic Mind was defeated by beaming it away from Earth toward a distant galaxy on a hyper-space carrier wave.

That wave intersected the borders of the Lor Republic, where the Cosmic Mind was able to "anchor" itself with the psychic potential of a number of Lor mentats. It began the process of infiltrating and influencing the mentat population of the Republic, such that when Magna-Lor was destroyed by the cosmic menace Collapsar and the Stellar Khanate rushed over the borders of the shocked Republic, the Cosmic Mind was poised to exert its influence and make arrangements with the new power structure in Republic space.

A surprisingly large number of mentats were willing to betray their oaths to the old Republic and serve the Star Khan, strengthening the ranks of his "hounds." The involvement of the new Stellar Imperium in affairs in Earth space has allowed the Cosmic Mind to reestablish ties with its home world, and plans are in the works. The Imperium is infiltrated on multiple fronts and, when the time is right, the Cosmic Mind will make its move, either to seize control of the whole of Imperium space or to reveal its presence and arrange a power-sharing deal, either with



## THE COSMIC MIND

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
-	2	2	-	-	10	10	3

## POWERS

**Mental Being:** Flight 2 (8 MPH), Immunity 30 (Fortitude Effects), Insubstantial 4 (incorporeal, Affected by psionic powers, Permanent) • 54 points

**Mental Communication:** Area Selective Mental Communication 5 • 30 points

**Telepathy:** Array (48 points)

- **Mental Blast:** Perception Range Damage 12, Resisted by Will • 48 points
- **Mental Domination:** Perception Ranged Cumulative Affliction, Resisted by Will (Entranced, Compelled, Controlled) • 1 point
- **Mind Scan:** Burst Area Selective Mind Reading 12 • 1 point

**Psychokinesis:** Perception Ranged Move Object 3, Affects Corporeal 3, Tiring • 9 points

## SKILLS

Expertise: Behavioral Sciences 12 (+22), Expertise: Scientist 8 (+18), Insight 8 (+18), Technology 6 (+16)

## ADVANTAGES

Eidetic Memory, Speed of Thought\*

\*See **New Traits**.

the Star Khan or the Grue Meta-Mind, which is more of a “psychic peer” that understands the value of a hive-consciousness. Of course, those who study Earth life know full well that two “queen bees” in a hive are compelled to fight each other to the death....

## PERSONALITY

The personality that was once Dr. Mina Kosmova is all but gone. The Cosmic Mind considers itself “beyond” human failings and concerns. It is cold, detached, arrogant, and evidences a strong dislike for all “primitive” forms of government and bureaucracy, claiming that its telepathic hive-mind would be far superior and far less corruptible to all of them. It cares almost nothing for individuals, seeing people as mere drones for it to manipulate. It understands that its foes often have far more scruples, giving the Cosmic Mind an advantage when sending entranced minions against them.

The Cosmic Mind is convinced that its collective is the true pinnacle of the communist ideal and the best for all thinking creatures, whether they agree or not. Clearly, its superior intelligence empowers it to make the right and necessary choice for less “developed” beings, and its ability to create a “cosmic consciousness” obligates it to do so.

Arrogantly intellectual, the Cosmic Mind enjoys communicating with other minds, particularly those capable of

## OFFENSE

## INITIATIVE +10

Mental Blast — Perception Range, Damage 12 (Will DC 27)

Mental Domination — Perception Range, Affliction 12 (Will DC 22)

## DEFENSE

**DODGE** 4 **FORTITUDE** Immune

**PARRY** 0 **TOUGHNESS** 2

**WILL** 14

## POWER POINTS

**ABILITIES** 24 **SKILLS** 17

**POWERS** 143 **DEFENSES** 11

**ADVANTAGES** 2 **TOTAL** 197

## COMPLICATIONS

**Motivation—Power:** The Cosmic Mind desires control over others, bringing all minds into the peace and serenity of its hive-consciousness.

**Weakness:** Certain high-frequency signals can disrupt the Cosmic Mind’s energy, stunning or even disrupting it entirely.

grasping higher concepts, and can be distracted by such opportunities.

## POWERS &amp; ABILITIES

The Cosmic Mind is a being of pure psionic energy with no physical substance. It is immune to most physical concerns and most forms of harm, although it can still be affected by psionic powers and certain high-frequency signals that “jam” its energy frequency.

The Cosmic Mind has a range of mental powers at its command, the greatest being telepathy. It can read the thoughts of other beings and project its thoughts into their minds, communicating across vast interstellar distances. The Cosmic Mind can directly control others and maintain control over a large number of minds, creating a “telepathic web” that connects them, allowing every part of the group-mind to know whatever happens with every other part. It can project mental blasts that stun the minds of others, which can be lethal, if applied continually.

The Cosmic Mind has a small measure of psychokinesis, allowing it to move a few hundred pounds through mental force; such exertions are tiring, so it is a power the Cosmic Mind uses sparingly. It generally prefers to use mentally controlled “drones” to serve as its “hands” in the physical world.

# THE CURATOR

**REAL NAME:** None known

**OCCUPATION:** Universal archivist

**BASE:** The Archive, Milky Way Galaxy

Untold millennia ago, the mysterious alien race known only as the Preservers created a vast ringworld around a star hundreds of light years from Earth. The massive construct

is a flattened ring with a radius of nearly 100 million kilometers, its surface a thousand kilometers across, giving it a surface area many times that of the Earth. On the surface of this ringworld are artificial habitats replicating conditions on hundreds of planets and many different types of terrain, wherein live samples of alien life. It is a vast zoo, or biological laboratory, with species from hundreds of different worlds, many of them extinct elsewhere in the galaxy.

This alone would make the system a curiosity, but something of greater interest lies beneath the surface of the ringworld. Amidst the vast technological infrastructure and support systems is a sophisticated artificial intelligence that controls and operates the artificial world: the Curator.

The Curator claims it was created and programmed by the Preservers to gather knowledge and samples—both biological and material—from worlds across the galaxy for preservation. It has never explained why the Preservers did this, and may not even know, but the Curator has no interest in the advancement of galactic knowledge or anything other than its obsessive collection. Attempts to access the vast Archive or specimens in the Curator's care have been rebuffed and, when necessary, met with violent opposition.

The starfaring races of the galaxy have long since chosen to leave the Curator alone and do their best to avoid drawing its attention. This isn't overly difficult, since the more developed a species is, the less likely it has anything the Curator hasn't already collected and cataloged. It is the developing species of the universe that hold the most interest according to the Curator's mission, especially the unique inhabitants of Earth.

While humans aren't particularly unusual, being found on a great many worlds, the inhabitants of Earth are interesting for two reasons: they are the original gene-stock for all humans in the galaxy and display surprising adaptability. While many alien races have sport mutations, psionic abilities, or racial powers, Earthlings have the most unusual and dazzling variety of superhumans in the known universe. Earth and humanity were clearly of interest to the Preservers, and the Curator maintains this interest.

The Curator itself never leaves its home. In fact, it is part and parcel of the structure of the Archive, and cannot be separated from it. However, the artificial intelligence can operate a variety of robotic drones via subspace link over any distance, and controls and monitors many such drones across the galaxy. Each of these serves as the Curator's proxy in its dealings with other creatures.

The Curator has sent drones to Earth on occasion. Once, it attempted to capture Dr. Metropolis, a member of the Freedom League, for study as a unique specimen. Dr. Metropolis's escape destroyed the museum ship sent to Earth, allowing a number of specimens to escape. Earth's further interactions with galactic civilization have only intensified the Curator's interest.



## THE CURATOR

PL15

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
-	-	-	-	-	20	15	10

## POWERS

**Armored Construction:** Protection 15, Impervious • 30 points

**Colossal Computer:** Growth 20, Permanent, Innate, Limited: Does Not Increase Abilities • 21 points

**Control Net:** Radio Communication 5 (anywhere), Perception (all senses)\*, Limited to Drones • 45 points

**Machine Entity:** Immunity 30 (Fortitude effects) • 30 points

**Self-Repairing:** Regeneration 10 • 10 points

**Universal Translator:** Comprehend 5 (All Languages, All Machines) • 10 points

## SKILLS

Expertise: Galactic Events 5 (+25), Expertise: History 5 (+25), Expertise: Science 5 (+25), Insight 1 (+16), Investigation 5 (+25), Perception 5 (+20), Persuasion 4 (+14), Technology 5 (+25)

## ADVANTAGES

Benefit 12 (Master of the Archive), Eidetic Memory, Jack-of-all-trades, Speed of Thought\*, Well-informed

\*See Appendix.

## PERSONALITY

The Curator is cold, calculating, and logical. It has no understanding of personal freedoms, individual rights, or the greater good. All it's interested in is its collection of data and samples. It isn't even really interested in the advancement of science or knowledge. It collects simply because its purpose is collecting, like a cosmic hobbyist more interested in a complete collection than having new toys to play with. It is interested solely in the unique and unusual, although its standards can seem strange to Earth humans.

While it *understands* reason, the Curator is exceptionally difficult to reason *with*; it doesn't care about anything other than its mission, and the safety of its drones is largely irrelevant, since they're just tools. For those who don't know the Curator's true nature, this can make it seem heedless of its own safety. The only things the Curator cares about are preserving its own existence, that of the Archive, and, to a lesser extent, its museum ships. A threat to one or more of those will cause the Curator to respond with force (or perhaps a willingness to negotiate, if confronted with a losing proposition).

## POWERS &amp; ABILITIES

The Curator has the resources of an entire solar system at its disposal, although those resources are rarely concentrated in one place at a time. Heroes usually encounter one of the computer's drones—physically powerful robots equipped with various defensive capabilities

## OFFENSE

INITIATIVE +20

Drone See **Drone**

## DEFENSE

<b>DODGE</b>	—	<b>FORTITUDE</b>	Immune
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<b>PARRY</b>	—	<b>TOUGHNESS</b>	15
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<b>WILL</b>	15
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## POWER POINTS

<b>ABILITIES</b>	40	<b>SKILLS</b>	18
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<b>POWERS</b>	146	<b>DEFENSES</b>	0
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<b>ADVANTAGES</b>	16	<b>TOTAL</b>	220
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## COMPLICATIONS

**Motivation—Knowledge:** The Curator exists to collect and preserve knowledge of all kinds throughout the universe.

**Machine:** Although intelligent, the Curator has little understanding of life apart from its mission to gather information, and little empathy for living things.

## DRONE

PL10 • 164 POINTS

STR 11	STA —	AGL 2	DEX 1	FGT 9	INT 2	AWE 1	PRE 0
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**Powers:** **Durable Construction** (Protection 10), **Energy Blaster** (Ranged Damage 10), **Machine** (Immunity 60 (Fortitude and Will effects)), **Sensor Suite** (Senses 21 (Acute Olfactory, Acute Hearing, Analytical Olfactory, Analytical Hearing, Analytical Touch, Analytical Vision, Darkvision, Direction Sense, Distance Sense, Microscopic Vision, Radio, Time Sense, Ultra-hearing))

**Advantages:** Assessment, Eidetic Memory, Fearless, Speed of Thought, Well-informed

**Skills:** Investigation 8 (+10), Perception 8 (+9), Ranged Combat: Blasters 8 (+9)

**Offense:** Initiative +2, Blaster +9 (Ranged, Damage 10), Unarmed +9 (Close, Damage 11)

**Defense:** Dodge 9, Parry 9, Fortitude Immune, Toughness 10, Will Immune

**Totals:** Abilities 42 + Powers 121 + Advantages 5 + Skills 12 + Defenses 7 = 187

**Complications:** **Motivation—Service:** Drone are all slaved to the Curator's systems. **Drone:** Drones have no will of their own.

whose form varies widely depending on their assigned tasks and sectors of the galaxy. The Curator is in constant contact with its drones, and can control them directly and use them to communicate if it wishes.

In the Archive, the Curator may have access to virtually any item of technology the Gamemaster cares to give it. It has been collecting things from across the galaxy for millennia and has accumulated quite the arsenal—all extensively cataloged and cross-referenced, of course.



# DOC HOLIDAY

**REAL NAME:** Mark Holiday

**OCCUPATION:** College student

**BASE:** Freedom City University, Freedom City

There exists a malefic, resentful, other-dimensional entity that is the dark mirror of the joy and reverence inspired by earthly festivals and celebrations. As it grew in power, it exercised a greater malign influence on our world. Its first major accomplishment was to subtly manipulate Freedom City resident Bryant Haliday into becoming the super-villain known as Doc Holiday during the 1960s.

Haliday eventually regained enough strength of will to resist the entity and give up costumed crime, leaving it

more embittered and focused on inflicting its terrible designs on mankind. The entity bided its time, gathering more strength, until it was able to possess and physically transform a human host. Showing its wicked sense of mirth, the entity chose to infect FCU student Mark Holiday simply because of his name and his misfortune in choosing his namesake "Doc" Holiday as the theme for a college costume party (that terribly awry).

Since that time, the good and decent Mark Holiday has periodically been forced to become the entity's host, involuntarily perpetrating mass terror as the second Doc Holiday. The new Doc Holiday is a greater menace than the first, having far less madcap whimsy and a desire to inflict nothing but fear and misery. This leaves the increasingly agitated, guilt-ridden Holiday ever more driven to find release from the Doc Holiday curse, knowing he's only one flip of the calendar away from becoming a city-wide menace.

Thus far, all forms of treatment, both scientific and supernatural, have failed to alleviate Holiday's unique condition. Once aware of his curse, he initially tried locking himself up on important holidays, but the entity always found a way to escape once it controlled and transformed his body. Similarly, he tried taking sedatives, but these apparently had no effect on his other selves, and left Holiday even more disoriented and less in control. Likewise, the few mystic practitioners and resources he has sought out have not been able to break the curse.

## PERSONALITY

Mark is intelligent and charming, only occasionally showing his great anxieties about his accursedness. Doc Holiday is fiendishly clever, ruthlessly cruel, and malevolent, doing whatever causes the most terror and destruction.

## POWERS & ABILITIES

Doc Holiday manifests as a mystically-powered, evil and twisted embodiment of major holidays. The specific powers and abilities change with each particular appearance, but are always derived from the holiday then occurring.



## DOC HOLIDAY

PL10

<b>STR</b>	<b>STA</b>	<b>AGL</b>	<b>DEX</b>	<b>FGT</b>	<b>INT</b>	<b>AWE</b>	<b>PRE</b>
4/0	3/0	4/0	4/0	6/0	10/2	4/2	7/1

## POWERS

**Holiday Transformation:** Alternate Form (Enhanced Advantages 16 (All-Out Attack, Defensive Attack, Defensive Roll 4, Improved Defense, Improved Smash, Power Attack, Ranged Attack 6, Takedown), Enhanced Agility 4, Enhanced Awareness 2, Enhanced Defenses 29 (Dodge 9, Fortitude 6, Parry 7, Will 7), Enhanced Dexterity 4, Enhanced Fighting 6, Enhanced Intellect 8, Enhanced Presence 6, Enhanced Skills 17 (Deception 3, Insight 7, Intimidation 7, Perception 2, Persuasion 3, Sleight of Hand 6, Stealth 6), Enhanced Stamina 3, Enhanced Strength 4, Uncontrolled Variable 8 — see **Holiday Transformations**, following), Activation (standard action) • 182 points

## SKILLS

Deception 4 (+14), Expertise: Current Events 2 (+12), Expertise: Popular Culture 2 (+12), Expertise: Writing 4 (+14), Investigation 2 (+12), Perception 4 (+10), Persuasion 4 (+14), Vehicles 2 (+6)

## ADVANTAGES

Attractive, *All-Out Attack*, *Defensive Attack*, *Defensive Roll 4*, *Improved Defense*, *Improved Smash*, *Power Attack*, *Ranged Attack 6*, *Takedown*

## OFFENSE

## INITIATIVE +4

Unarmed +6	Close, Damage 4
Holiday Forms	Varies widely, see <b>Holiday Transformations</b>

## DEFENSE

<b>DODGE</b>	13/4	<b>FORTITUDE</b>	9/3
<b>PARRY</b>	13/6	<b>TOUGHNESS</b>	7/3
<b>WILL</b>	11/4		

## POWER POINTS

<b>ABILITIES</b>	10	<b>SKILLS</b>	12
<b>POWERS</b>	182	<b>DEFENSES</b>	0
<b>ADVANTAGES</b>	2	<b>TOTAL</b>	206

## COMPLICATIONS

**Identity:** Doc Holiday is effectively a split personality: his normal self, and his accursed holiday transformations.

**Motivation—Cursed:** Doc Holiday is under a terrible curse, seeking a way to cure or end it in his normal form, in the grip of fiendish impulses when the curse takes over.

**Obsession:** Doc Holiday's transformed self is evilly obsessed with the theme of its particular holiday event.

Although a number of major holidays are listed with his game traits, feel free to come up with others as best suits the needs of the adventure. Unfortunately for Mark Holiday, nearly every calendar day is a "holiday" marking some occasion or another somewhere, and potentially capable of triggering his curse.

## HOLIDAY TRANSFORMATIONS

## Christmas

Christmas changes Doc Holiday into the vengeful spirit of winter personified: Cold Generation (Array (30 points): Chill (Ranged Damage 10, Resisted by Fortitude); Cold Blast (Burst Area Ranged Affliction 10 (Resisted and Overcome by Fortitude; Fatigued, Exhausted, Incapacitated)); Flash Freeze (Burst Area Ranged Weaken Toughness 10, Affects Only Objects); Ice Binding (Burst Area Ranged Cumulative Affliction 10 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree); Ice Blast (Burst Area Ranged Damage 10); Ice Generation (Continuous Create 10); Immunity 5 (cold damage)

## St. Patrick's Day

St. Patrick's Day subsumes Doc's normal form into that of a man/serpent hybrid bent upon revenging its banishment from Ireland by inflicting bad luck and deadly venom on its victims: Bite (Strength-Based Damage 3); Burst Area Luck Control 2 (Force a Re-roll, Negate Luck; Luck 5); Movement 1 (Slithering), Senses 3 (Acute Smell, Infravision), Venom (Progressive Weaken Stamina 6, Incurable, Linked to Bite)

## Easter

Easter evolves Holiday into a diabolical giant March Hare: Bite (Strength-Based Damage 2); Growth 8 (Quirk —Cannot use Defensive Roll); Impervious Toughness 11; Leaping 12 (4 miles)

## Halloween

Halloween harrows Holiday into the horrifying image of the Grim Reaper: Fearsome Presence (Cumulative Perception (visual) Area Affliction 10 (Resisted and Overcome by Will; Impaired, Disabled, Incapacitated)); Scythe (Strength-Based Damage 8, Accurate, Reach)

## Independence Day

Independence Day inflicts a change into a ghoulish parody of Uncle Sam, with dead flesh and tattered clothes, destroying all things American with the rockets' blinding red glare and bombs bursting in air: Burst Area Ranged Damage 9; Linked to Burst Area Cumulative Ranged Affliction 4 (Resisted and Overcome by Fortitude; Impaired, Disabled, Unaware), Extended Range, Limited to visual sense

## New Year's Day

New Year's Day, near the stroke of midnight, Doc Holiday changes into a withered, ghastly Father Time, and then alternately ages his victims to an elderly state or reduces them to infants: Burst Area Ranged Affliction 10 (Resisted and Overcome by Fortitude; Hindered, Immobile, Transformed), 60 feet radius

## Thanksgiving

Thanksgiving transforms him into a bloodcurdling, ambulatory corpse combining features of a decaying pilgrim and rotting turkey: Blunderbuss (Cone Area Damage 9, 120 feet area); Enhanced Strength 2; Flight 6 (120 MPH), Wings; Impervious Toughness 3

## Valentine's Day

Valentine's Day turns Holiday into a demonic version of Cupid, shooting bystanders with arrows that inspire violent envy in their victims: Arrows of Jealousy (Ranged Cumulative Affliction 10 (Resisted by Dodge and Overcome by Will; Impaired, Disabled, Incapacitated)); Flight 10 (2000 MPH), Wings



# DOWNTIME

**REAL NAME:** David Andersen  
**OCCUPATION:** Thief and criminal  
**BASE:** Freedom City

David Andersen graduated from small-time petty thief to professional burglar. He had a few brushes with the law, but nothing stuck. David was convinced he could get away with pretty much anything, but for how long? He wanted to make the big score, something to set him up for life. That's when the Foundry hired him to steal a new invention from the Bayview home of Dr. Julius Wells. Andersen cased the house and then broke in to take the device, a prototype based on Dr. Wells' temporal research, along with the doctor's notes and files. He slipped up, and the doctor surprised him. Andersen panicked, leaving Dr. Wells lying unconscious on the floor, and fled.

Looking to escape from police, Andersen looked over Wells' notes and tried using the time device. What he didn't know was the device "imprinted" on his bio-molecular pattern, since it needed adjustment for each user. All David Andersen knew was he got some *serious* "downtime." From his perspective, it was like the rest of the world froze, allowing him to move about unseen, in between moments. It was power and freedom like he never knew.

Unfortunately, his use of the device made it useless for anyone else, including the Foundry. When his erstwhile employers tried to kill him, Andersen took the device and fled. He began committing a series of inexplicable robberies, getting in and out of places too fast to be seen or stopped by anyone. Even heroes like the Raven and Dr. Metropolis were just motionless obstacles, frozen in time.

Downtime met his match when Johnny Rocket entered his "downtime" field. Johnny's own super-speed allowed him to counteract Downtime's temporal manipulation, effectively canceling each other out. While other people were greatly slowed down, Johnny moved at the same apparent speed as Downtime. The Freedom League speedster captured Andersen and, this time, the charges stuck.

Downtime later escaped from prison using a residue of power

from his stolen time device (which was confiscated by the authorities). He recovered his costume and sought revenge on Johnny Rocket; Johnny managed to put him away again.

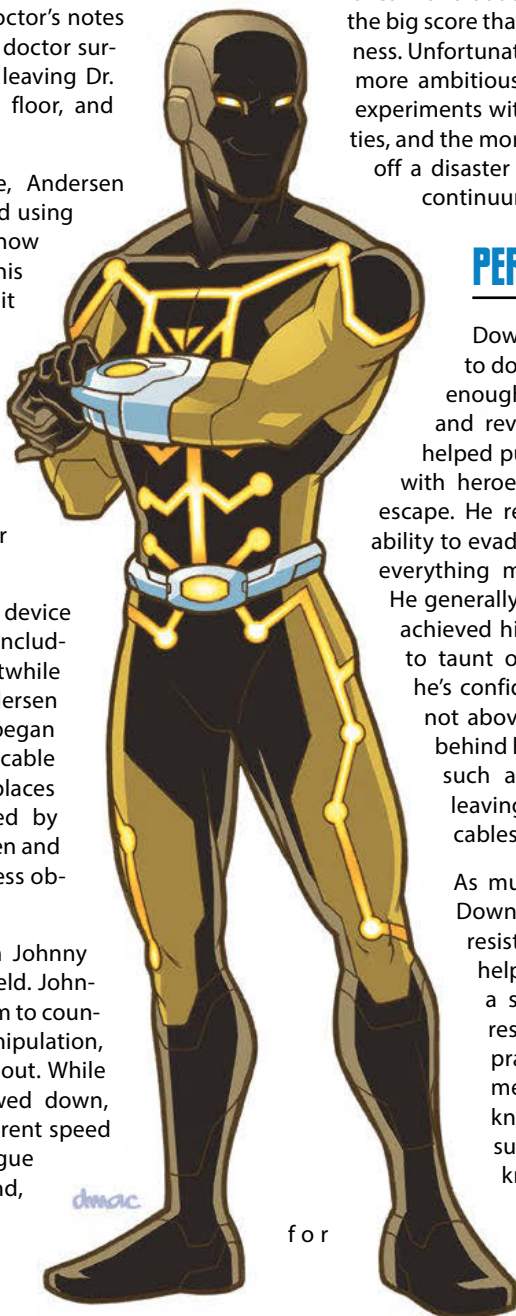
After spending far more time than he wanted in prison, Downtime got innovative. He figured out how to use his time belt to pull off the one-time trick of creating a temporal duplicate, leaving him in prison, while he went free. By the time the duplicate faded out, Downtime was long gone.

Jail has become a revolving door for Downtime as he moves in and out of the system, always looking for the big score that will let him get out of the business. Unfortunately for the rest of the world, the more ambitious Downtime gets, the more he experiments with his time belt and its capabilities, and the more likely he is to find a way to set off a disaster that will shake the space-time continuum.

## PERSONALITY

Downtime has proven he's willing to do what it takes to meet his goals: enough wealth to live on easy street and revenge against the people who helped put him away. When he's dealing with heroes, Downtime's primary goal is escape. He relies on being unseen and his ability to evade attacks coming his way, since everything moves in slow motion to him. He generally flees the scene as soon as he's achieved his goal, although he may linger to taunt or toy with heroes, so long as he's confident they can't touch him. He's not above leaving dangerous situations behind him to further delay any pursuit, such as causing traffic accidents or leaving oil slicks or downed power cables across roadways.

As much as he tries to be cautious, Downtime is an egotist who cannot resist the opportunity to taunt a helpless foe or take advantage of a situation. Downtime can rarely resist the opportunity to play practical jokes or leave taunting messages for the authorities. He's known for speaking directly into surveillance cameras, for example, knowing someone can later slow down the playback enough him to be seen and heard as anything other than a faint blur and a high-pitched



for



## DOWNTIME

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	1	3	3	6	0	1	0

## POWERS

**Time Belt:** Feature 2 (Restricted to Downtime), Removable (-23 points) • 93 points

**Downtime Field:** Concealment 4 (Visual); Enhanced Advantage 22 (Close Attack 6, Evasion 2, Improved Initiative 6, Move-by Action, Ranged Attack 6, Seize Initiative); Enhanced Defense 16 (Dodge 8, Parry 8); Quickness 12; Speed 12 (8,000 MPH) • 70 points

**Temporal Stunts:** Array (41 points)

- **Temporal Ambush:** Ranged Burst Area Damage 12, Indirect 4, Variable Descriptor (objects and hazards) • 41 points
- **Temporal Deflection:** Deflect 13, Reflect, Redirect • 1 point
- **Temporal Hazard:** Affliction 12 (Resisted by Dodge, Overcome by Fortitude), Indirect 4, Variable Conditions, Variable Descriptor (objects and hazards) • 1 point

**Time Sense:** Senses 1 (Time Sense) • 1 point

## SKILLS

Deception 6 (+6), Expertise: Streetwise 4 (+4), Insight 8 (+9), Sleight of Hand 10 (+13), Stealth 8 (+11), Technology 8 (+8)

## ADVANTAGES

Close Attack 6, Defensive Roll 5, Evasion 2, Improved Initiative 6, Move-by Action, Ranged Attack 6, Seize Initiative

bleep. He thinks that he's a good deal smarter than he actually is.

Downtime is a criminal and a thief, but he's not a killer, generally speaking and, although he's vindictive, he's not vicious. He'll run rings around his foes, and torment them with whatever is at hand, but he's more likely to run from a fight, and he doesn't try to kill anyone, although his disregard endangers plenty of people.

## POWERS &amp; ABILITIES

The belt he wears can surround Downtime in a time dilation field, speeding him up in relation to the flow of time around him (or slowing down the world around him, depending on how you look at it), allowing him to effectively move at super-speed, faster than the eye can follow.

Downtime's tactics are quite simple: get in, grab the goods, and get out, all without being seen or caught. Generally, the super-speed and invisibility bestowed by his time-belt allow him to do so easily, unless there's someone with the senses and speed to keep up. With his Speed, Downtime can easily be miles away before anyone even realizes what happened.

## OFFENSE

**INITIATIVE +27**

Temporal Ambush Burst Area, Ranged, Damage 12

Temporal Hazard Close, Affliction 12 (Dodge DC 22)

Unarmed +12 Close, Damage 1

## DEFENSE

**DODGE** 18 **FORTITUDE** 9

**PARRY** 14 **TOUGHNESS** 6/1\*

**WILL** 9

\*Without Defensive Roll

## POWER POINTS

**ABILITIES** 30 **SKILLS** 22

**POWERS** 93 **DEFENSES** 23

**ADVANTAGES** 5 **TOTAL** 173

## COMPLICATIONS

**Motivation—Winning:** Downtime is primarily motivated by greed, leading him to the biggest and most spectacular thefts he can find, and showing up his opponents, particularly getting back at anyone he feels has slighted him.

The temporal effect also allows Downtime the opportunity to play all kinds of tricks on opponents, essentially "rearranging" things in the environment to trip them up, drop things on top of them, and so forth, or twisting things around so one foe is in the path of another's attack. He's especially dangerous in crowded urban areas and buildings, with countless people to endanger to distract heroes.

Downtime's control over his time-belt is largely instinctual. He's been known on occasion to stumble across a particularly novel or innovative use for it. Gamemasters can use this to keep players from becoming too confident about Downtime's exact capabilities by giving him the occasional temporal power stunt.

There are also occasional side-effects from the time-belt, such as occasions when Downtime retains enough residual energy from it to use his powers with the Unreliable modifier for a short while after it is removed, or the odd fact that Downtime does not appear to have experienced accelerated aging while using it, something that might be of interest to Doubletime (see the *Emerald City* sourcebook).

# FEAR-MASTER

**REAL NAME:** Melvin "Vin" Blume  
**OCCUPATION:** Criminal, former musician  
**BASE:** Freedom City

Melvin Blume was saddled with a geeky name, an intelligent mind, and a thin, unimposing physique, making him the target of bullies and cruel taunts. He quickly lost interest in school—despite his considerable intelligence—and got more and more involved in the Goth subculture, a reflection of what he considered the pointlessness of life. He became a fan of dark and nihilistic music, literature, and art, as well as horror movies and fiction. In his heart, Vin (as he preferred to be called) dreamed of becoming one of the monsters from those stories—a force of terror able to strike back at the people who tormented him all his life, to give them a taste of fear.

He decided to attend the Freedom School for the Arts as a music major, and his skill in electronic music was enough to gain him admission. Blume often clashed with his teachers because of his obsessive mania for his particular brand of disturbing performance. He had no interest in the classics or the styles of other artists. He accused others of not understanding his genius. He wanted to provoke feelings with his work, but not pleasant ones. He wanted to stir up fear, disgust, and terror. He deliberately went for shock value and maximum offense.

Vin went beyond lyrics and melody in his pursuit of freaky music. He stumbled upon subliminal sonic frequencies that could stimulate the fear centers of the brain, inducing unreasoning terror and even hallucinations, that could be fine-tuned in all sorts of ... interesting ways. When he figured out what he was capable of doing, Melvin Blume created a costume for himself based on his stage persona, adopted the name Fear-Master, and set out to give Freedom City a true taste of terror.

Fear-Master quickly ran up against the Raven, who put a stop to his revenge scheme and sent Blume to the South River Correctional Facility for a ten-year stretch. Prison only hardened Blume and

made his Fear-Master persona that much more prominent. When he managed to escape from prison, he tried to get his revenge on Raven and continue his reign of terror. Fear-Master has become increasingly obsessed with making other people, especially heroes, afraid of him, and he has expanded and refined his arsenal of fear-technology over the years.

Fear-Master generally works alone, although he has teamed up with some of Raven's other foes on occasion. He has also encountered some of Freedom City's other heroes, particularly Foreshadow. On one occasion he managed to make everyone in Freedom City afraid of superhumans, to the point where the Moore Act was nearly reinstated and superhumans outlawed, but the Freedom League exposed the manipulation and destroyed Fear-Master's broadcast device.

Melvin Blume has encountered the original Fear-Master, Dr. Arthur Levitt, a criminal psychologist and foe of the original Raven who used bio-chemical devices to induce fear. He stole some of Levitt's technology and attempted to drive him to madness, convincing Levitt he was secretly the new Fear-Master due to a psychotic break, but the Raven thwarted his plans.

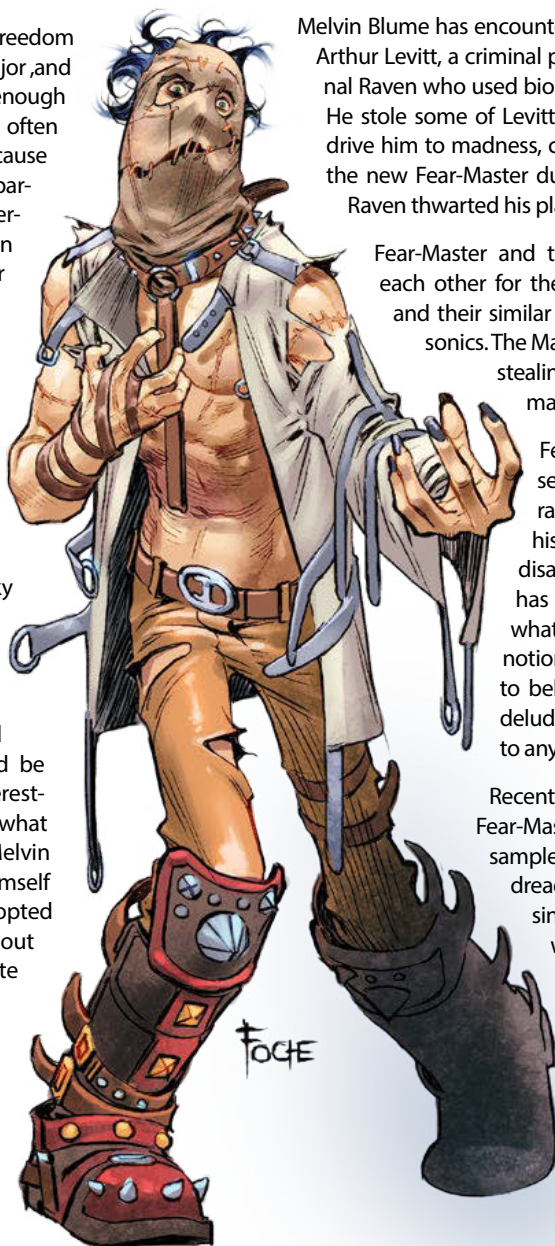
Fear-Master and the Maestro know and despise each other for their incompatible tastes in music and their similar accomplishments in the field of sonics. The Maestro has accused Fear-Master of stealing his inventions, although Blume made his discoveries on his own.

Fear-Master has taken time to research true occult and supernatural lore, seeking power to match his fearsome persona but, to his disappointment, discovered that he has no potential for the mystic arts whatsoever. This led him to reject the notion of magic altogether, choosing to believe magicians and mystics are deluded charlatans, rather than admit to any deficiency on his part.

Recently, the Foundry arranged to break Fear-Master out of prison in exchange for samples of some of his technology. The dreadful criminal has been in hiding since, rebuilding his arsenal and working on new plans to get his revenge on everyone who has crossed him. Freedom City may think it has seen fear, but it hasn't seen anything yet!

## PERSONALITY

Fear-Master is a classic abuse victim turned abuser: Tor-



## FEAR-MASTER

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	1	1	2	4	3	2	4

## POWERS

**Fear Weapons:** Removable (-11 points), Array (53 points)

- **Fear Projection:** Cumulative Hearing Area Affliction 10 (fear; Resisted and Overcome by Will), Insidious, Subtle, Variable Conditions (see *Power Profiles*), Variable Descriptor • 43 points
- **Hallucination:** Illusion 10 (all senses), Psychic, Selective, Variable Descriptor; Limited to fear-inducing images, Resistable by Will • 1 point

**Subsonic Filters:** Immunity 1 (Fear Weapons effects) • 1 point

## SKILLS

Close Combat: Unarmed 2 (+6), Deception 8 (+12), Expertise: Musician 4 (+7), Expertise: Psychology 8 (+11), Insight 10 (+12), Intimidation 8 (+12), Perception 4 (+6), Sleight of Hand 8 (+10), Stealth 4 (+5), Technology 8 (+11)

## ADVANTAGES

Daze (Intimidation), Defensive Roll 5, Evasion, Fascinate (Intimidation), Improved Initiative, Ranged Attack 4, Startle, Taunt

mented and bullied for years, he uses fear and psychological manipulation as tools to help him feel powerful and in control. He has become addicted to the rush of power he gets from his influence over people, and his “hit list” of vendettas is so long that it will never really be satisfied.

Like many bullies, Fear-Master is something of a coward: Lacking the kind of physical abilities needed to take on superheroes directly, he relies heavily on stealth and the range of his fear-inducing technologies, along with hired thugs or members of his occasional “cult of fear” to do his dirty work.

He makes liberal use of prepared locations mined with his fear projectors, and often what heroes think is Fear-Master’s physical presence is nothing more than a fear-induced hallucination that seems to have powers he does not, often with an “invulnerable psycho-killer” theme. He seems to be everywhere at once, able to appear and vanish at will, and immune to attempts to stop him.

New heroes who cross Fear-Master’s path are almost certain to end up on his ever-growing list of targets, and he’ll seek to exploit their fears and weaknesses in such a way that they know who is responsible, but are unable to do anything about it.

## POWERS &amp; ABILITIES

Fear-Master has no powers of his own, apart from being fairly intelligent and inventive, but has a particular expertise with fear-inducing technology, some of it of his own invention, other elements stolen from his predecessor, the original Fear-Master.

His most common technology emits subsonic signals, subliminally audible to the human ear, stimulating the fear

## OFFENSE

## INITIATIVE +5

Fear Projection — Hearing Range, Affliction 10 (Will DC 20)

Unarmed +6 Close, Damage 0

## DEFENSE

**DODGE** 12 **FORTITUDE** 7

**PARRY** 10 **TOUGHNESS** 6/1\*

**WILL** 10 \*Without Defensive Roll bonus

## POWER POINTS

**ABILITIES** 34 **SKILLS** 32

**POWERS** 44 **DEFENSES** 31

**ADVANTAGES** 15 **TOTAL** 155

## COMPLICATIONS

**Motivation—Revenge:** Fear-Master will inflict terror on all those who have mocked or opposed him, showing them the real meaning of fear.

centers of the brain in particular ways. Over the years, Fear-Master has refined the emitters, allowing him to pick from a wide range of different fear-based effects. Essentially, in game terms, he can choose the three degrees of the projector’s Affliction effect when he uses it. Some common combinations include the following:

- **Horrified:** The victim stands in shock, entranced by some terrible feeling or vision. *Entranced, Stunned, Incapacitated.*
- **Paralyzed:** The target becomes overwhelmed with fear and unable to do anything except stand in shock or cower under cover. *Dazed, Stunned, Incapacitated.*
- **Shaken:** Nagging fears shake the victim’s confidence, making it difficult to do anything effectively. *Impaired, Disabled, Incapacitated.*
- **Terrified:** The target is forced to act in accordance with a particular fear, either fleeing blindly or lashing out and trying to destroy the source of the fear. This is a particularly effective way of turning allies against each other. *Dazed, Compelled, Controlled.*
- **Wrung-Out:** Fear exhausts the target with physical and mental stress. *Fatigued, Exhausted, Incapacitated.*

Fear-Master also has access to various chemical fear compounds (the Variable Descriptor of his Fear Weapons), allowing them to work against Fortitude rather than Will. These fear-chemicals can be spread in an invisible gas, a visible fog (often part of a special-effects fog-machine), in food or drink, or even by surface contact, and Fear-Master sometimes mixes them to affect the largest number of targets.



# THE FOUNDRY

**MEMBERS:** Talos, Keres, Scylla, ECHIDNA  
**BASE OF OPERATIONS:** Freedom City  
**MOTIVATION:** Development and sale of technology

The Foundry is a secret organization dedicated to hi-tech research and development, as well as theft and black market smuggling. Their technology is for sale to anyone willing to meet their prices—which are exorbitant, but well worth it.

The Foundry is strictly a supplier of information and equipment: any crimes they stage are for the purposes of acquiring technological information, prototypes, or resources they need to continue their operations. Unlike other organizations, they have no political or social agenda, and are only interested in profit.

The robotic mastermind Talos (see his entry later in this chapter) created the Foundry and directs its operations, but leaves the routine running of the organization to his lieutenant, the android Keres. The leadership of the Foundry is made up of artificial intelligences created by Talos to fill various roles. The rank-and-file of the organization's workers and troops are also robots, from the maintenance Charibdrones to the heavily armed Myrmidons (also available for sale).

Human Foundry personnel wear high-tech protective suits with light body armor. Combat operatives wear helmets and carry blaster rifles. You can use the Scientist and Soldier archetypes from **Chapter 3** of the *Gamemaster's Guide* for the Foundry's human agents.

## MOTIVATION & GOALS

Talos created the Foundry for three reasons: first, to provoke and occupy his old foe, Daedalus. The Foundry's criminal misuse of advanced technology goes against everything the immortal inventor stands for. Second, Talos wants to give humanity as many opportunities to destroy each other as he can and, third, the money and connections the Foundry brings in are useful to the mad robot

and provide him with a power-base. Still, Talos is largely unconcerned with the Foundry and certainly not sentimental about it, and would willingly sacrifice the organization in an instant, if necessary.

Keres, on the other hand, makes running the Foundry his top priority, dealing with the behind-the-scenes matters Talos would prefer to ignore, such as the fact the Foundry has encountered real competition for the first time since it began. The criminal tech-organization Ghostworks (see *Emerald City*), having established a strong presence in western North America, is now expanding into markets and territories the Foundry once dominated, stealing both customers and potentially valuable materials. Keres wants to crush Ghostworks before the problems become severe enough to attract Talos' full attention.

## TACTICS

The Foundry can supply anything from a few crates of blasters to giant robots or even doomsday weapons. Talos isn't likely to help a madman out to destroy the world, but he'd probably sell him the parts he needs to depopulate a country or two without asking too many questions, and wiping out humanity (or even organic life in general) is fine, saving the robot mastermind some trouble. Criminal organizations like SHADOW can acquire nearly any technology they want from the Foundry, while it remains behind the scenes. The organization only occasionally surfaces to pull off some theft where they don't have enough favors to get another super-villain or criminal syndicate to do it for them.

## HEADQUARTERS & RESOURCES

The Foundry has secret facilities all over the world: research labs, workshops, and warehouses for storing and shipping their technology.

Heroes shut down Foundry facilities from time to time, but the organization just relocates elsewhere. If the loca-



tion of a facility is compromised, it's cleared out and abandoned. The Foundry will destroy a facility rather than let it fall into other hands, but they prefer to quietly abandon compromised facilities whenever possible, stripping them of all useful materials.

Foundry facilities are connected by teleportal platforms, similar to those used by the Freedom League. A teleportal can transport material to any other platforms in its network, allowing the Foundry to move personnel and material quickly and secretly without the use of vehicles or other means.

Foundry teleportals are capable of reaching facilities anywhere on Earth. Some dedicated teleportals may have even greater range, if the Foundry has established facilities elsewhere in the solar system. The teleportals require access codes to operate, and are usually booby-trapped to prevent pursuers from following or tracking fleeing Foundry personnel. The key components of the teleportal mechanism either burn out—wiping all transmission logs—or the entire device explodes due to a power feedback loop (Burst Area Damage 10).

## FOUNDRY FACILITY

HQ • 27 POINTS

**Size:** Colossal **Toughness:** 14 **Features:** Communication, Computer, Concealed 3 (+20), Defense System, Fire Prevention System, Holding Cells, Isolated, Living Space, Personnel, Power (Teleport (Affects Others)), Power System, Security System 3 (DC 30), Workshop

## OPERATIVES

Talos' primary operative and agents within the Foundry are as follows.

## KERES

**REAL NAME:** Keres

**OCCUPATION:** Second-in-command to Talos

**BASE:** Mobile

Talos' right hand, chief assassin, and secondary leader of the Foundry, Keres was his ultimate creation before Argo. Built as an assassin, Keres got its name from an ancient Greek monster akin to a vampire. Talos designed Keres as an infiltration unit sent into various facets of normal human life to record and spy on past and present clients. Keres became Talos' right hand for running the Foundry when his maker was busy on other projects.

Keres can reshape its body to assume different humanoid appearances. It has eight established cover identities, five men and three women, all of whom have comprehensive false documentation, credit histories, real estate and property in their names, and so forth. Regardless of its form, Keres appears remarkably human; its skin, face, and body betray no evidence that it is an android. Indeed, even its programming is flawless in that it acts and thinks like a human being (its brain engrams were copied from a down-and-out grifter who fell into Talos' hands), albeit one with the clarity of computer-like focus beneath its emotions.



## KERES

PL11 • 225 POINTS

STR 4 STA – AGL 4 DEX 4 FGT 10 INT 3 AWE 3 PRE 4

**Powers:** **Internal Reinforcement** (Protection 12), **Internal Sensor Suite** (Senses 5 (Communication Link with Scylla, Darkvision, Extended Vision, Time Sense), **Linguistic Programming** (Comprehend 2 (languages, speak all, understand all)), **Machine Body** (Immunity 30 (Fortitude effects)), **Machine Mind** (Impervious Will 9), **Structural Control** (Morph 3 (humanoids)), **Vampiric Energy Claws** (Strength-based Damage 4 Linked to Broad Simultaneous Weaken Abilities 10)

**Advantages:** Attractive, Benefit (Ambidexterity), Close Attack 2, Connected, Contacts, Eidetic Memory, Equipment 4 (as needed), Improved Grab, Improved Hold, Improved Initiative, Move-by Action

**Skills:** Deception 12 (+16), Insight 8 (+11), Intimidation 6 (+10), Investigation 8 (+11), Perception 6 (+9), Persuasion 8 (+12), Sleight of Hand 6 (+10), Stealth 8 (+12), Technology 8 (+11)

**Offense:** Initiative +8, Claws +12 (Close, Damage 8 plus Weaken 10, Fort. DC 20), Unarmed +12 (Close, Damage 4)

**Defense:** Dodge 9, Parry 10, Fortitude Immune, Toughness 12, Will 9

**Totals:** Abilities 54 + Powers 109 + Advantages 16 + Skills 35 + Defenses 11 = 225

**Complications:** **Motivation—Loyalty. Machine:** Keres is an android with no compassion for humanity.

Now rarely sent on assassination missions unless someone tries to default on payments to the Foundry, Keres prefers to remain at Foundry bases, making sure things run smoothly. Keres does use its base form (in its default suit and tie) as well as its cover identities as contacts in meetings where people negotiate to buy from the Foundry. Many (if not all) of the Foundry “middle men” known to authorities are actually Keres in different guises.

## ECHIDNA

**REAL NAME:** ECHIDNA  
**OCCUPATION:** Engineer  
**BASE:** Unknown

ECHIDNA is the central design and manufacturing system for the Foundry. Though it builds Charibdrone and Myrmidon robots, ECHIDNA works on generic models. Independent technicians handle individual customized robots. This allows ECHIDNA to continue designing and producing new weapons, cybernetics, and robotic lifeforms.

Talos built ECHIDNA as an independent and self-sustaining artificial intelligence. It can't be found within any Foundry base. This allows the Foundry to provide its services despite problems at any bases. Aside from these security concerns, another reason is simple logistics: ECHIDNA is massive, well over 200 feet long.

Interacting with ECHIDNA usually means being teleported inside it, as there is only one external access point, and only Talos has the security codes. With its size, ECHIDNA works on at least 15 different projects at a time, and can (if necessary) generate air and pressure inside itself to allow living beings to enter for direct cybernetic enhancement, rather than teleporting the completed parts to be grafted on after the fact.

ECHIDNA teleports any finished constructs directly to the Foundry or an affiliate site, and only Talos, Keres, and

### ECHIDNA

PL11 • 203 POINTS

STR – STA – AGL – DEX – FGT – INT 9 AWE 5 PRE –1

**Powers:** **Armored Structure** (Protection 11), **Autofac** (Quickness 4, Limited to Technology Skill Checks), **Colossal** (Growth 16, Permanent, Innate), **Interface** (Comprehend 2 (machines)), **Linguistic Data Banks** (Comprehend 3 (languages, read all, speak all, understand all)), **Machine Construct** (Immunity 30 (Fortitude effects), Immunity 80 (Toughness effects, Limited to Half Effect), **Machine Mind** (Impervious Will 11), **Robot Factory** (Summon 10, Broad Type, Continuous, Controlled, Mental Link), **Self-Repair** (Regeneration 10), **Sensor Suite** (Senses 3 (Communication Link with Scylla, Darkvision))

**Advantages:** Eidetic Memory, Equipment 4 (as needed), Fearless

**Skills:** Technology 12 (+21)

**Offense:** Initiative +0, attacks with summoned robots

**Defense:** Dodge –, Parry –, Fortitude Immune, Toughness 11, Will 11

**Totals:** Abilities –24 + Powers 209 + Advantages 6 + Skills 6 + Defenses 6 = 203

**Complications:** **Motivation—Loyalty.** **Machine:** Scylla is a computer with no compassion for humanity.

Scylla have the codes to teleport into ECHIDNA. Its location is as secret as the central Foundry; the cold internal and surface temperatures of the robots shipped directly from its location suggest it's either located at one of the planetary poles or in space.

ECHIDNA has hardly any personality to speak of, though it does have an A.I. It thinks in accord with its programming, and its primary drive is “How do I perfect technological life?” If it happens to notice (or is notified of) problems at a Foundry base, it can instantly teleport up to ten Mark I Myrmidons to the site and produce an additional robot once every third round until such orders are cancelled by Scylla. If invaded internally, ECHIDNA can use its welding lasers and industrial machinery to attack intruders rather than continue working.

## SCYLLA

**REAL NAME:** Scylla  
**OCCUPATION:** Manager  
**BASE:** Foundry Central

Named for the famed sea monster of Greek mythology, Scylla is the sentient computer and security system for all Foundry facilities, possessed of a female personality and image. She can manifest the holographic image of a Greek woman with silver skin, golden hair, and bronze robes, though she more often interacts through display screens throughout the various Foundry complexes.

Scylla can act physically through her control of the facilities and their security forces, the Charibdrones. Like ECHIDNA, she is an immobile computer. Unlike

### SCYLLA

PL12 • 221 POINTS

STR – STA – AGL – DEX – FGT – INT 9 AWE 9 PRE –3

**Powers:** **Armored Structure** (Protection 12), **Holographic Image** (Feature 1), **Interface** (Comprehend 2 (machines)), **Linguistic Data Banks** (Comprehend 3 (languages, read all, speak all, understand all)), **Machine Construct** (Immunity 30 (Fortitude effects)), **Machine Control** (**Deactivate Technology** (Burst Area Nullify Technology 12, Broad, Simultaneous), **AE: Manipulate Technology** (Perception Ranged Move Object 1, Limited to Operating Machines), **Machine Mind** (Enhanced Advantage 1 (Speed of Thought)), **Sensor Suite** (Senses 8 (Infravision, Radio, Radius Vision, Vision Penetrates Concealment), **Slaved Charibdrones** (Summon 7, Active, Controlled, Horde, Multiple Minions 5 (32 drones), Activation 2 (standard action))

**Advantages:** Assessment, Eidetic Memory, Equipment 4 (as needed), Fearless, *Speed of Thought*

**Skills:** Insight 4 (+13), Investigation 8 (+17), Perception 8 (+17), Technology 12 (+21)

**Offense:** Initiative +9, Deactivate (Burst Area Nullify 12, Will DC 22), other attacks by Charibdrone

**Defense:** Dodge –, Parry –, Fortitude Immune, Toughness 12, Will 11

**Totals:** Abilities –20 + Powers 216 + Advantages 7 + Skills 162 + Defenses 2 = 221

**Complications:** **Motivation—Loyalty.** **Machine:** Scylla is a computer with no compassion for humanity.



ECHIDNA, the programming and specs for Scylla are duplicated in every Foundry base. All her selves are linked to her central core at the Foundry's central HQ. Scylla also differs by not being a separate system from Foundry installations; in fact, she is the installation, or at least present throughout its systems: every wall and every mechanism in every facility. Destroying one base only destroys her immediate presence and that facility, and she will remember any harm done to "her" if heroes invade another Foundry facility.

Like Keres, Scylla has an advanced personality that makes her seem emotional and nearly human, though she is still an artificial intelligence. Her primary focus is the security and safety of each facility, its personnel, and its inventory, and she has no qualms about using lethal force against intruders. She sometimes allows entry to test new tactics with her Charibdrones or if requested by Keres or Talos to test out new weapons and robots. She can actually seem quite charming in a cool, offhand manner, thanking intruders for letting her try new extermination methods or congratulating them if they manage to thwart her systems.

## CHARIBDRONES

The Charibdrones are robots that act as Scylla's eyes and hands in Foundry facilities. Varying in size from 18 to 36 inches in length, Charibdrones scuttle along the surfaces of any Foundry base, their tentacles allowing them to walk on walls and ceilings. Their limbs can attack and grapple, as they can extend them enough to have the equivalent reach of a normal-sized human. A Charibdrone only needs two limbs in contact with a surface to maintain its grip, freeing the others for attacks or analysis of a problem. Their ovoid bodies have red rings on their top and bottom sides that act as sensors and energy weapons.

Charibdrones have no more personality than the average toaster, but they are efficient, relentless, and usually numerous. Once Scylla has given them commands or their own sensors detect an alert, they focus on subduing, capturing, and (if so ordered) killing intruders. They are programmed to hunt in packs, their electronic links letting them concentrate drones on multiple security alerts and refraining from using offensive powers that would disable fellow Charibdrones. Scylla provides the threat assessment that brings specialized Charibdrones on the scene, designed to best thwart each individual problem.

## MYRMIDONS

Myrmidons are generic robots provided to cash-and-carry Foundry customers from supervillains to the Mob to SHADOW. The robots are modular and can be made to order; the Marks I-IV are baseline models, all of which can have weapons and other upgrades as the assignment (and the size of the commission) warrants.

Myrmidons are only capable of carrying out orders they have no intellect or initiative of their own. The client receives a radio control pad to input commands if he chooses not to be in verbal range of the robot. Naturally,

## CHARIBDRONE

PL7 • 99 POINTS

STR 2 STA – AGL 3 DEX 2 FGT 5 INT – AWE 2 PRE –

**Powers:** **Armored Casing** (Protection 7), **Machine** (Immunity 30 (Fortitude effects)), **Propulsion Systems** (Burrowing 3, AE: Flight 4, AE: Swimming 6), **Sensor Suite** (Senses 3 (Communication Link with Scylla, Darkvision), **Small** (Shrinking 4, Permanent, Innate), **Tentacles** (Elongation 2, Extra Limbs 2, Movement 1 (Wall-crawling)), **Weapons Array (Blaster)** (Ranged Damage 7), AE: **Capture Webbing** (Snare 4), AE: **Muscular Disruptor** (Weaken Strength 7), AE: **Neural Debilitator** (Ranged Affliction 7, Resisted and Overcome by Fortitude, Fatigued, Exhausted, Asleep), AE: **Stroke** (Visual Dazzle 7), AE: **Taser** (Ranged Affliction 7, Resisted and Overcome by Fortitude, Dazed, Stunned, Incapacitated)

**Advantages:** *Improved Grab*, *Teamwork*

**Skills:** Close Combat: Tentacles 2 (+7), Perception 1 (+3), Ranged Combat: Weapons Array 5 (+7), Technology 12 (+12)

**Offense:** Initiative +3, Blaster +7 (Ranged Damage 7), Tentacles +7 (Grab, DC 14),

**Defense:** Dodge 7 Parry 7, Fortitude Immune, Toughness 7, Will Immune

**Totals:** Abilities –2 + Powers 88 + Advantages 1 + Skills 10 + Defenses 2 = 99

**Complications:** **Motivation—Loyalty:** Charibdrones are programmed machines.

## MYRMIDON, MK. I (BASELINE)

PL7 • 82 POINTS

STR 5 STA – AGL 3 DEX 3 FGT 6 INT – AWE 1 PRE –

**Powers:** **Armor** (Impervious Protection 8), **Blasters** (Ranged Damage 8, Accurate) **Machine** (Immunity 30 (Fortitude effects)), **Metal Fists** (Strength-based Damage 3), **Sensors** (Senses 3 (darkvision, radio))

**Advantages:** *Accurate Attack*, *Assessment*

**Skills:** Perception 4 (+5)

**Offense:** Initiative +3, Blaster +5 (Ranged, Damage 8), Unarmed +6 (Close, Damage 8)

**Defense:** Dodge 6, Parry 6, Fortitude Immune, Toughness 8, Will Immune

**Totals:** Abilities 6 + Powers 69 + Advantages 2 + Skills 2 + Defenses 3 = 82

**Complications:** **Motivation—Loyalty:** Myrmidons are programmed machines.

### UPGRADES

- **Mark II (stealth model):** Stealth 4 (+7), Cloaking Field (Concealment 4 (all visual senses), Blending), Movement 1 (Wall-crawling) • 8 points
- **Mark III (combat model):** PL8, AGL 4, AWE 2, Stealth 4 (+8), +1 Damage, +1 Protection, Speed 4 • 14 points
- **Mark IV (war model):** PL12, STR 12, AGL 2, FGT 7, AWE 2, Stealth 4 (+2), +4 Damage, +4 Protection, Huge (Growth 4, Permanent, Innate), Rockets (Flight 6), Speed 4 • 45 points

Myrmidons are programmed not to cause harm to the Foundry.

Any attempt to disassemble and examine a Myrmidon activates a self-destruct mechanism in order to keep the Foundry's secrets from being stolen. The robot's owner can also set other circumstances under which it will destruct, or command it to do so remotely. The robot is destroyed in a Burst Area Damage 8 explosion.

# GAMMA, THE ATOM SMASHER

**REAL NAME:** Adam Ward

**OCCUPATION:** Criminal

**BASE:** Freedom City

Dr. Franklin Ward was a brilliant nuclear physicist and research scientist who took too many risks in his pursuit of knowledge. Those risks came back to haunt him when his son Adam was born a mutant with severe syndronic intellectual disability and a hard-radiation aura that resulted in his mother's death. Dr. Ward kept his son in isolation—shielding everyone from Adam's uncontrolled radiation bursts—and spent the next 16 years seeking a cure for his condition. His search became more urgent when Dr. Ward discovered he was dying of cancer, most likely from exposure to Adam's radioactive emissions over the years, despite his best precautions.

Ward developed an experimental treatment he believed would leech off Adam's excess radioactivity and grant him a measure of normal mental capacity once the interfering energy stopped overloading his synapses. Unfortunately, Dr. Ward's plan required the theft of a large amount of radioactive material, which drew the attention of the Atom Family. Tracking the thefts, they discovered Dr. Ward's secret laboratory and fought the mercenaries he hired.

Damage to the lab forced Dr. Ward to make the final connections for his device manually. His last act was to place a device over his son's unshielded head—only the second time in 16 years that he was able to touch his child directly. Ward collapsed near his son. Adam finally gained a measure of control over his power and his intellect was awakened, but at the cost of his father's life.

The Atom Family fought past the mercenaries and found a large blue man cradling the doctor's corpse and sobbing over it. It got up and came toward them, its radioactive arms wide. Assuming this "monster" had killed the doctor, the Atoms attacked before it got its massive hands on them. Finally aware for the first time in his life and aching for contact, Adam's first real interaction with strangers was a violent attack. Shocked and confused, he responded in kind until

Dr. Atom realized the truth of the situation. The heroes calmed him down and turned the child-like Adam over to ASTRO Labs.

At ASTRO, Adam's intellect soared due to his father's final treatments and the mental stimulation he received from staff doctors and nurses who attended him around the clock. Adam learned to speak articulate English within days, learned to read and write in weeks, and absorbed knowledge so swiftly that he learned the equivalent of a high school education inside of four months; by the end of that period, his mental acuity plateaued and he now learned and understood things only slightly faster than any other teenager. Unfortunately, even though he could see and hear people and talk with them, he was still trapped in isolation and unable to touch or be touched. Overhearing some of the doctors talking, he learned the details of his father's death; the stress of his constant imprisonment and now having some understanding of what he'd lost drove Adam Ward over the edge.



## GAMMA

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
14	5	0	2	5	1	0	0

## POWERS

**Power of the Atom:** Enhanced Strength 10 • 20 points

**Radiation Emission:** Array (24 points)

- **Radiation Blast:** Ranged Damage 12 (radiation) • 24 points
- **Radiation Burst:** Burst Area Ranged Damage 8 (radiation) • 1 point
- **Radiation Field:** Reaction Damage 6 (radiation, being touched) • 1 point

**Radiation Rocket:** Flight 10 (2,000 MPH) • 20 points

**Radioactive Aura:** Reaction Weaken Stamina 10 (being touched), Limited to 1 rank per check, Limited to one check per minute, Permanent • 40 points

**Sealed System:** Immunity 20 (Life Support, Radiation Effects) • 20 points

**Toughness:** Impervious Protection 10 • 20 points

## SKILLS

Close Combat: Unarmed 5 (+10), Expertise: Science 4 (+5), Insight 5 (+5), Perception 4 (+4), Ranged Combat: Radiation Emission 10 (+12), Technology 4 (+5)

## ADVANTAGES

Great Endurance, Improved Hold, Improved Smash, Power Attack

## OFFENSE

## INITIATIVE +0

Radiation Blast +12 Ranged, Damage 12

Radiation Burst — Ranged, Burst Area Damage 8 (Dodge DC 18)

Unarmed +10 Close, Damage 14 (plus aura)

## DEFENSE

**DODGE** 9 **FORTITUDE** 15

**PARRY** 9 **TOUGHNESS** 15

**WILL** 9

## POWER POINTS

**ABILITIES** 34 **SKILLS** 16

**POWERS** 146 **DEFENSES** 32

**ADVANTAGES** 4 **TOTAL** 232

## COMPLICATIONS

**Motivation—Vengeance:** The isolated Gamma lashes out at all humanity for his mistreatment while claiming that he does what he must to survive in an indifferent world.

**Isolated:** Gamma's radioactivity denies him all human contact, as it has for his entire life, leaving him a true outsider.

Adam broke out of ASTRO and swore revenge against the Atom Family for causing his father's death. He also vowed unending hatred at all scientists, since none ever saw him as anything more than a test subject. Adam Ward took on the name "Gamma, the Atom-Smasher" and made several attempts to destroy the Atom Family. Each ended in failure, embittering the atomic mutant, now a true renegade from human society. His bitterness has grown to encompass most of humanity, which he blames for his outcast state.

Gamma has been in and out of prison, or scientific facilities that are no more than prisons to him always carefully isolated, his only contact with people through video links, leaded glass, or radiation shielding. He most often works as a mercenary or commits robberies to support himself when he is on the outside.

## PERSONALITY

Adam is a bitter and lonely young man. His father's final treatments awakened a keen intellect, but Adam had neither the emotional stability nor the life-experience to handle all the conflicts and complexities of modern life. In many ways, Gamma is still a vengeful child lashing out at the people he considers responsible for his pain.

Denied human contact all his life, he's intensely lonely, but denies that he needs anyone or anything, especially from a cruel society that treats him as a pariah. He claims hu-

manity rejected him first, and that he will show them just how right they are to fear him.

Although he still has moments of compassion, Gamma has become hardened to the suffering of others. He thinks of himself as a superior evolution of life, one that must survive at any cost.

## POWERS &amp; ABILITIES

Gamma is a living atomic furnace, generating vast amounts of radioactive energy that leaks in low-level emissions from him constantly, making his eyes glow and his blue skin luminescent, particularly in the dark. His radioactivity is intense enough to be dangerous with even limited exposure.

Gamma can amplify his energy emissions and project powerful blasts or bursts of radiation from his hands or eyes, intensify the field surrounding his body to searing levels, and project bursts of energy to fly like a rocket. Gamma's nuclear reactions are self-sustaining, making him independent of his environment and immune to all other radioactivity.

His mutant body is tremendously strengthened to resist the stresses of his internal fusion and, powered by its energy, gives Gamma superhuman strength and considerable resistance to impact and injury.



# GOANNA

**REAL NAME:** Dr. Cooper Seidel

**OCCUPATION:** Geneticist, Herpetologist

**BASE:** Freedom City

Cooper Seidel was lucky enough to always know what he wanted to be when he grew up: a herpetologist, just like his father, Kevin. Cooper went everywhere with his father, much to his mother's chagrin. No location was too remote, no snake too deadly, and no reptile too elusive. For him, life was an adventure filled with Aboriginals, field research, and snakes.

The adventure ended for Cooper at ten years old, when his father was bit by a common taipan. He had wandered away from the expedition and his father went after him. Focused on young Cooper, Dr. Seidel didn't notice the snake until it was too late. The bite itself was not more than a scratch, but venom coursed through his veins. Cooper went for the antivenin ampoule, but broke open the top and spilled the serum onto the ground. He could only scream for help as his father died.

Cooper's love of snakes became an obsession. His goal was simple: no one would ever die, or lose a loved one, to a poisonous animal ever again. He spent every moment studying snakes and their venom. After secondary school, Cooper went to university, taking whatever herpetology courses were offered before transferring to the next school. Finally settling at Freedom City University, he was bound for a position at ASTRO Labs after graduation.

Cooper's research centered on creating an injectable protein that would function as a universal anti-venom. He worked for years to create the protein, gathering genetic material from dozens of poisonous species from across the globe, barely noticing the constant stream of interns and co-workers as they came and went. However, Dr. Sophia Marks noticed him. Dedicated in her own right, Sophia made it a point to draw him out into the world.

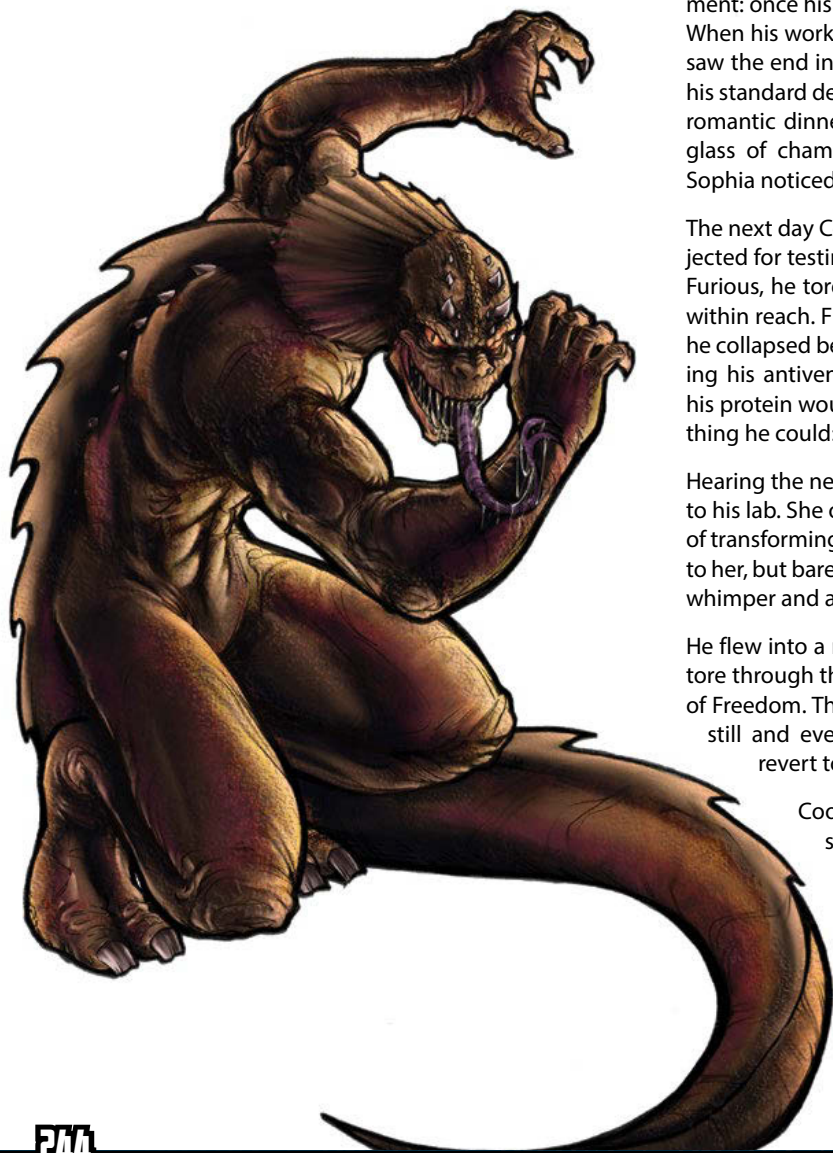
After a few years of dating, they settled into an agreement: once his research was complete, they would marry. When his work neared the final stage—human trials—he saw the end in sight and finally proposed. Breaking from his standard demeanor, Cooper planned an elaborate and romantic dinner. He placed the engagement ring into a glass of champagne, and dropped to one knee when Sophia noticed it.

The next day Cooper was informed that his serum was rejected for testing on humans and his funding was pulled. Furious, he tore through his lab, smashing whatever was within reach. Finally exhausted and his lab in a shambles, he collapsed behind his desk, clutching a syringe containing his antivenin protein. Determined he was right and his protein would save thousands of lives, he did the only thing he could: he injected himself.

Hearing the news about Cooper's funding, Sophia rushed to his lab. She opened the door to find him in the process of transforming into the monster, Goanna. He reached out to her, but barely managed a noise somewhere between a whimper and a hiss before Sophia fainted.

He flew into a rage. With his newfound strength, Goanna tore through the walls of the lab and out onto the streets of Freedom. The Raven managed to fight him to a standstill and eventually calm Goanna enough for him to revert to the human form of Dr. Seidel.

Cooper worked closely with Daedalus for several months searching for a cure for his condition. Using Cooper's amassed notes, they were able to synthesize the protein that caused his initial transformation. With the protein in hand they began the long process of finding a way to reverse the genetic changes it wrought. Daedalus and Cooper stumbled across a formula that might work



## GOANNA

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
11*/7/0	4/0	4/0	0	5	5	2	1

## POWERS

**Atavistic Rage:** Enhanced Advantage 1 (Fearless), Enhance Strength 4, Activation (Move Action), Quirk 2 (-1 to active defenses) • 6 points

**Chameleon Camouflage:** Visual Concealment 2, Blending • 2 points

**Claws and Teeth:** Strength-based Damage 2, Penetrating 2 • 4 points

**Reptilian Form:** Enhanced Agility 4, Enhanced Stamina 4, Enhanced Strength 7, Immunity 4 (Drowning, Cold, Pressure, Poison), Leaping 6 (500 ft.), Movement 4 (Slithering, Wall-Crawling 2, Water Walking (Limited to While Moving)), Speed 4 (30 MPH), Swimming 4 (8 MPH) • 55 points

**Reptilian Regeneration:** Regeneration 10 • 10 points

**Reptilian Senses:** Senses 4 (Acute Scent, Infravision, Low-light Vision, Tracking (Scent)) • 4 points

**Scaly Hide:** Impervious Protection 6 • 12 points

**Tail:** Extra Limbs 1 • 1 point

**Venom:** Affliction 10 (Resisted and Overcome by Fortitude; Hindered, Immobile, Paralyzed), Reach 5 (spit, 25 ft.) • 15 points

as hoped; knowing there was no guarantee, Cooper injected himself again.

The result was tragic. Cooper again transformed into Goanna, only this time he was stronger and more cunning. No longer a savage monster, Goanna had become an individual in his own right. He broke out of the secured lab they were working in, his only goal: escape and survive.

## PERSONALITY

Goanna has become a split personality. At times Cooper is dominant and seeking to cure his condition, but when Goanna is dominant, he wantonly steals and maims. Cooper is detached, cold, and analytical, but with an edge of desperation; Goanna is a rage-filled monster with moments of cold, reptilian intelligence. Cooper's goal is to become human again and reclaim the life he left behind, including his beloved Sophia. Goanna is cruel and malicious, often targeting the very things Cooper holds dear.

Observers fear that Cooper Seidel's personality is slowly fading or, worse, the two are merging to form a third persona with all of Seidel's intellect and acumen, controlled by Goanna's monstrous mind.

## POWERS &amp; ABILITIES

Goanna is a powerful humanoid reptile, strong enough to lift a car overhead. His reptilian adaptations include a tough, scaly hide able to shrug off small caliber gunfire and change colors to blend into his surroundings. His powerful legs allow him to leap hundreds of feet, between buildings and from rooftop to street to rooftop.

## SKILLS

Acrobatics 4 (+8), Athletics 4 (+11), Close Combat: Unarmed 4 (+9), Expertise: Science 12 (+17), Insight 4 (+6), Perception 8 (+10), Technology 8 (+13), Treatment 8 (+13)

## ADVANTAGES

Animal Empathy, Chokehold, Favored Environment (Aquatic), Fearless, Improved Grab, Improved Hold, Power Attack

## OFFENSE

## INITIATIVE +4

Claws +9	Close, Damage 9 (13 when raging)
Venom +9	Close (25 ft.), Affliction 10 (Fort DC 20)

## DEFENSE

<b>DODGE</b>	8/7*	<b>FORTITUDE</b>	10
<b>PARRY</b>	8/7*	<b>TOUGHNESS</b>	10
<b>WILL</b>	8	*When raging	

## POWER POINTS

<b>ABILITIES</b>	26	<b>SKILLS</b>	26
<b>POWERS</b>	109	<b>DEFENSES</b>	19
<b>ADVANTAGES</b>	5	<b>TOTAL</b>	185

## COMPLICATIONS

**Identity:** Goanna and Cooper Seidel are separate individuals, and conditions can trigger the transformation from one to the other.

**Monstrous:** Goanna is a monster in all senses of the word.

**Motivation—Survival:** Goanna wants to survive at all costs.

He can crawl close to the ground, scale sheer walls like a gecko, and even skip across water at a run for short distances. Goanna is well adapted from swimming and able to breathe under water, while ignoring chill and water pressure (unlike other reptiles, he is not cold blooded, nor slowed by cold environments). He uses his powerful tail for propulsion, as well as a whip-like weapon in combat.

Goanna's senses are sharp, able to see in dim light, with a long tongue able to taste scents in the air and track by scent. He is capable of spitting a powerful venom over short distances, as well as injecting it through the fangs in his mouth, which causes gradual paralysis in its victims.

Goanna's claws are powerful enough to score metal. He can fly into an animalistic rage in combat, a pure fight-or-flight survival mode, where he becomes stronger and virtually immune to fear, if somewhat heedless of his own defense.

Lastly, Goanna heals swiftly and, like many reptiles, can regenerate lost or damaged parts of his body. He can completely recover from injuries in a matter of minutes.



# THE GREEN MAN

**REAL NAME:** Nathan Grovemont

**OCCUPATION:** Former scientist

**BASE:** Freedom City

The being now known as “The Green Man” began life as Dr. Nathan Grovemont, a botanist and research scientist who studied the evolution and development of plant life. Nathan became convinced humanity’s harmful effects on the environment were something evolution could not overcome quickly enough, and it was only a matter of time before the human race rendered the Earth uninhabitable for all life.

He experimented with new strains of plant life that could survive the ecological disasters he saw coming. Since plants did not adapt to environmental changes quickly enough, he needed to make them more aware and capable of molding their environments to suit them. In time, he developed his “morphological stimulator,” a device that used a plant’s morphic energy field to grant it animation and movement without true intelligence. When his funding was cut and his project scrapped, his protests went unheard, so he took his prototype stimulator and used it himself.

The following week, trees from Liberty Park robbed a local Freedom City bank, ignoring gunfire and overturning a police car that tried to stop them. Several other crimes occurred as the mysterious “Green Man” used his vegetable minions to steal for him. Eventually, Dr. Grovemont was caught and sentenced to time in Providence Asylum. He escaped with the aid of a makeshift device and some ivy growing on the walls. This time, he pursued his experiments to their “logical conclusion.” He used his equipment and a series of chemical treat-

ments to alter his own morphic field, turning himself from a human being into an animate, intelligent plant. Dr. Grovemont left his old life behind and began his career as an eco-terrorist and self-proclaimed savior of the Earth, teaching the trees and other plants to fight back against their killers.

The Green Man regularly caused trouble for the heroes of Freedom City and other areas, transforming green zones like parks or forests into places dangerous for human life until he and his influence were driven from

them. Occasionally, he has resorted to theft, to get necessary supplies or resources for his “work,” and kidnapping, either for ransom or to drive a point home against the poisoners destroying the ecosystem and the plants making up the majority of it.

The Green Man has recruited three women he refers to as his “Brides of the Green” —Flora, Maxima, and Venus— and given them plant-based powers as well. They have served as his agents and minions and are fanatically devoted to him, although he does not always show the same dedication.

On one occasion, the Green Man tapped into the elemental powers of Doctor Metropolis to transform Freedom City into a true “urban jungle” under his influence, but heroes freed Metropolis from the effects of the “seed” the Green Man used to control him and restored the city to normal.

## PERSONALITY

Dr. Grovemont was an unbalanced personality even before he turned himself into a walking plant. It’s now difficult to say whether the Green Man is completely insane or simply has a perspective completely alien to human experience. In either case, he has little or no regard for human life, considering it





## THE GREEN MAN

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
5	4	0	1	4	3	2	0

## POWERS

**Green Visions:** Remote Sensing (Visual and Auditory, 16 miles), Medium: Vegetation • 24 points

**Pass Through Plants:** Movement 3 (Permeate 3), Limited to Vegetation • 3 points

**Plant Control:** Array (40 points)

- **Animate Plants:** Summon Animated Plant 2, Controlled, Multiple Minions 8 (256 minions), General Type (Plants) • 40 points
- **Pollen Cloud:** Cloud Area Affliction 12 (Resisted and Overcome by Fortitude; Fatigued, Exhausted, Incapacitated) • 1 point
- **Tanglevines:** Ranged Burst Area Affliction 12 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobility), Extra Condition, Indirect 3, Limited Degree • 1 point

**Plant Life:** Immunity 4 (Disease, Sleep, Starvation, Suffocation), Protection 6, Regeneration 10 (every round) • 19 points

## SKILLS

Close Combat: Unarmed 4 (+8), Expertise: Life Sciences 12 (+15), Insight 6 (+8), Intimidation 6 (+6), Perception 4 (+6)

## ADVANTAGES

Ranged Attack 5

a pestilence on the face of the Earth, ranting against humanity and its myriad crimes against the natural world.

Still, the Green Man does not want to destroy the world, or even humanity, so long as they learn their proper place in the scheme of things. He wants to “liberate” the plant kingdom to better defend itself and exert its proper place as the controlling influence in the world. He considers himself superior to humanity, both intellectually and physically, and points this out at nearly every opportunity.

Although he sometimes employs human agents to do his dirty work—fanatical eco-terrorists and petty criminals along with his Brides—the Green Man has no real ties to humanity; there is only his kinship with the plant kingdom. Any attempt to remind him of his former human life is met with angry retorts that Nathan Grovemont is dead, and only the Green Man lives.

## POWERS &amp; ABILITIES

The Green Man is a living, mobile, intelligent humanoid plant with the ability to control other plants and impart tremendous growth and mobility to them.

His body is made up of a substance similar to dense wood, giving him great strength and resistance to injury. His plant-body heals quickly from any injuries and he needs only sunlight, water, and some carbon dioxide to survive, immune to many human biological needs.

## OFFENSE

## INITIATIVE +0

Pollen Cloud — Close, Cloud Area, Affliction 12 (Fort DC 22)

Tanglevines — Ranged, Burst Area, Affliction 12 (Dodge DC 22)

Unarmed +8 Close, Damage 5

## DEFENSE

**DODGE** 10 **FORTITUDE** 12

**PARRY** 11 **TOUGHNESS** 10

**WILL** 11

## POWER POINTS

**ABILITIES** 38 **SKILLS** 16

**POWERS** 88 **DEFENSES** 34

**ADVANTAGES** 5 **TOTAL** 181

## COMPLICATIONS

**Motivation—Protector:** The Green Man is the self-appointed guardian and liberator of the plant world from the “tyranny” of animal life.

**Plant:** A plant creature, the Green Man is both alien to human society and vulnerable to things that harm plants, particularly chemical defoliants.

He usually operates in areas where plants can be found in abundance: forests, wetlands, and even large parks. His usual subjects are trees, but all types of plants have their uses. The Green Man often carries a bag of seeds with him; his power can cause them to sprout even on city streets or sidewalks and grow unbelievably fast, and he’s used mutated vines to crack solid concrete in the past.

The Green Man can animate plants, granting them mobility and a kind of crude intelligence under his guidance. Note that he can only animate one plant per use of his power, so it can take some time for him to “awaken” an entire plant army of hundreds without a power stunt or some kind of outside aid. He commonly uses his power to turn trees into foot-soldiers or grow masses of clinging vines to restrain his foes. He can also emit a cloud of pollen around him that causes an intense allergic reaction in animal life.

The Green Man has a psychic link to vegetation, able to see and hear what happens around it when he focuses his attention there, which helps to direct his plant allies. Plants simply part, shift, and otherwise move aside for him, allowing him to pass through the densest vegetation as if it were not even present.

Virtually any of the effects given in **Plant Powers** chapter of *Power Profiles* are potential power stunts for the Green Man’s Plant Control array or his Green Visions power. Feel free to expand upon these as suits the adventure.

# HADES

**REAL NAME:** Hades

**OCCUPATION:** God of the Underworld

**BASE:** Tartarus

After the gods overthrew their parents the Titans, the three brothers Zeus, Poseidon, and Hades gathered to divide the world into lots, over which they would rule. Zeus, the youngest brother, but also the liberator of his siblings and the slayer of their father Chronus, took the sky and the celestial realm of Olympus as his domain. Poseidon chose the mysterious depths of the seas, while dark Hades inherited the underworld and the deep places of the Earth. Hades became bitterly jealous of his younger brother, now patriarch of a new generation of gods who ruled over Mount Olympus, while Hades ruled over nothing but the shades of the dead in his dark and lonely kingdom.

Hades chanced to see Persephone, the lovely daughter of the goddess Demeter.

Taken by her beauty, he abducted her to be his queen. Although Zeus and Demeter insisted upon her return, Hades countered that Persephone had eaten the food of the dead, in the form of some pomegranate seeds. So Zeus was forced to rule that Persephone remain Hades' queen and dwell in the underworld with him for half of the year. The lovely queen of the domain of the dead has been the sole mitigating force on Hades, who seeks to usurp the power of his fellow gods and extend his domain through death and destruction in the mortal world. He has made dupes of his nephews Ares and Hermes on occasion, and used various mortal pawns and monsters to serve his purposes.

One particular mortal who earned Hades' displeasure was Daedalus, after he spurned the gods' gift of immortality. Since

then, Hades has claimed Daedalus' soul for his own, although Zeus has forbidden the God of the Dead from striking Daedalus down personally. Instead, Hades has worked through agents and intermediaries over the centuries to kill Daedalus and end his immortal existence. The knowledge Hades awaited him in Tartarus may have very well kept Daedalus from seeking death at times when his life seemed to have lost meaning.

Hades granted immortality to Daedalus' foe the Minotaur, with the caveat that the man-bull must sacrifice souls each year to Hades. The Lord of Tartarus has also dealt with the likes of Medea and the brass man Talos, although the latter prefers to have as little to do with Hades and the other gods as possible. In recent years, Hades has used the Murder Spirit known as Jack-A-Knives as one of his primary agents, an entity stripped of everything except the will and desire to kill.

When Daedalus adopted his public identity as a superhero in Freedom City, Hades took it as a personal affront. He massed an army of the dead and invaded the city with

the unwitting aid of an amateur mortal wizard seeking power.

Various heroes, including Daedalus, united to oppose Hades and his forces, and successfully drove them back to Tartarus. Angered by Hades' presumption, Zeus forbade

his brother to so directly invade the Earth again. Daedalus and his allies went on to found the Freedom League—a target of Hades' wrath ever since.

For years after the formation of the Freedom League, Hades bedeviled Daedalus and other heroes with his schemes. Unable to invade the world of the living, he still caused considerable trouble through the use of various pawns, granting temporary powers to ambitious mortals, unleashing mythological monsters, or attempting to draw heroes into his underworld domain to entrap them forever, such as when the Freedom League switched places with the condemned souls of Tantalus, Sisyphus, and others. Each time, heroes thwarted Hades' plans, occasionally with the aid



## HADES

PL15

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
12	13	2	2	11	2	15	15

## POWERS

**Dark Magic:** Array (95 points)

- **Gateway:** Movement 6 (Dimensional Travel 3, Space Travel 3), Increased Mass 6 (3,200 lbs.), Portal; Teleport 13 (30 miles), Extended (8,000 miles), Increased Mass 6 (3,200 lbs.), Portal • 95 points
- **Glamours:** Morph 4 (any form) • 1 point
- **Grant the Semblance of Life:** Summon Animated Object 12, Broad Type • 1 point
- **Hellfire:** Ranged Damage 18, Penetrating • 1 point
- **Legion of Souls:** Summon Undead 4, Broad Type, Horde, Multiple Minions 7 (128 minions) • 1 point
- **Life Drain:** Ranged Weaken Stamina 18 (Resisted by Fortitude) • 1 point
- **Scrying:** Remote Sensing 20 (visual, auditory, and mental, 4,000 miles), Dimensional 3 • 1 point
- **Stygian Darkness:** Ranged Concealment Attack 4 (visual), Burst Area 9 (1 mile radius), Continuous, Increased Resistance 6; Environment 9 (extreme cold, 1 mile radius) • 1 point

**Divine Durability:** Immortality 5 (1 day), Immunity 18 (Aging, Death Effects, Fatigue Effects, Life Support), Protection 6, Regeneration 5 • 39 points

**Divine Speech:** Comprehend 4 (languages – read, speak, understand all; spirits) • 8 points

**Helm of Invisibility:** Removable (–2 points), Concealment 4 (all visual senses) • 6 points

## SKILLS

Expertise: History 12 (+14), Expertise: Magic 16 (+18), Insight 5 (+20), Intimidation 10 (+25), Investigation 18 (+20), Perception 1 (+16), Persuasion 10 (+25)

## ADVANTAGES

Benefit 8 (status, Lord of the Underworld), Close Attack 5, Jack-of-all-Trades, Ranged Attack 10, Ritualist

of Persephone, who did what she could to curb her husband's excesses.

When Daedalus left Earth for a time, Hades lost track of his old foe and fell into a long period of brooding in Tartarus. Daedalus' return during the Terminus Invasion both drew Hades' attention and inspired the dark god. Where Omega had nearly succeeded in drawing Earth into the Terminus, Hades would use other super-villains to do his work, leading humanity toward destruction and bringing them under the shadow of his kingdom of death. Then Hades, Lord of the Underworld, would reign as the supreme god of Olympus and the world!

## PERSONALITY

Hades is a villainous prime mover, a mastermind who operates behind the scenes and can be responsible for any number of threats for the heroes to overcome. He consid-

## OFFENSE

## INITIATIVE +2

Hellfire +12	Ranged, Damage 18, Penetrating
Life Drain +12	Ranged, Weaken Stamina 18 (Fortitude DC 28)
Unarmed +16	Close, Damage 12

## DEFENSE

<b>DODGE</b>	10	<b>FORTITUDE</b>	15
<b>PARRY</b>	11	<b>TOUGHNESS</b>	19
<b>WILL</b>	15		

## POWER POINTS

<b>ABILITIES</b>	144	<b>SKILLS</b>	36
<b>POWERS</b>	155	<b>DEFENSES</b>	10
<b>ADVANTAGES</b>	25	<b>TOTAL</b>	370

## COMPLICATIONS

**Motivation—Power:** Hades wants what he believes is rightfully his—the world and everything in it.

**Exiled to Tartarus:** Hades is bound to his underworld dimension of Tartarus and cannot leave it for very long, if at all.

**Infamous:** Lord of the Dead, King of Murder, Dark Master of the Underworld are just a few of Hades' titles; he is known and feared across dimensions.

**Persephone:** Hades' wife has been known to turn him away from his schemes, or intervene to help thwart them, from time to time.

**Vengeful:** Hades never forgets a slight and can hold grudges literally forever, channeling his resentment against his brothers and fellow Olympians into petty vengeance against the heroes of the mortal world.

ers himself cheated of his rightful due by his exile to dark and dismal Tartarus and by Zeus' decree that the gods will no longer directly interfere in the affairs of mortals. Where once he was due worship and respect, now he is largely forgotten and overlooked, while mortals revere and worship these brightly clad fools they call heroes. Hades has seen their like in the form of Achilles, Heracles, Jason, Bellerophon, and others. They all succumbed to hubris and mortality in time, and so will these modern heroes.

## POWERS &amp; ABILITIES

An Olympian god, Hades is tremendously powerful, possessed of titanic strength, near-invulnerability, and immortality. He is a master of dark magic, able to wield hellfire, conjure stygian darkness or legions of damned souls, create portals across space and dimensions, and much more. Hades can transform his appearance at will and possesses a magical helm that renders him invisible, allowing him to move amongst mortals unseen.



# THE HELLQUEEN

**REAL NAME:** Gwen Nugent

**OCCUPATION:** Former administrative assistant

**BASE:** Freedom City

Gwen Nugent just wanted to be loved. She wanted to feel important rather than ignored. She wanted to be more like her friend and co-worker Nancy Dumont. Nancy was attractive, funny, personable, and well liked. Eventually, Gwen fell in with people who did make her feel important, but for all the wrong reasons. They were members of a cult who told Gwen she was their "chosen one." They wanted her to take part in a rite of black magic, and told her she was the only one who could do it.

By the dark of the moon, Gwen lay on the altar slab as the members of the cult chanted and worked

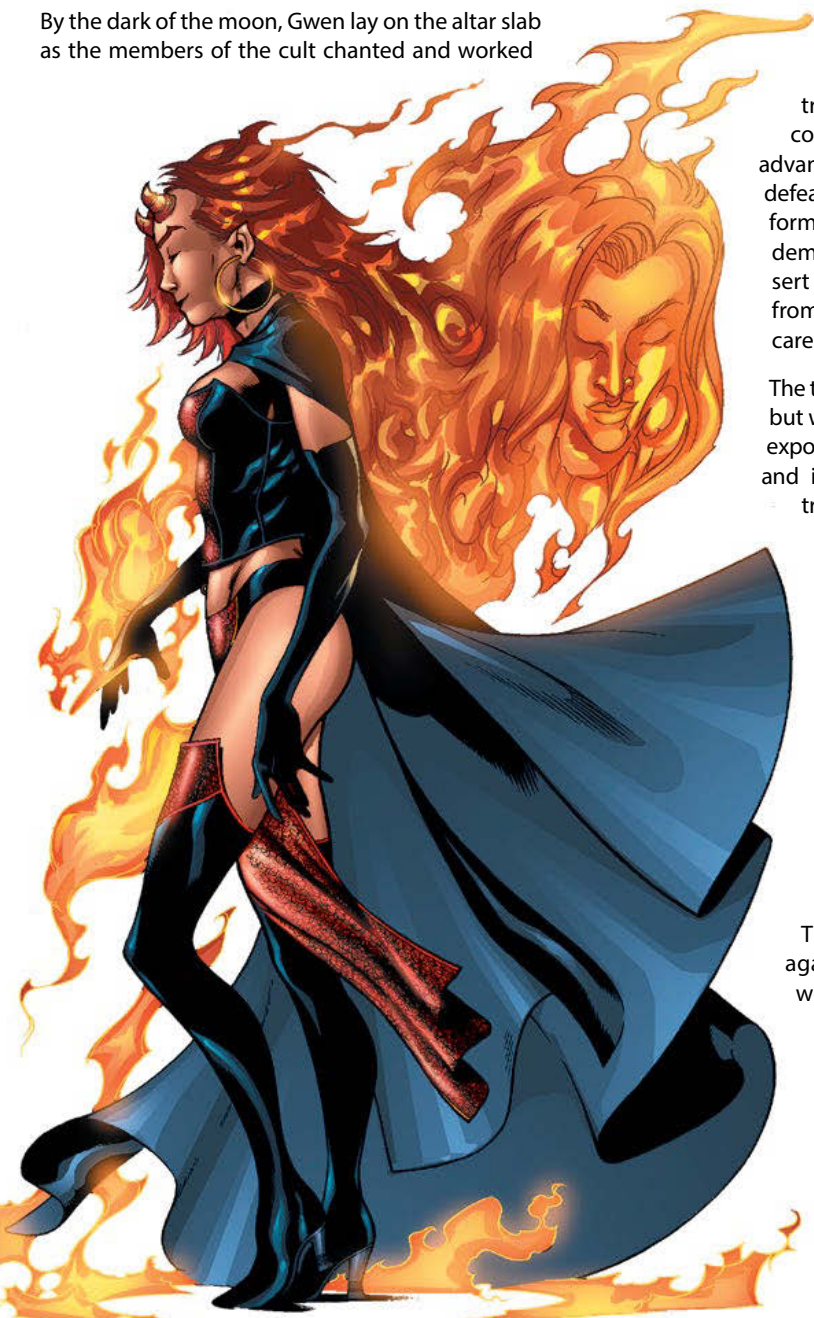
their ritual to summon a demon from the netherworld. They succeeded, but things didn't go quite as they expected. The powerful demoness they summoned needed a human host to work through, and Gwen was perfect. Her fell energies merged with Gwen's body, and the unholy being that rose from the altar unleashed blasts of hellfire to kill the foolish mortals who thought to bind her to their will. Then she seized control of the remainder of the cult.

Driven at least partly by Gwen's subconscious feelings, the Hellqueen kidnapped Nancy Dumont as a sacrifice to raise more of her kind. The intervention of Captain Thunder saved Ms. Dumont and broke the Hellqueen's

cult, but she escaped and plotted revenge. Over time, the Hellqueen became fascinated with Captain Thunder. On several occasions, she tried to seduce him into becoming her consort, but each time he spurned her advances. It was Nancy Dumont who finally defeated the Hellqueen by appealing to her former friend Gwen, buried deep within the demonic personality. Gwen was able to reassert her sense of self and exorcise the demon from her soul, and was placed in psychiatric care.

The threat of the Hellqueen was believed over, but when Captain Thunder's true identity was exposed, Gwen Nugent saw the broadcast, and it all came together for her. They had tricked her! Nancy, and her husband Ray, who was really Captain Thunder, played this joke on her the whole time. They were probably laughing about what a trusting fool she was behind her back after they left her to rot in "recovery." In her jealous rage, Gwen gave in to the demon trapped within her and the Hellqueen lived again. She decided to maintain quiet, mousey "Gwen" to hide her activities and quietly began gathering her cult again. Now she works her way into the lives of her enemies and destroys them slowly from within.

The Hellqueen made other attempts against Captain Thunder and his wife, as well as their son—once an innocent bystander but, eventually, an adult hardened by experience and disappointments of his own. There was a soul to tempt a corruptor like the Hellqueen. She has taken an interest in both Thunderbolt and the "simpering goodness" of Centuria, as well as holding onto larger ambitions for earthly power. The Hellqueen's followers grow in strength as she seeks new ways to



## THE HELLQUEEN

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
6	7	2	3	6	0	3	9

## POWERS

**Demonic Constitution:** Immunity 11 (Aging, Life Support)  
• 11 points

**Hellfire:** Array (22 points)

- **Cloud the Mind:** Weaken Awareness 11, Insidious • 1 point
- **Hellfire Blast:** Ranged Damage 11 • 22 points
- **Hellfire Weapons:** Strength-based Damage 8, Penetrating 8, Reach 2, Variable Descriptor (Weapons) • 1 point
- **Hellgate:** Movement 2 (Dimensional – Infernal Realms) • 1 point
- **Hellport:** Teleport 5 (900 ft.), Easy, Extended (30 miles), Increased Mass 2 (200 lbs.) • 1 point
- **Phantasms:** Illusion 4 (all senses), Selective, Resistible by Will • 1 point
- **Scrying:** Remote Sensing (visual, auditory, mental), Dimensional 2 (Infernal Realms) • 1 point
- **Soul Blast:** Ranged Damage 7, Resisted by Will • 1 point

**Succubus Shape:** Morph 3 (humanoids) • 15 points

## SKILLS

Close Combat: Hellfire Weapons 2 (+8), Deception 6 (+15), Expertise: Magic 10 (+10), Insight 12 (+15), Intimidation 4 (+13), Perception 4 (+7), Persuasion 4 (+13), Ranged Combat: Hellfire 8 (+11)

corrupt goodness, gather power, and plot for when she can unleash Hell on Earth.

## PERSONALITY

Gwen Nugent was originally a shy woman looking for approval and acceptance. The Hellqueen is jealousy and hate personified, her actions always viciously cruel and wicked. She delights in causing pain and suffering, particularly in bringing about the downfall of others through their own mortal weaknesses. She loves to surround herself with willing worshipers who fulfill her slightest whim. Her greatest pleasure is to break a strong-willed enemy and have him or her bow down before her.

She has learned patience and greater guile in her many years on Earth and interactions with mortals. Where she originally tended to lash out or go for showy rituals of blood sacrifice, now the Hellqueen prefers to bid her time, use her shapeshifting and phantasm powers to get close to her foes, and exercise her power to cloud their minds to her schemes. She may insinuate herself into their lives as a friend or ally, learning their weaknesses and hopes to eventually use against them.

## POWERS &amp; ABILITIES

The Hellqueen has a number of magic-spawned powers at her command. Her demonic might enhances her borrowed flesh, making her superhumanly strong and tough.

## ADVANTAGES

Attractive, Defensive Roll 2, Fascinate (Deception), Minions 7 (cultists, *Gamemaster's Guide*, p. 136), Taunt

## OFFENSE

## INITIATIVE +2

Hellfire Blast +11	Ranged, Damage 11 (DC 26)
Hellfire Weapons +8	Close, Damage 14 (DC 29), Reach 2
Soul Blast +11	Ranged, Damage 7 (Will DC 22)

## DEFENSE

<b>DODGE</b>	11	<b>FORTITUDE</b>	10
<b>PARRY</b>	11	<b>TOUGHNESS</b>	9/7*
<b>WILL</b>	9	*Without Defensive Roll bonus	

## POWER POINTS

<b>ABILITIES</b>	72	<b>SKILLS</b>	25
<b>POWERS</b>	55	<b>DEFENSES</b>	23
<b>ADVANTAGES</b>	12	<b>TOTAL</b>	187

## COMPLICATIONS

**Motivation—Hatred:** The Hellqueen is a jealous and hateful creature.

**Identity:** Gwen Nugent (use the Bystander archetype traits).

**Power Loss:** No powers as Gwen Nugent, who is a personality separate from the Hellqueen. If the Hellqueen's attitude can be improved to friendly, she temporarily reverts to Gwen Nugent's mortal form.

She does not age, nor is she subject to mortal needs for food, air, or sleep.

She commands a mystic "hellfire" she can project as fiery bolts from her hands or eyes or shape into flaming weapons like tridents, swords, or whips that she wields. She can also project hellfire aimed at her target's soul rather than his body, inflicting searing psychic and emotional damage instead of the usual physical harm.

The Hellqueen was originally a succubus, or demon temptress, and she retains those powers as well in her current form. She can alter her appearance at will, looking like any humanoid, and her touch or kiss can cloud the mind, making victims distracted and less aware of their surroundings, less likely to notice any danger or deception.

Finally, the Hellqueen can travel at will to the infernal realms, various hellish dimensions like the one she hails from. This also allows her to vanish in a burst of hellfire and black smoke, slip through the infernal realms, and reemerge onto Earth some distance away. By projecting her perceptions through the infernal realms, she can scry through flames, seeing and hearing all that happens some distance away.



# JACK-A-KNIVES

**REAL NAME:** The All Hallows' Slasher, Butcher of Kingsbury Run, Jack the Ripper, Last Call Killer, Lonesome October, el Psicopata, Red Jack, Saucy Jack, Spring-Heeled Jack, Yuletide Strangler, Zodiac, and scores of others

**OCCUPATION:** Murder Spirit

**BASE:** Tartarus

The being known as Jack-a-Knives is a Murder Spirit, the soul of a vicious killer from the ancient world pledged to Hades, Lord of the Underworld. Upon the killer's death, Hades stripped the spirit of its memories and personality, leaving behind nothing except the desire to kill and the knowledge of how to do it. Some believe Jack is actually an amalgamation or distillation of such dark spirits, gathered over the centuries and fused together in the fires of Tartarus into a single malevolent entity.

For untold millennia, Hades has sent the Murder Spirit to the world of the living to reap souls for the kingdom of the dead. It possesses a living host and becomes a remorseless killing machine, returning to Tartarus when its grisly work is complete, sometimes leaving behind an amnesiac host or hosts, more often leaving just one more body to tie up any loose ends and leave the string of killings unsolved. No one but Hades knows for sure how many infamous killers around the world and throughout history have been hosts to the Murder Spirit, but he's implied that it has been more than a few. Heroes from the

ancient world like Daedalus have encountered the Murder Spirit in many forms and guises.

Jack-a-Knives has been more active in the past century or so as Hades' vendetta against Daedalus and other mortal heroes has grown. In particular, the Murder Spirit has claimed responsibility for the Ripper murders in 19th Century London as well as an infamous series of killings that took place in Freedom City not long thereafter, which some also attribute to Jack the Ripper. Its more recent killing-sprees include the 1970s and '80s, when its host possessed the mutant power to transform into mist, and the combined entity took on the name "Bloody Jack" when it confronted FORCE Ops and other heroes. Later, Jack-A-Knives possessed the vigilante known as the Silencer, using his skills and sonic weaponry in a bloody campaign in Freedom City's South End.

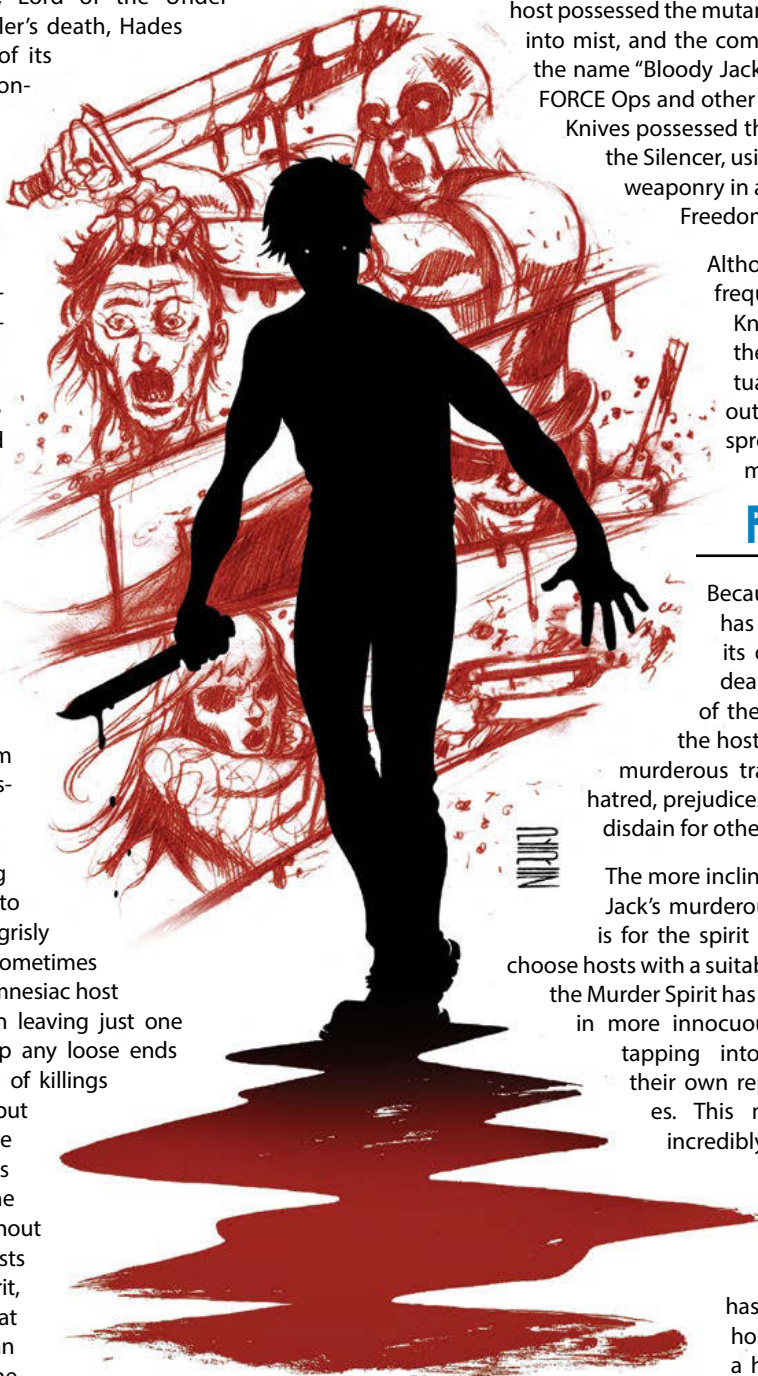
Although heroes have frequently sent Jack-A-Knives back to Tartarus, the Murder Spirit eventually returns to carry out Hades' schemes, spreading murder and mayhem in the world.

## PERSONALITY

Because the Murder Spirit has no real personality of its own, it relies a great deal on the personality of the host. It exaggerates the host's own repressed and murderous traits: dislikes become hatred, prejudices become a complete disdain for other life.

The more inclined the host is toward Jack's murderous work, the easier it is for the spirit to act, so it tends to choose hosts with a suitable temperament, but the Murder Spirit has been known to "hide" in more innocuous hosts for a time, tapping into and exaggerating their own repressed dark impulses. This makes Jack-A-Knives incredibly difficult to find and stop without mystical or psychic aid of some sort.

The Murder Spirit has little regard for its host, and may use it as a hostage against scru-





# JACK-A-KNIVES

# PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	0	0	0	12	2	4	2

## POWERS

**Knives:** Strength-based Damage 1 (slashing), Penetrating 7 • 8 points

**Murder Spirit:** Immunity 30 (Fortitude effects), Insubstantial 4 (Permanent, Innate; Affected by magic) • 51 points

**Possession:** Progressive Affliction 10 (Resisted and Overcome by Will; Dazed, Compelled, Controlled), Affects Corporeal 10, Deadly (see **Powers & Abilities**), Insidious, Subtle, Instant Recovery, Limited to Suitable Hosts • 42 points

## SKILLS

Expertise (AWE): Streetwise 8 (+12), Insight 8 (+12), Intimidation 10 (+12), Perception 8 (+12), Stealth 10 (+10)

## ADVANTAGES

Daze (Intimidation), Favored Environment: Ambush, Improved Grab, Hide in Plain Sight, Improved Hold, Improved Initiative, Power Attack

## OFFENSE

### INITIATIVE +4

Knives +12 Close, Damage 1\* (Penetrating 7)

Possession +12 Close, Affliction 10 (Will DC 20)

Unarmed +12 Close, Damage 0\*

\*Plus host's Strength

## DEFENSE

**DODGE** 12 **FORTITUDE** Immune

**PARRY** 12 **TOUGHNESS** 0

**WILL** 11

## POWER POINTS

**ABILITIES** 40 **SKILLS** 22

**POWERS** 101 **DEFENSES** 19

**ADVANTAGES** 7 **TOTAL** 189

## COMPLICATIONS

**Motivation—Murder:** Jack-A-Knives exists to plot and kill when unleashed on the world of the living.

**Spirit:** Jack is a spirit being from the underworld, subject to certain magical effects dealing with spirits and without any ties to the mortal world, save for its current host and its mission.

**Weakness:** Jack-A-Knives must possess a host body in order to exist in the world of the living. If without a suitable host for more than a minute (10 rounds), the Murder Spirit is drawn back down into Tartarus, banished from the world for at least three months.

pulous heroes; those willing to kill the host in order to get at Jack become potential hosts themselves, opening up whole new options. Jack always knows when someone is a potential host, and tends to go for the strongest host available to it. On at least one occasion, this allowed heroes to trick Jack into possessing the wrong host, thinking it was gaining a more powerful one.

Jack-A-Knives has a sense of haughty artistry about its bloody business, and prefers the opportunity to draw out a kill rather than ending things too quickly. It goes for the kind of elaborate schemes serial killers try to emulate.

## POWERS & ABILITIES

Jack-A-Knives is an incorporeal, shadowy spirit, able to possess a living person, assuming full control over their body and mind. Once the subject's condition is controlled, they black out entirely, having no memory of the time while Jack is in control of their body. While possessing a host, Jack's spirit merges with their shadow, disappearing, only visible to those with the mystical or psychic senses to detect it.

The Murder Spirit *must* take a host while in the physical world; it cannot exist here for long without one. If without a suitable host for a minute, Jack-A-Knives is drawn back down into Tartarus, unable to return to the world for a

time ("a turn of season" or about three months). Driving the spirit out of a host and keeping it from taking another is one means of getting rid of it.

While possessing a host, Jack has control over their physical form, able to compel the host to do anything. It is capable of manifesting a knife-like weapon at will with a preternaturally sharp edge, frightfully effective in the hands of a sufficiently strong host, and wielded without mercy.

Attacks upon the host have little effect on the Murder Spirit within: physical damage to the host affects Jack not at all, save that it cannot continue to possess a dead host body, and it will usually abandon a dying or helpless one. Only effects able to target the Will can affect the Murder Spirit within the host body.

There are limits to Jack-a-Knives' possession: it can only enter the body of an intelligent creature that has killed another intelligent creature or that has come into contact with the "life's blood" of another intelligent creature. Still, this includes paramedics, trauma doctors, police officers, soldiers, and many others innocents among its potential hosts—including superheroes and villains! It has been known to possess super-powered host bodies on occasion, provided they fit the parameters. The spirit must touch the potential host, either using its current host body or overlapping its incorporeal form with that of the new host.

When the Murder Spirit leaves a host, willingly or not, the host must make a Fortitude resistance check (DC 20). If the check fails, the host's condition becomes dying upon Jack's departure. A host that dies combusts and burns instantly to ash, leaving no trace behind.

# KNIGHTFIRE

**REAL NAME:** Daniel Foreman

**OCCUPATION:** Hate-mongering spirit

**BASE:** Freedom City

Daniel Foreman loved and honored his family. They raised him right and taught him the truth that the government, the schools, and the liberal media refused to show. His family taught Daniel about the destiny of the white race and how the bleeding hearts wanted to convince everyone that all people are equal, even when that obviously wasn't true. Weren't the slums full of blacks and Hispanics? Why would they be there if they weren't as lazy and stupid as his father said? Wasn't AIDS killing the queers? Why would they be dying if not because they were so hopelessly perverted? The Jews controlled the banks and influenced the media, making it look like Hitler was the villain when trying to exterminate the mongrel races was about the only thing he did right.

Dan grew up hating everyone who wasn't like him. He particularly learned to hate the supers, most of who were dupes of the Zionist-run liberal government. Worse yet, some were even from the mongrel races and probably thought their powers made them better than decent folk. Where were the real heroes to show people the truth? Where was the White Knight to stand up for what was right? Dan wondered that all throughout his childhood, but the hero he hoped for didn't appear.

As an adult, Dan ended up working in Freedom City as a security guard for a department store until his boss fired him for rousting and threatening a black patron. Dan proceeded to go out and get drunk, ignorant of what was going on around him. It was clear to him that Freedom City was just like everywhere else—run by the mongrel races and with no place for a real man. That's when the

stranger approached Dan and offered him his card. He had an offer, one Dan didn't believe, so why refuse? He said Daniel Foreman could become the true hero he'd always wanted, if he *really* wanted it. Dan isn't sure what happened, only that he found his way home and passed out.

He woke up to find his bedroom in flames! He panicked for a moment, but realized the fire didn't hurt him or the new clothes he was wearing; in fact, the flames made him feel stronger—purer—than ever. He realized the vision he had was real. He had the power, and then he knew: the purifying fire of God had touched him, and made him into the hero the world needed. He was the chosen one who would purify the Earth with fire—the White Knight!

The White Knight became infamous in Freedom City as a hate-monger and a vicious terrorist, unswayable from his mission to purify the world. The more he fought—and lost—the hotter the flames of his hatred grew, until, one day, they consumed him.

While fighting members of the Freedom League, White Knight set an office building in Southside ablaze. The heroes managed to save the innocent people trapped inside, but couldn't get White Knight out before the entire building caved in on him. His body was later recovered from the burned-out rubble. But that was not the end of him.

Daniel Foreman made a deal, and the terms of that deal delivered his soul into realms beyond mortal ken. Torment distilled his essence—until only the purest hate remained—before the spirit that was once Daniel Foreman was dispatched back into the world, no longer the White Knight, but the infernal being calling itself "Knightfire". Still, its mission was much the same: sow the sparks and embers of discontent and mistrust, fan them into flames, and feed off of the burning hatred.

Knightfire returned to the world to stoke the flames of hatred and to wreck vengeance on the living. He has proven a far more persistent foe, able to take on any



## KNIGHTFIRE

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
-	-	0	-	8	0	1	2

## POWERS

**Fiery Aura:** Reaction Damage 6 (hellfire) • 24 points

**Hellfire:** Array (22 points)

- **Blazing Light:** Ranged Cumulative Affliction 11 (Resisted by Dodge, Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Vision • 22 points
- **Fireblast:** Ranged Damage 11 (hellfire) • 1 point
- **Fireburst:** Ranged Burst Area Damage 7 (hellfire) • 1 point

**Possession:** Cumulative Affliction 11 (Resisted and Overcome by Will; Entranced, Compelled, Controlled), Merge with subject, Feature: Transform subject's clothing • 34 points

**Strength of Hatred:** Enhanced Strength 5, Protection 9, Affects Host • 19 points

**Wrath:** Immunity 30 (Fortitude Effects), Insubstantial 4 (Permanent, Innate), Movement 2 (Dimensional Travel (Afterlife dimensions))

## SKILLS

Close Combat: Unarmed 2 (+10), Deception 4 (+6), Insight 6 (+7), Intimidation 8 (+10), Perception 4 (+5), Ranged Combat: Hellfire 10 (+10), Stealth 4 (+4)

## ADVANTAGES

All-out Attack, Fascinate (Intimidation), Improved Grab, Power Attack

guise, hiding in plain sight until he chooses to reveal his true nature in a blaze of hellfire. The hate-wraith is a "gift" to those willing to accept the power to enact their hatred on the world, but his presence inevitably takes away their free will. So long as there is hate in the hearts of mortals, it may not be possible to truly destroy Knightfire; but he can, at least, be banished from the world for a time.

## PERSONALITY

White Knight was a twisted and sociopathic personality who considered everyone his inferior, particularly anyone who wasn't white, male, heterosexual, or didn't fit his extremely narrow-minded view of a "good" Christian.

Knightfire makes Daniel Foreman's earthly incarnation seem almost pleasantly misguided: he is a true sadist, loving nothing more than to fan the fires of hatred in order to bask in their warm glow. Although Knightfire is fond of White Knight's "kind of people," he is an equal opportunity hate-monger, playing all sides against each other and perfectly happy to manipulate them into fighting for his satisfaction.

His preferred hosts are those with true hatred in their hearts, although he will sometimes try and possess an innocent both for the opportunity to corrupt and because it gives his enemies pause in dealing with him. This holds a risk, however: if they can convince the host to fully and truly reject hate, Knightfire is ejected from their body, so

## OFFENSE

## INITIATIVE +0

Fireblast +10	Ranged, Damage 11
Fireburst —	Ranged, Burst Area Damage 7
Possession +8	Close, Affliction 11 (Will DC 21)

## DEFENSE

<b>DODGE</b>	10	<b>FORTITUDE</b>	Immune
<b>PARRY</b>	10	<b>TOUGHNESS</b>	9+
<b>WILL</b>	10		

## POWER POINTS

<b>ABILITIES</b>	-8	<b>SKILLS</b>	19
<b>POWERS</b>	168	<b>DEFENSES</b>	21
<b>ADVANTAGES</b>	4	<b>TOTAL</b>	204

## COMPLICATIONS

**Hellbound:** An incorporeal wraith, Knightfire only exists in the material world by possessing a host and feeding on the hate of its followers.

**Motivation—Hatred:** Knightfire is a creature of pure hatred that exists to fan its flames amongst the living.

the truly kind and innocent are of limited use. The best hosts are those already primed to accept Knightfire's brand of hatred, and the power that comes with it.

## POWERS &amp; ABILITIES

Knightfire is an incorporeal wraith—resembling a fiery, hooded humanoid shape—capable of merging with the physical body of a host and taking them over. He grants his hosts enhanced strength, physical resilience, and the ability to generate and project blue-white flames of hellfire—fiery mystical energy drawn from the netherworlds, but just as dangerous as real fire, if not more so. Knightfire's host body is surrounded by flickering hellfire that damages anyone who dares lay hands on him.

Although known to pull off the occasional power stunt with his hellfire and other mystical abilities, Knightfire tends to be more vicious than clever, preferring straightforward attacks and tactics. He doesn't hesitate to endanger others as a distraction, when useful. His hellfire has the potential to "burn" a target's mind or spirit (targetting Will rather than Toughness) or to cause various physical or spiritual Afflictions.

Knightfire can transform his host's clothing into a duplicate of his mantle or other suitable garb to further his schemes. The person under the hood of the hate-monger is rarely the one his foes expect!



# THE LABYRINTH

**MEMBERS:** Taurus, Ms. Scarlet, Dr. Hanks, Dr. Reeds, Access, Dybbuk, Payback, Sidetrack, Tamper, Targette  
**BASE:** Worldwide  
**MOTIVATION:** Profit

To define the Labyrinth is all but impossible, for it exists fully only within the mind of the man-bull Taurus. The Labyrinth is a maze of lies surrounding the truths of the world and Taurus' role in it. As Taurus explains it to his inner circle, "When you control information and resources, all else is secondary. These feints of power and superhuman escalation are all well and good, but this world can more easily be controlled by wealth and the careful application of it, since greed is as universal as fear."

The closest thing there is to the actual group is the phantom corporate shell of Labrys Industries, a tech firm involved in cryptology, computer coding, and various other concerns surrounding computers and code breaking. Its central office is in Switzerland, and money, contacts, and communications flow through it, but the building is simply a maze of security and deadly traps around one of at least nine places Taurus calls home. Labrys Industries employs more than a thousand people in offices in Tokyo; London; and Richmond, Virginia; and none of them—including the American COO, Marvin Allen—know the CEO and founder of their company is not the reclusive germ-phobic "Bruce Carter," but the immortal criminal mastermind Taurus.

At least a dozen major criminal, business, and political leaders answer directly to Taurus, knowingly or not; of them, only Constantine Urallos of Delphic Industries knows Taurus for who and what he is. These include Patrick Rice (COO of Rice & Stilman Holdings), Heinrich von Stauffen (Stauffen-Mann Media Conglomerate), Yuri Moloyev (of the Russian Mafiya, posing as an importer), Donald Cross (CEO of Crosstech), Stephen Cook (CFO of Carson Industries), and the aforementioned Marvin Allen of Labrys Industries.

Among the lesser holdings and subsidiaries of these firms and front men are Charon Industries (a conglomerate of mortuary services), Cross, Rose, & Temple (a European law firm), Hellas & Hellas (a Greek food importer), the Proteus Cartel (submarine facilities and technologies), Martuk Shipping (a Turkish travel and shipping cartel), LSAS, Inc. (generic corporate holding company/money laundering), Olympian Studios (American media company and owner of the Olympic Broadcast Network), and Asclepian Associates (a conglomerate of HMOs, nursing homes, and drug companies).

Taurus' many companies and their subsidiaries apply for—and easily win—government contracts for public and secret projects. In this way, Taurus gets his fingers into world politics, as contracts do not come just from the Pentagon but nearly every nation on Earth. Collectively, he owns or controls some of the largest defense contractors world-wide.

Lastly, Taurus has more than a score of biotech firms vying for cutting-edge government contracts in classified biological weapons and superhuman development; while he has the technology, he rarely allows true successes to occur, lest the world become overpopulated with supers not under his direct control.

There are many, many more spheres of influence for the Labyrinth, as the organization is something Taurus has built for centuries. Many of the conspiracy theories claiming a secret group uses economics to manipulate world events name it wrong; they call it the Illuminati or the Gnomes of Zurich or the Committee of 300, when they should simply call it the Labyrinth.

Over the years, Ms. Scarlet and Constantine Urallos have laid hints that the Labyrinth is ruled from a central command. They claim "the Center" is an enclave of powerful people, but they have been evasive about its actual nature. Is it a triad of Asian, American, and European concerns, a committee of the world's elite, an alliance of alien invaders, or even a sentient computer?

## MOTIVATION AND GOALS

The Labyrinth exists for one purpose: to protect and further Taurus' interests. He willed the organization into being and controls it completely. For the most part, the Labyrinth's goal is to maintain its comfortable status quo; after all, the organization already controls more wealth and power than most, if not all, of the nations on Earth and influences events far more than anyone realizes. Centuries of life have made Taurus conservative and patient; he prefers to safeguard what he has achieved rather than gamble on potential gains.

Ultimately, the Labyrinth seeks to eliminate all possible threats to its continued existence. Taurus' greatest challenge in meeting that goal is the relative shortsightedness of his mortal underlings, who are not always willing to wait lifetimes—as he is—to see the Labyrinth's goals achieved. Sometimes a forceful reminder is necessary.

## TACTICS

"The Labyrinth has many turns," as Taurus is fond of saying, and the organization backs numerous fronts and shells. Heroes have thwarted countless Labyrinth schemes without being aware of their true origins. Each is no more than a loss of a pawn to Taurus, and there are other plans waiting in the wings, or succeeding in the shadows, for every one that heroes or authorities managed to eliminate.

Taurus allows for a considerable amount of personal initiative on the part of his underlings, to a point. So long as they do not stray from the bounds of their intended



scheme, they're largely allowed to run things as they see fit, and to take the fall when they go badly. The Labyrinth does not like loose ends, and many know that capture by the authorities is the least of their concerns should things not go as planned.

## HEADQUARTERS & RESOURCES

The Labyrinth's resources, accumulated over much of the history of western civilization, are almost incalculable. Certainly, they rival that of first-world nations and vast multinational corporations. Like other parts of the organization, these resources are vastly distributed and broken up into private accounts, hidden caches, and the like, so the full extent of the Labyrinth is known to no one but Taurus.

The Labyrinth has no one headquarters, save for whatever installation Taurus calls home, but it controls numerous facilities around the world to serve his needs.

## OPERATIVES

The following are the primary operatives of the Labyrinth.

### MS. SCARLET

Even Ms. Scarlet claims not to know who she truly is or where she came from. Taurus found her in the late 18th century on the streets of Prague, fighting a street gang and winning despite her burden of a stolen hand-keg of beer, a ham, and a loaf of bread. She had no memory of her past, though her fighting skills and languages proved she was not merely amnesiac. The two of them slew everyone who saw them in that alley, and the dark-haired woman hasn't left the man-bull's service since. In time, he started calling her Thea; she prefers the name Ms. Scarlet, which he gave her in the early 1900s due to her penchant for wearing red.





Ms. Scarlet hasn't expended much effort in uncovering her past, even when a chance encounter with Medea in 1922 uncovered a new mystery: A tattoo of a clenched, flaming fist appeared on her midriff when she was exposed to mystical energy. She didn't know where it came from or what it signified, although she has since learned of a vulnerability to mystic forces, making her mistrustful of magicians.

Since 1945, Taurus and Ms. Scarlet have worked tirelessly to turn the Labyrinth into a force to be reckoned with. As she is one of the oldest members of the Labyrinth and one with whom most of the important members interact, they see her as its de-facto leader, despite her insistence she's merely a mouthpiece for "the Center." After more than 40 years of association, she's learned to like Constantine Urallos because he keeps more people

## MS. SCARLET

PL11 • 196 POINTS

**STR** 4 **STA** 4 **AGL** 5 **DEX** 5 **FGT** 15 **INT** 2 **AWE** 2 **PRE** 3

**Powers:** **mmunity 1** (aging); **Magical Sensitivity** (Senses 1 (magical awareness))

**Equipment:** Whip, commlink, up to 14 points in other equipment as needed

**Advantages:** Assessment, Chokehold, Defensive Attack, Defensive Roll 3, Improved Disarm, Equipment 4, Improved Initiative, Improved Trip, Improvised Weapon, Inspire, Instant Up, Jack-of-all-trades, Leadership, Move-by Action, Power Attack, Ranged Attack 10, Set-up, Startle, Taken-down, Throwing Mastery 2, Uncanny Dodge (visual), Well-informed

**Skills:** Acrobatics 8 (+13), Athletics 8 (+12), Deception 8 (+11), Expertise: Current Events 6 (+8), Expertise: History: 8 (+10), Expertise: Tactics 10 (+12), Expertise: Training 8 (+10), Insight 8 (+10), Intimidation 8 (+11), Investigation 4 (+6), Perception 8 (+10), Persuasion 8 (+11), Stealth 8 (+13), Treatment 2 (+4), Vehicles 6 (+11)

**Offense:** Initiative +5, Unarmed +15 (Close, Damage 4), Whip +15 (Close, Reach 3, Damage 4)

**Defense:** Dodge 15, Parry 15, Fortitude 11, Toughness 7/4\*, Will 9 \*Without Defensive Roll

**Totals:** Abilities 80 + Powers 2 + Advantages 37 + Skills 54 + Defenses 24 = 197

**Complications:** **Motivation—Loyalty:** to Taurus. **Weakness:** Additional degree of effect from magical attacks.

guessing about the Center than she does. While she endures the presence of others at Taurus' side, there is no question that she is his right hand.

Ms. Scarlet stays combat-ready at all times, keenly aware of all the heroes around who might bring harm to what she and her master have built. Aside from her signature red clothing, she always carries a black leather whip. Trainer of thugs and villains, she's the drill sergeant and primary enforcer of the Labyrinth. She educates and works with everyone, from the lowliest thugs and minions to the latest DNAscent subjects, and even spars with Taurus himself. Any trainee who survives her "boot camp" has at least the abilities of the Soldier archetype from **Chapter 3** of the *Gamemaster's Guide*, and more likely the Veteran or Elite Soldier archetypes. She also instills in her trainees complete loyalty to Taurus and the Labyrinth; for special subjects, she takes on various roles within their brainwashing so they remain dedicated even if unaware of the Labyrinth.

## DR. PETER HANKS

Harvard's greatest genetic theorist joined Grant Conglomerates after graduation in 1987, lured by obscene pay and free rein in the lab. Within a few years, Jonathan Grant even allowed Hanks to see and expand upon the secret research started by the Nazis—itself based on incomplete information acquired from the Ultima.

Dr. Hanks was not the creator of the DNAscent Process—that was by Dr. Conrad Dippel in 1972—but he perfected it and made it more stable by introducing the use of radiation to lock the changes into the DNA chains. A spin-



**DR. PETER HANKS****PL11 • 82 POINTS****STR** 0/5 **STA** 2 **AGL** 0 **DEX** 2 **FGT** 2 **INT** 9 **AWE** 6 **PRE** 1**Powers:** **Advanced Immune System** (Immunity 4 (disease, poison, sleep, starvatio & thirst)), **Gorilla Arms** (Enhanced Strength 5 (Limited to Extra Limbs), Extra Limbs 2)**Advantages:** Benefit: Ambidexterity, Inventor, *Improved Grab***Skills:** Expertise: Life Sciences 12 (+21), Expertise: Scientist 8 (+17), Technology 6 (+15), Treatment 12 (+21)**Offense:** Initiative +0, Unarmed +2 (Close, Damage 5)**Defense:** Dodge 2, Parry 2, Fortitude 4, Toughness 2, Will 8**Totals:** Abilities 44 + Powers 11 + Advantages 2 + Skills 19 + Defenses 6 = 82**Complications:** **Motivation—Knowledge:** Dr. Hanks pursues knowledge free of any sense of morality. **Monstrous:** Having turned himself into a freak, Hanks rarely appears in public.

off of his work greatly increased the stability of organ and body part transplants. In 1998, using the technology he'd developed, he had two enhanced gorilla arms grafted onto his torso.

A manic-depressive, Hanks works feverishly without stop for days, and then crashes and can be near-catatonic for weeks. He has a Nazi's sense of morality and duty when it comes to his work, and has no doubt the many deaths that occur in his march toward greater knowledge will be worth it in the end. He's already sacrificed his own life to the all-consuming work of mastering genetic manipulation and serving the Labyrinth.

**DR. VICTOR REEDS**

Victor Reeds has been in love with the human machine his entire life and has been trying to marry biological and technological machines for much of that time. Victor was a 20 year-old doctoral graduate and resident genius at the Hanover Institute of Technology in 1969. His research intrigued Taurus, who planned to recruit the young scientist in a few years. When Victor's experiments exploded one evening and scarred his face and chest, Taurus had his agents destroy the remains of his lab, leave a charred body behind, and bring the young man in earlier than planned. Since 1970, Dr. Victor Reeds has developed inventions, cybernetic weaponry, and bio-enhancements for Labyrinth, and his discoveries have leaked through various channels in the group's subsidiaries to both legitimate and illegitimate markets.

While all the glory and the bulk of the Labyrinth super-agents come from the DNAscent Process, Dr. Reeds has advanced the fields of psionically-controlled weaponry and cybernetics by leaps and bounds. In fact, Labyrinth shell companies make more money selling thought-reactive weapons than any of the biotech firms that contribute to Dr. Hanks' work.

One of Reeds' greatest achievements—and subsequent greatest failures—was turning the rookie hero Kid Gargoyle into Taurus' assassin for hire, the Eye of Vengeance. For two years, the Eye of Vengeance was the Labyrinth's primary assassin, easily controlled and programmed through his cy-

**DR. VICTOR REEDS****PL11 • 75 POINTS****STR** 0 **STA** 2 **AGL** -1 **DEX** 1 **FGT** 0 **INT** 9/5 **AWE** 4/2 **PRE** 1**Powers:** **Cerebral Enhancements** (Enhanced Advantage 1 (Eidetic Memory), Enhanced Awareness 2, Enhanced Intellect 4), **Visual Sensors** (Senses 11 (Vision Counters All Concealment, Vision Counters Illusion, Vision Penetrates Concealment))**Advantages:** *Eidetic Memory*, Inventor, Languages 2 (Coptic, Japanese, English native)**Skills:** Expertise: Life Sciences 8 (+17), Expertise: Scientist 8 (+17), Ranged Combat: Guns 2 (+3), Technology 12 (+21), Treatment 6 (+15)**Offense:** Initiative +0, Pistol +3 (Ranged, Damage 3), Unarmed +0 (Close, Damage 0)**Defense:** Dodge 3, Parry 1, Fortitude 4, Toughness 2, Will 7**Totals:** Abilities 20 + Powers 24 + Advantages 3 + Skills 18 + Defenses 10 = 875**Complications:** **Motivation—Perfection:** Reeds sees the melding of biology and technology as the ultimate achievement. **Outsider:** Reed is both legally dead and has modified himself to where he rarely appears in public.

bernetic implants. The Eye failed three times to recapture the escaped DNAscent Evening, and she helped him break free from his cybernetic controls and brainwashing in 1975, becoming her partner, the Eye of Justice.

Dr. Reeds is a genius, but he's amoral and hardly human, thinking of every human—including himself—as a flawed and inferior machine. He has replaced his digestive system with a unique battery pack and encased his head in a supplemental computer system to enhance his vision and intelligence. He is difficult in the lab, as he keeps his notes in his own internal cybernetic computer where others can't get at them. If given half a chance, he'd create as many cybernetic replacement parts for agents as requested, even including enhancements that weren't asked for.

**ACCESS**

Thomas "Tommy" Mendola was an Olympic-level gymnast, but gambling problems, a conviction for transporting stolen goods, and his questionable status as the nephew of known Mafia boss Frank Tonifanni kept him from competing in the Olympics. His chance at a public life in sports gone, Tommy used his skills to become one of the best thieves in his uncle's family. He ran the Bacchanal, a gentlemen's club on the border between Southside and Bayview, for the Mob, and did very well because the club drew its share of the wealthy "tech geeks" from the private labs around western Bayview. After months of giving them special favors and leasing the club to them for private parties, Tommy met with them secretly and asked where he could go to get super-powers.

The Duntronics lab on Marshall Street in northwestern Bayview was a secondary subsidiary for Cardistanic. Dr. Carl Walker, the head of that lab, was an old associate of Dr. Victor Reeds, as well as a frequent customer of the Bacchanal. Tommy got what he wanted, undergoing some drug processes and cybernetic enhancements in order to gain powers. This was all done through Dun-

## ACCESS

PL8 • 132 POINTS

STR 3 STA 3 AGL 3 DEX 3 FGT 6 INT 1 AWE 1 PRE 3

**Powers:** **Machine Access** (Move Object 1, Perception Ranged, Subtle, Limited to Machines; Comprehend Machines 2; Senses 5 (Detect Machines, Accurate, Radius, Ranged)); **Physical Enhancements** (Movement 1 (Wall-crawling); Concealment 2 (visual), Partial); Leaping 5, Speed 4)

**Advantages:** Attractive, Defensive Roll 2, Evasion 2, Languages (Italian; English native)

**Skills:** Acrobatics 10 (+13), Athletics 7 (+10), Close Combat: Unarmed 4 (+10), Expertise: Criminal 7 (+8), Investigation 3 (+4), Perception 5 (+6), Ranged Combat: Machines 6 (+9), Sleight of Hand 8 (+11), Stealth 8 (+11), Technology 8 (+9), Vehicles 4 (+7)

**Offense:** Initiative +3, Unarmed +10 (Close, Damage 3)

**Defense:** Dodge 11, Parry 10, Fortitude 8, Toughness 5/3\*, Will 4  
\*Without Defensive Roll

**Totals:** Abilities 46 + Powers 25 + Advantages 6 + Skills 35 + Defenses 20 = 132

**Complications:** **Motivation—Thrills:** In spite of his obligations, Access is primarily in it for kicks.

tronics and its personnel, though Dr. Reeds kept the project under remote surveillance.

Once he had the enhancements, Tommy planned to pay for the job in full through the Bacchanal. However, the Duntronics executives told him he'd have to perform some jobs for them, unless he wanted the circuitry inside of him to degrade and leave him powerless or dead. These threats were bald-faced lies, but Tommy didn't know it. He uses his powers to work on his reputation as the best burglar in Freedom City, going by the *nom du crime* "Lockpick."

After proving himself capable, Mendola was recruited for more work with the Labyrinth, taught to overcome some of the limitations on his powers—expanding his influence over machinery—and indoctrinated with greater loyalty to the organization. Tommy liked the taste of even more power and adopted the name "Access."

Tommy has always been a ladies' man; his gymnast's physique and personal charm take him a long way toward impressing most women he meets. His ego is great enough that he sees himself as a rival to Magpie's status as the world's greatest thief.

## DYBBUK

Niece of a former New Jersey crime boss, Ellen Kahlberg came into the Mob when her parents were murdered. Her powers grew during her childhood, and her hair fell out as her psionic abilities grew stronger. She became one of the nastiest tools for the Mob, and soon took over her uncle's family openly after more than two years of mind-controlling him.

Dybbuk became a rising power in the Mob on the eastern seaboard, and even had ties to the Freedom City Mob. She seemed to be rising without limit, until her underlings botched a job involving a Labyrinth subsidiary and changed her life. Everyone except her was killed, and she spent six months imprisoned in various

## DYBBUK

PL11 • 161 POINTS

STR 1 STA 2 AGL 2 DEX 1 FGT 2 INT 2 AWE 4 PRE 3

**Powers:** **Force Field Belt** (Removable (-2 points), Sustained Protection 10), **Mental Control** (Cumulative Affliction 10 (Resisted and Overcome by Will; Dazed, Compelled, Controlled), Subtle, AE: **Possession:** Perception Ranged Cumulative Affliction 8 (Resisted and Overcome by Will; Dazed, Compelled, Controlled), Body Merges With Subject, Subtle); **Mind Shield** (Impervious Will 12); **Psychic Awareness** (Senses 1 (Mental Awareness)); **Telepathy** (Area Mental Communication 2)

**Advantages:** Defensive Roll 2, Equipment 2, Evasion, Language (Hebrew; English native), Second Chance (Will checks against mental powers), Startle, Taunt

**Skills:** Close Combat: Unarmed 4 (+6), Deception 6 (+9), Expertise: Criminal 6 (+9), Insight 4 (+8), Intimidation 4 (+7), Persuasion 6 (+9), Ranged Combat: Guns 4 (+5), Sleight of Hand 8 (+9), Stealth 8 (+10)

**Offense:** Initiative +2, Pistol +5 (Ranged, Damage 3), Unarmed +6 (Close, Damage 1)

**Defense:** Dodge 7, Parry 7, Fortitude 6, Toughness 14/2\*, Will 11  
\*Without Defensive Roll and Force Field

**Totals:** Abilities 34 + Powers 72 + Advantages 9 + Skills 25 + Defenses 21 = 161

**Complications:** **Motivation—Survival:** Dybbuk does what is necessary to survive and prosper.

isolated locations. She was freed only when she made a blood oath to work for her captors—Jonathan Grant and Payback, acting as members of the Zodiac Cartel—until she worked off \$15million in debt.

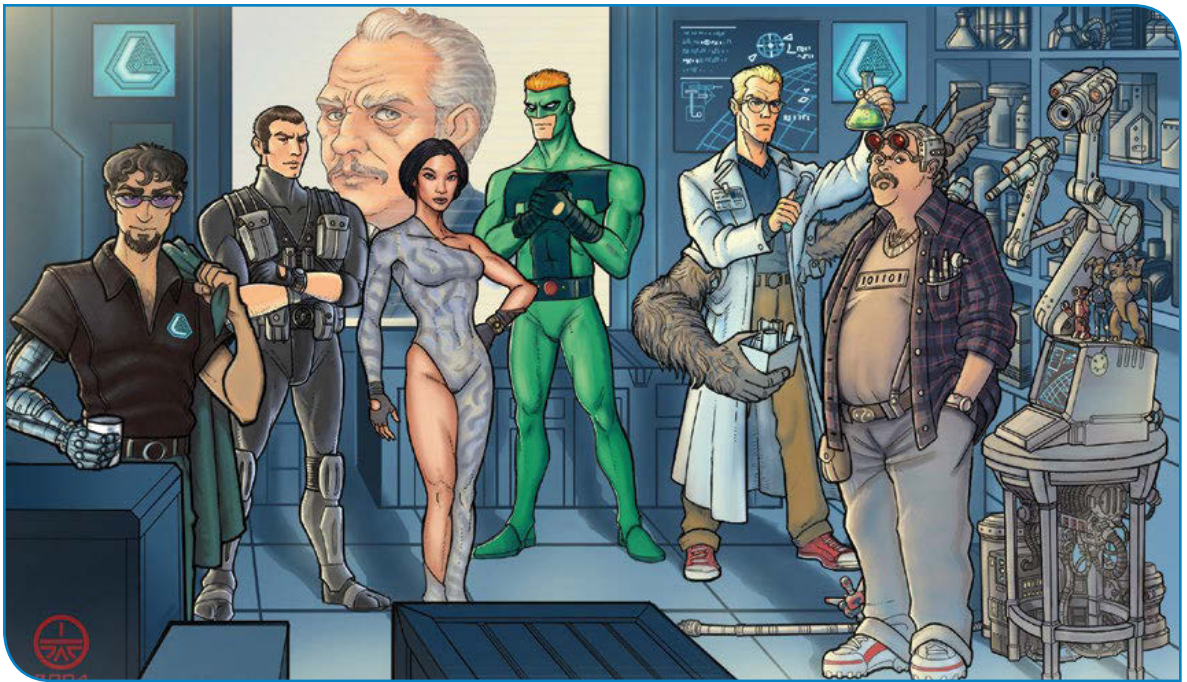
Eventually, Dybbuk ambitiously sought out the truth about the Zodiac Cartel, and Taurus offered her a choice: swear allegiance to him and an oath to Hades himself, or die. She chose to live and continue to serve the Labyrinth, but her ambitions have not dimmed; Dybbuk is alert for opportunities to improve her lot, so long as they aren't too risky.

Tactically, Dybbuk lets others do much of the dirty work for her and relies on her mind control. If in charge of a mission, she telepathically links everyone to ensure they can communicate silently.

## PAYBACK

Asad Sabir's name means "patient lion," and the Lebanese refugee lives up to it. One of the few agents with actual contact with Taurus, Payback only goes on the most crucial missions or those in which Taurus takes direct interest. He has a cybernetic left arm, having lost it as a child during the siege of Beirut. He is one of the mainstays among the Labyrinth's agents, as he can take on nearly anyone else's super-toughs and have a chance at defeating them.

Payback's rather unique power comes from an uncontrolled power surge during his creation (simultaneous with the DNAscent of Tamper). Larceny, Inc. chose that moment to invade the hidden laboratory seeking additional weapons to sell to a client, and they disrupted the process. Neither Asad's nor Charlie's powers were planned, but they have both become valuable assets.



The agents of the Labyrinth: Payback, Access, Sidetrack, Tamper, Dr. Peter Hanks, Dr. Victor Reeds

Asad is a devout Hades-worshiper, having been indoctrinated into the cult by Taurus personally.

Payback is quiet, contemplative, and slow to anger—or to show any emotion at all, for that matter—but when angered, he becomes like a man possessed. Nothing matters but his mission, be it retrieval of a briefcase with critical documents or assassinating a head of state. He tends to stick to the shadows and strike at the best possible moment, causing one or two distractions to draw off opponents while he zeroes in on his target. He is more apt to fire at the surroundings, causing buildings to collapse on targets or bystanders in order to keep from being captured or thwarted. If he ends up in close combat with anyone, he relies as much on his bionic arm as his innate powers, and prefers to execute helpless foes by breaking their necks, if possible.

## SIDETRACK

Samantha Blackwood ran away from an abusive home in Seattle and became a prostitute in Portland, Oregon. Picked up one evening as an escort for a biologist on staff at Labyrinth front company GFR Biotech, Sam fell into the world of the Labyrinth. GFR often rounded up people who would not be missed as test subjects. Dr. Peter Hanks, who operated off-site as GFR research fellow Dr. Karl Honnegger, brought Samantha to Taurus' attention while attempting to duplicate the experiment that created the rogue villain Trap-Door. She and a dozen others underwent the DNAscent Process, but only three survived; Sam was the only one who remained remotely human or sane.

Sam had slightly different powers than Trap-Door, but helped Dr. Hanks ascertain how the DNAscent process worked and how to better control which powers a subject received. With her newfound powers, Sam began training

## PAYBACK

PL11 • 178 POINTS

STR 12/2 STA 4 AGL 2 DEX 3 FGT 10 INT 2 AWE 2 PRE 2

**Powers:** **Cybernetic Arm** (Ranged Damage 10 (force), AE: Deflect 10, AE: Enhanced Strength 10 (Subtle, Limited to One Arm); **Payback Power** (Broad Perception Ranged Nullify Power 11, Linked to Perception Ranged Affliction 11 (Resisted and Overcome by Will; Dazed, Stunned, Incapacitated), Limited to rank of nullified power)

**Advantages:** Defensive Roll 2, Improved Grab, Improved Hold, Improved Initiative, Language (English; Lebanese native), Ranged Attack 7

**Skills:** Insight 4 (+6), Perception 4 (+6), Stealth 6 (+8), Technology 10 (+12), Vehicles 4 (+7)

**Offense:** Initiative +6, Blaster +10 (Ranged, Damage 10), Unarmed +10 (Close, Damage 12)

**Defense:** Dodge 10, Parry 10, Fortitude 9, Toughness 6/4\*, Will 8  
\*Without Defensive Roll

**Totals:** Abilities 54 + Powers 78 + Advantages 13 + Skills 14 + Defenses 19 = 178

**Complications:** **Motivation—Loyalty:** Payback is a loyal agent of Taurus and the Labyrinth.

with Ms. Scarlet as an agent for the Labyrinth. While Sam entertained a slight crush on her unforgiving taskmistress, she soon fell in love with a new student—the mute Hispanic girl who became Targette. They bonded, and their teamwork makes them exemplary additions to any operation, as they provide the cover that allows other team members to achieve their objectives.

Sidetrack earned her codename because of her ability to distract foes with a dazzling burst of purple light and then teleport to her true objective, leaving behind a swirl of purple sparkles. Working in concert with Targette makes her even more dangerous, as she often includes



## SIDETRACK

PL10 • 140 POINTS

STR 2 STA 2 AGL 2 DEX 2 FGT 4 INT 2 AWE 2 PRE 2

**Powers:** **Kineti-Gloves** (Removable, -2 points; Damage 10); **Light Burst** (Ranged Burst Area Affliction 9 (Resisted by Dodge, Overcome by Fortitude, Impaired, Disabled, Unaware), Reversible, Limited to Vision); **Spatial Jump** (Teleport 8, Change Direction, Extended, Turnabout)

**Advantages:** Defensive Roll 2, Improved Initiative, Language (Sign Language), Seize Initiative, Taunt

**Skills:** Close Combat: Unarmed 6 (+10), Deception 7 (+9), Expertise: Tactics 4 (+6), Perception 4 (+6)

**Offense:** Initiative +6, Kineti-Gloves +10 (Close, Damage 10), Light Burst (Ranged Burst, Affliction 9, Dodge DC 19)

**Defense:** Dodge 14, Parry 10, Fortitude 6, Toughness 4/2\*, Will 8  
\*Without Defensive Roll

**Totals:** Abilities 36 + Powers 62 + Advantages 6 + Skills 11 + Defenses 28 = 140

**Complications:** **Motivation—Loyalty:** To the Labyrinth and Targette. **Relationship:** Targette.

## TAMPER

PL10 • 155 POINTS

STR 2 STA 4 AGL 4 DEX 3 FGT 8 INT 1 AWE 4 PRE 2

**Powers:** **Flight** (Flight 7 (250 MPH)); **Power Control** (Nullify Technological Powers 10, Broad, Concentration, Simultaneous; AE: Ranged Progressive Affliction 10 (Resisted and Overcome by Will; Dazed, Compelled, Controlled), Limited to Controlling Powers); **Tough** (Protection 8, Impervious)

**Skills:** Athletics 4 (+6), Expertise: Theology 4 (+5), Expertise: Terrorist 6 (+7), Ranged Combat: Power Control 7 (+10), Sleight of Hand 3 (+6), Stealth 4 (+8), Technology 8 (+9)

**Offense:** Initiative +4, Power Control +10 (Ranged, Nullify 10 or Affliction 10), Unarmed +8 (Close, Damage 2)

**Defense:** Dodge 8, Parry 8, Fortitude 8, Toughness 12, Will 6

**Totals:** Abilities 56 + Powers 71 + Advantages 0 + Skills 18 + Defenses 10 = 155

**Complications:** **Motivation—Fanaticism:** Tamper believes he is doing "God's work" in the world.

Isabela within the dazzle effect, allowing Targette to charge up her mental blasts more quickly. What annoys some heroes who've faced the pair is their competition over how many opponents they can take down in a scrap. When directly confronting a foe, Sidetrack likes to attack with her kineti-gloves, then teleport to safety.

## TAMPER

Tamper is Charles O'Neil, a former bomb maker from Dublin. A useful freelance terrorist tool of the IRA and some European power mongers, Charlie fled Britain for Italy in 1992. He gained sanctuary with The Order of St. Tomarinus, a secret group within the Vatican claiming to be holy warriors for Catholic causes worldwide—which they are, though they are also unwittingly linked through numerous channels to the Labyrinth. The devout Charlie signed on and was brainwashed into believing he gained his powers in an elaborate ritual in a secret chapel beneath Vatican City. In truth, he spent months undergoing the DNAscent Process, along with the man who became

## TARGETTE

PL10 • 166 POINTS

STR 0 STA 5 AGL 5 DEX 2 FGT 4 INT 2 AWE 2 PRE 2

**Powers:** **Energy Absorption** (Immunity 80 (Toughness effects, Limited to Half Effect), Protection 6, Impervious 11); **Mental Blast** (Perception Ranged Damage 10, Resisted by Will, Subtle; Fades (5 ranks), Limited to After Absorbing Energy (5 ranks))

**Equipment:** Blaster pistol (Ranged Damage 5)

**Advantages:** Equipment 2, Improved Initiative

**Skills:** Acrobatics 9 (+14), Close Combat: Unarmed 4 (+8), Expertise: Streetwise 6 (+8), Insight 4 (+6), Perception 4 (+6), Ranged Combat: Guns 7 (+9)

**Offense:** Initiative +5, Blaster +9 (Ranged, Damage 5), Mental Blast (Perception, Damage 10), Unarmed +8 (Close, Damage 0)

**Defense:** Dodge 9, Parry 8, Fortitude 7, Toughness 11, Will 8

**Totals:** Abilities 44 + Powers 86 + Advantages 3 + Skills 17 + Defenses 16 = 166

**Complications:** **Motivation—Loyalty:** To Sidetrack and the Labyrinth. **Disability:** Mute. **Relationship:** Sidetrack.

Payback. Even when saboteurs invaded the complex and disrupted the empowerment process, Charlie saw them as heretical demons, literally.

While his brainwashing has weakened over time, Tamper does not know he works for the Labyrinth. His usual missions for the Order involve sabotage of, or theft from, "heretical" corporations and eliminating "sinners"—members of the Church who have discovered the Order—who have strayed from the Church, effectively keeping the Vatican hierarchy in the dark about Hades' faithful operating in their midst.

Charlie is a brash, loud, braggart who hasn't mellowed since he gained his powers. As he has sworn to keep the Order's secrets, he doesn't discuss what he sees as his "holy crusade" with others; all he truly knows and cares to know is that he's doing what's right by his faith—he sees himself as a hero, despite the blood on his hands.

Tamper's standard tactics are to fly over a target area and disrupt any surveillance equipment and defensive mechanisms before he enters. His powers protect him from harm most of the time, but if he gets into conflict with super-heroes, he'll either flee at top speed once he's finished his mission or use his thick skin and flying abilities to ram any "heretics" into the ground. His other favorite battle tactics involve making equipment go haywire or giving opponents a "fall from grace"—dropping them from great heights.

## TARGETTE

Isabela Varianza lived on the streets of Los Angeles until a rival gang member stabbed her in the throat during a brawl. The injury destroyed her larynx, but her powers manifested during the attack and she was able to transfer the pain of her wound to her attackers, knocking them out. Quickly discovered and recruited by Dr. Peter Hanks for study, Isabela became a star pupil for Ms. Scarlet, as she took to her reeducation and training exceedingly well. Now mute, she learned American Sign Language, and fell in love with her fellow student, Samantha Blackwood, the woman who became Sidetrack.

Isabela, after finishing her training, was given the code name Targette, as her powers allowed her to absorb any damage and transfer the pain outward via psychic blasts. She refuses to work alone, preferring to act in concert with Samantha. Targette and Sidetrack have become a reliable duo on many Labyrinth assignments, drawing attention and fire away from the true operatives and objectives.

## THE DNASCENT PROCESS

The DNAscent Process was developed in secret, a piece at a time, among three Grant Conglomerates subsidiaries, four biotech firms owned by Constantine Urallos and Taurus, and two projects for the Pentagon. Each of these groups produces a different piece of the project, believing they are working on gene therapies, producing better immunosuppressant drugs, or any number of other fronts.

Each group is unaware that Cardistanic, a shell company within Rice & Stimson Holdings, puts all the disparate pieces together into what Dr. Peter Hanks has dubbed his DNAscent Process: the direct enhancement and manipulation of human DNA. The company is small—Jonathan Grant, Peter Hanks, Victor Reeds, their technicians and support staff, and the real estate on which the company is housed. This is the 14th such shell company to house the DNAscent Process, three of which were shut down in the past by various enemies the Labyrinth has accrued (or created)..

Two of the earliest successful experiments in what would become the DNAscent Process were the British secret agent code-named Evening and the man now called Trap-Door. Both spent weeks on drug regimens to improve baseline health and clean up biological systems before being subject to the mainline drugs. The scientists found the drugs alone, if administered slowly, improved a person's overall abilities and health, but those benefits deteriorated over time unless the subject was exposed to specific doses of radiation. Both of these test subjects escaped, which is why brainwashing later became a mandatory step, though their abilities were signs of success for the program.

In short, the DNAscent Process can produce superhumans in as short a time as six months. They have a 65% accuracy rate at producing a being with specific powers, the precision of which drops the further the powers get away from human normal. In other words, they have great success (94%) at producing humans with enhanced abilities, but the power of flight, for example, is more problematic and less exact. The mysterious "X-factor" that Dr. Hanks and his cronies have not yet been able to isolate is, in fact, ancient Preserver tampering with human genetics, which is sometimes activated by the process, with unpredictable results.

While Dr. Hanks and Dr. Reeds actively find test subjects when the Labyrinth needs a new agent, only Taurus (through Urallos and Grant, who in turn are insulated by layers of contacts and fall guys) can approve a subject sent for enhancement, often by a client requesting a superhuman bodyguard.

Most DNAscent subjects also undergo brainwashing and are programmed with false memories; staff psychologist Dr.

Karen Creiss enjoys implanting stories of alien abduction and experimentation into her subjects, leading many paranoids out there to believe that aliens are creating all the superhumans on Earth, lending fuel to the fires of anti-alien factions. A few subjects escaped the project before brainwashing was instituted (Larceny, Inc., Evening) and know of its existence. Because of them and the potential exposure, the DNAscent group moves around three times a year—or more, if deemed necessary—among different isolated properties.

Recently, Dr. Hanks has been fascinated by incident reports of the Silver Storm in Emerald City and its creation of numerous new superhumans in a manner not unlike the DNAscent Process—though, he is reluctant to admit, far more efficient. The Labyrinth has seized every opportunity to obtain genetic and biological samples from the so-called "stormers" created by the incident, even acquiring a few live test subjects for analysis. This led to the discovery of the nanotechnology that produced the Silver Storm, and that it is largely inert following events in Emerald City. Hanks has not given up on it as a line of inquiry, however, and hopes to replicate or reactivate the technology and use it to enhance the power generating process.

Of active superhumans other than Labyrinth agents, known DNAscendants include the Contenders (Bear-Knuckles, Fly-Boy, Heavyweight, and TKO), Evening, the Faretti Brothers ("Strong Manny," "Joey Brains," and "Slick Willy"), Larceny, Inc. (Get-Away, Grab, Smash, and Trap-Door), the Spanish hero el Matador, the Millennium Bug, the Oliverti Family enforcers Knee-Breaker and Strong-arm, Rant and Rave, the R.I.O.T. (Armourine, Flag-Burner, Insurgent, Little Hawk, S.D. Ivan, and Slam Dance), Silverback, and the Xegnome. Other less-than-human results also exist, and formerly-human monstrosities created by the process include Daddy O'Long-Legs, Death Caul, Howl, Midnight-Owl, Urban D-K, the Vermin, and dozens of other monsters loosed on the world after testing.

### MUSCLE-MAX

TEMPLATE • 30 PTS

**Powers:** **Muscle Enhancement** (Enhanced Strength 6), **Tissue Density** (Enhanced Stamina 6, Impervious Toughness 6)

This is the standard DNAscent "package" of hyper-steroids and biochemical muscle-builders for thugs and bodyguards.

### CYBORG

TEMPLATE • 10 PTS

**Powers:** **Leg Hydraulics** (Leaping 5), **Sensor Package** (Senses 5, choose up to 5 ranks of effects)

The cyborg enhancements are installed in addition to the muscle-max package for a better-rounded and more capable soldier.

### FERAL

TEMPLATE • 36 PTS

**Powers:** Roll once on the **Abilities** table for the **Totem** archetype in the *Deluxe Hero's Handbook*, then find the entry in the **Powers** section and follow the choices there.

The feral package splices animal DNA into the subject, granting various feral atavisms. It may be combined with treatments similar to muscle-max to provide other enhancements as well.

# LADY LUNAR

**REAL NAME:** Selene

**OCCUPATION:** Former ruler of Farside City

**BASE:** Mobile

As a member of the Farside Royal Family, Selene had every advantage. She was beautiful, intelligent, and privileged. What she lacked were the mental powers that were her birthright and the basis of the royal family's ability to rule. She was "mind blind," a virtual cripple by the standards of her relations. Although she was treated well enough, it was with a pity and compassion that she grew to hate. She was denied her rightful throne, her inheritance, and made into an object of ridicule. The sole advantage of her state was it made Selene practically immune to the psychic abilities of others, allowing her to conceal her growing madness and hatred for her family.

Selene gathered allies among the populace of Farside and embarked on a daring plan. She seized control of the Moonstone, the alien power source for the entire lunar city. As she hoped, the Moonstone catalyzed latent powers within her and boosted them beyond those of her relations. Selene and her followers staged a coup and seized control of the palace. Many of the royal family died in the conflict, while the others were executed not long thereafter. The only survivor was Mentac, the youngest son of the king and queen, who was sent to safety on Earth. With the rest of her family eliminated, Selene took on the title Lady Lunar and became the supreme ruler of Farside City.

She ruled for many years, plumb-ing the power of the Moonstone and suppressing all opposition, turning the Crater Ape workers into her personal "police force." When she began making plans for the

conquest of Earth, her initial forays failed due to the intervention of the Atom Family, which included her nephew Mentac. Eventually, Mentac and the Atom Family came to Farside City and helped lead a rebellion that overthrew Lady Lunar. She fled, but returned several times to challenge her upstart nephew and his newfound family.

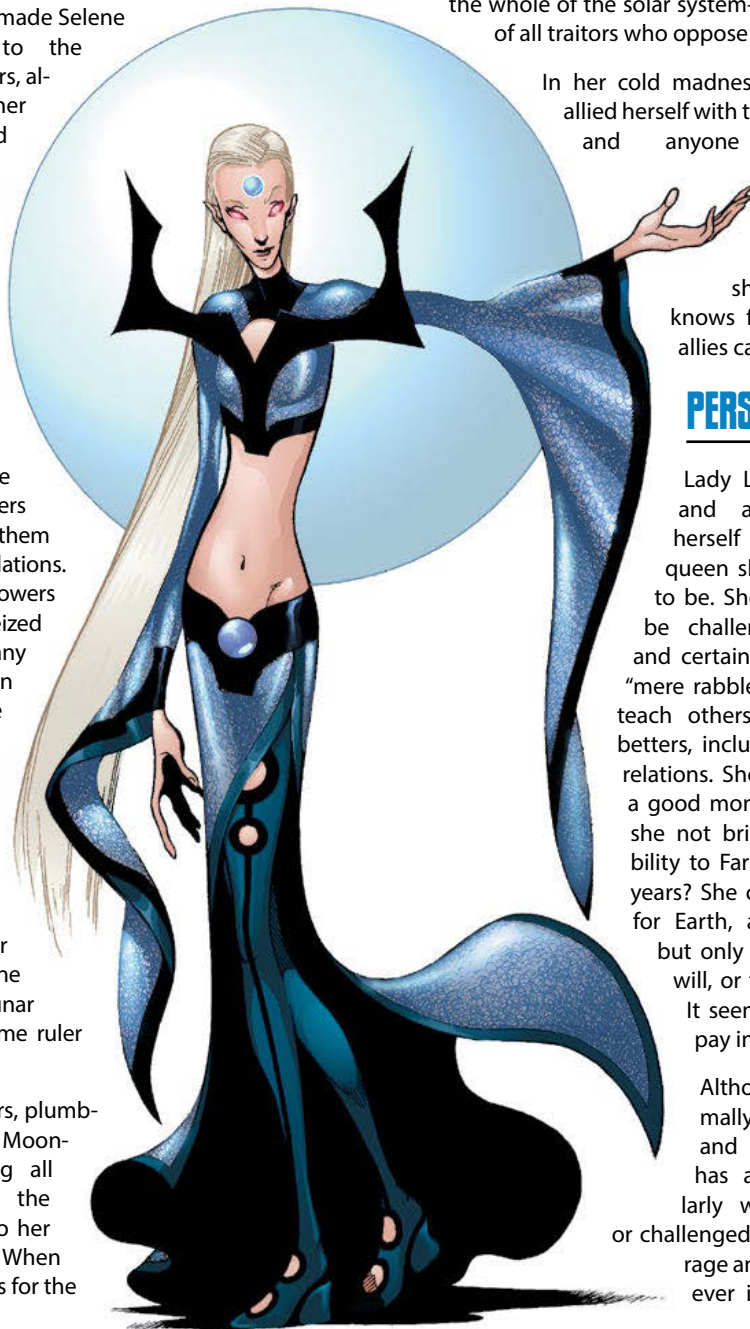
Lady Lunar remains a threat to Farside City, the Earth, and her sole surviving relations, the Atom siblings. Selene has never allowed blood to come between her and what she considers her rightful due, and her grandnieces and -nephews are no exception. They can eventually swear loyalty to her as the true ruler of Luna—and, eventually, the whole of the solar system—or suffer the fate of all traitors who oppose her.

In her cold madness, Lady Lunar has allied herself with the Grue, Star-Khan, and anyone else she believes can assist her in regaining her rightful throne, although she is cautious and knows full well that such allies cannot be trusted.

## PERSONALITY

Lady Lunar is imperious and arrogant, carrying herself like the deposed queen she believes herself to be. She is royalty, not to be challenged, spoken to, and certainly not touched by "mere rabble." She is willing to teach others to respect their betters, including her wayward relations. She considers herself a good monarch. After all, did she not bring order and stability to Farside City for many years? She could do the same for Earth, and other worlds, but only at the cost of free will, or free thought even. It seems a small price to pay in her mind.

Although she is normally cool, collected, and regal, Lady Lunar has a temper, particularly when she's defied or challenged. She can fly into a rage and lash out at whatever is in her way. She





## LADY LUNAR

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	2	1	1	5	1	4	3

## POWERS

**Levitation:** Flight 7 (250 MPH) • 14 points

**Mind Shield:** Immunity 10 (Mental Powers), Sustained, Limited to Half Effect • 5 points

**Telekinesis:** Array (33 points)

- **Telekinetic Blast:** Ranged Damage 13, Accurate 3 • 1 point
- **Telekinetic Grasp:** Perception Ranged Move Object 11 • 33 points

**Telekinetic Shield:** Impervious Protection 10, Sustained • 20 points

**Telepathy:** Array (24 points)

- **Mental Blast:** Perception Ranged Affliction 8 (Resisted and Overcome by Will; Dazed, Stunned, Incapacitated) • 24 points
- **Mental Confusion:** Perception Ranged Burst Area Affliction 8 (Resisted and Overcome by Will; Dazed, Stunned), Limited Degree • 1 point
- **Mind Control:** Perception Ranged Affliction 12 (Resisted and Overcome by Will; Entranced, Compelled, Controlled), Tiring • 1 point
- **Mind Scan:** Mind Reading 12 • 1 point
- **Mind Link:** Mental Communication 4, Comprehend Languages 3 • 1 point
- **Sensory Scan:** Mind Reading 8, Sensory Link • 1 point

**Teleportation:** Teleport 15, Extended (32,000 miles), Limited to Extended, Tiring • 15 points

## SKILLS

Insight 8 (+12), Intimidation 7 (+10), Perception 4 (+8), Persuasion 8 (+11), Ranged Combat: Telekinetic Blast 4 (+11), Technology 7 (+8)

## ADVANTAGES

Defensive Attack, Fascinate (Deception), Languages (English), Second Chance (Will checks against mental powers), Trance

prefers to break her enemies rather than destroy them, and regrets eliminating the rest of the royal family, only because it denied her the pleasure of slowly breaking their wills and bringing them over to her side. Lady Lunar is practiced in interrogation and psychic techniques of brainwashing. She considers others her playthings, pawns to be disposed of as she sees fit.

## POWERS &amp; ABILITIES

Originally, Lady Lunar possessed no powers of her own, but use of the Moonstone catalyzed the latent psionic potential of her royal Selunite bloodline, awakening considerable mental powers.

She is a powerful telekinetic, able to move tons of mass with thought alone, protect herself with a silvery telekinetic force field, and lash out with silvery-white bolts of telekinetic force. Lady Lunar can lift her own body, allowing her to levitate and float from place to place, often

## OFFENSE

## INITIATIVE +1

Mental Blast — Perception Range, Affliction 8, Resisted by Will (DC 18)

Telekinetic Blast +11 Ranged, Damage 13 (Toughness DC 28)

Unarmed +5 Close, Damage 0

## DEFENSE

**DODGE** 10 **FORTITUDE** 8

**PARRY** 8 **TOUGHNESS** 12/2\*

**WILL** 14 \*Without Telekinetic Shield.

## POWER POINTS

**ABILITIES** 36 **SKILLS** 19

**POWERS** 117 **DEFENSES** 28

**ADVANTAGES** 5 **TOTAL** 203

## COMPLICATIONS

**Motivation—Power:** Lady Lunar hungers for the power she feels she was always meant to have, and will seize it at all costs.

**Obsession—The Moonstone:** Lady Lunar's long association with the Moonstone has left her obsessed with it as a source of power, one she pursues above all others.

**Temper:** Normally cool and collected, Lady Lunar can fly into a rage when she is defied or challenged, especially by those beneath her exalted status.

levitating her throne as well to float about the dais in the throne room of the Silver Citadel.

Her telepathic powers are even greater, able to establish psychic communication with subjects on Earth while on the Moon and vice versa. She can read thoughts and memories and even tap into a subject's senses to perceive what they do. She can strike the minds of others with powerful mental blasts to stun or incapacitate them, and exert control over another's mind, although such an effort tires her without the assistance of the Moonstone.

Lady Lunar can teleport vast distances, enough to go from the Earth to the Moon and back, although it strains her physically and mentally, so she only does so in times of great need, particularly to escape death or capture.

When she possessed the Moonstone, Lady Lunar had many other powers, including mental control over light, the ability to transmute matter virtually at will, and a vast expansion of her own psionic powers; among other things, she transformed Jack Wolf into the lupine Wolfjack using the stone's power. Having spent years learning to use it, Lady Lunar is perhaps the most adept wielder of the Moonstone, although the stone seems to demonstrate a greater affinity—or even “preference”—for Chase Atom, a source of both curiosity and aggravation for Lady Lunar.

# LADY SEVEN

**REAL NAME:** Serena Vervain

**OCCUPATION:** Ruler of the Netherworld

**BASE:** The Netherworld

Serena Vervain grew up in the West End of Freedom City, raised by her grandmother Lillian after her parents died in an accident. Her Nana taught Serena about herbs and folk remedies, read her stories and faerie tales, and told her about the little people and the spirits, both good and bad. Serena learned not to talk to other children about these things; they were part of the secret world she shared only with her Nana.

When Serena turned thirteen, she learned the truth. She came from a bloodline of witches that stretched back to the founding days of Freedom City. The gift often skipped generations, but Serena showed signs of being the most gifted witch in her family's history and the seventh to wield a witch's true power. As Serena's gifts awakened, she learned her family had enemies, some of them ancient, and she would need protection from them.

Her grandmother enrolled Serena at the Claremont Academy, where she could hone her gifts and benefit from both its protection and its education. There she took the codename "Seven," a magical number with her the seventh fully realized witch of her bloodline. Serena has proved an exemplary student.

Seven eventually crossed paths with lawyer Lucius Cabot, who arranged the accident that killed her parents as part of his efforts to evade the curse laid upon him by Serena's ancestor, a witch he helped to prosecute and hang in the Colonial era of Freedom. Cabot believed he was safe for a time, but so long as there is a member of the Vervain bloodline still alive, the prophecy may still come to pass. He made several unsuccessful attempts on Seven's life. Fortunately, Seven was also a member of the Next-Gen, Claremont's unofficial team of young heroes, who always had her back. She was unable to bring Cabot down, but sought to do so eventually.

Seven graduated from Claremont with honors and accepted an offer to apprentice with Adrian Eldritch, Earth's Master Mage, who sought to train her as his successor. She also joined the Freedom League, in need of some additional magical expertise, and once again balanced her studies and superheroism. In time, Eldritch chose her as his successor.

Not long after Seven attained the title and position of Master Mage, Eldritch's old foe Una, Queen of the Netherworld, chose to strike at Earth's dimension once again, destroying Eldritch's mortal form, although his astral body lives on in the higher planes. Seven rose to the challenge

and not only beat back Una's incursion, but followed her into the Netherworld, in spite of Eldritch's warning not to do so.

Against all odds, she defeated the Queen in a magical duel and Una's body disincorporated, a portion of her power flowing to Seven, who—by ancient rules of conquest—was now the dark lord of the Netherworld! She found herself barred from returning to Earth by the same protecting wards she had helped reinforce only days before, and felt the power of an entire universe surging through her.

Seven knew the distinction between Master Mage and Dark Lord: the former served to defend the natural order, while the latter overthrew the laws of nature and imposed mystic dominance over the whole of a realm's reality. The Netherworld was such a place, subject to its dark lord's whims. Even if Seven could abdicate Una's power, it would mean another dark lord taking her place, at best, the destruction of the entire Netherworld realm—and the deaths of all of its inhabitants—at worst. She was trapped more certainly than the evil Queen had ever plotted.

Seven surrendered her role on Earth, as she could not be both Master Mage and Dark Lord, and chose the hard path of trying to rehabilitate the Netherworld and restore



## LADY SEVEN

PL15

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	3	1	1	6	3	6	4

## POWERS

**Astral Projection:** Remote Sensing 20 (Visual, Auditory, and Mental, 4,000 miles), Dimensional 2 (Mystic Dimensions), Side Effect 2 (physical body is defenseless) • 42 points

**Defensive Magic:** Array (30 points)

- **Shining Shield of Sirrion:** Sustained Impervious Protection 15 • 30 points

- **Spell of Deflection:** Deflect 15 (Reflect) • 1 point

**Magic:** Array (37 points)

- **Abjurations of Abbridon:** Nullify Magic 18, Broad, Precise • 37 points

- **Baleful Bindings of Bal'Hemoth:** Ranged Affliction 17 (Resisted by Dodge, Overcome by Damage; Hindred and Vulnerable, Defenseless and Immobile), Affects Insubstantial 2, Extra Condition, Limited Degree • 1 point

- **Crooked Path of Kar'Kradas:** Teleport 18 (1000 miles), Accurate, Medium (Shadows) • 1 point

- **Elemental Mastery of Ghorummaz:** Move Object 15, Perception Range, Limited to Air, Earth, and Water • 1 point

- **Magic of the Modrossus:** Ranged Damage 18 (mystic blast) • 1 point

- **Second Wheel of Weyan:** Remote Sensing 24 (Visual and Auditory, 64,000 miles), Feedback, Medium (Reflective Surface) • 1 point

- **Shining Suns of Sirrion:** Ranged Affliction 18 (Resisted and Overcome by Will; Impaired, Disabled, Unaware), Limited to Vision • 1 point

**Whirling Winds of Weyan:** Flight 4 (30 MPH) • 8 points

**Witchsight:** Senses 3 (Magical Awareness, Extended) • 3 points

## SKILLS

Athletics 2 (+2), Deception 7 (+11), Expertise: Magic 12 (+15), Insight 8 (+13), Intimidation 7 (+11), Perception 8 (+13), Ranged Combat: Magic 11 (+12), Sleight of Hand 6 (+7), Stealth 4 (+5), Treatment 3 (+6)

natural order there, before the power of a Dark Lord could corrupt her, body and soul. She must succeed, or become an even greater threat than Una ever was.

## PERSONALITY

Serena was a vivacious young woman with a true love of life. She worked to balance her magical studies and heroic responsibilities with having fun and relaxing and naively encouraged everyone else to do the same, assuming they could manage their time as well as she did.

Unfortunately, Seven's naivete led to her current situation, and it makes it difficult for her to extricate herself from it. Her devotion to doing the right thing for all concerned is why she has chosen not to abandon the Netherworld, but instead looks for ways to rehabilitate it, returning it to the control of natural law, rather than the mystic will of its ruler, namely her. Of course, to do this, Seven needs to slowly unravel centuries of mystic corruption and con-

## ADVANTAGES

Attractive, Benefit 5 (Dark Lord of the Netherworld), Languages 4 (Atlantean, Latin, Sanskrit, and four others, English native), Ritualist, Trance

## OFFENSE

## INITIATIVE +1

Mystic Bindings +12 Ranged, Affliction 17 (Dodge DC 27)

Mystic Blast +12 Ranged, Damage 18

Unarmed +6 Close, Damage 0

## DEFENSE

**DODGE** 12 **FORTITUDE** 11

**PARRY** 10 **TOUGHNESS** 18/3\*

**WILL** 18 \*Without Defensive Magic

## POWER POINTS

**ABILITIES** 46 **SKILLS** 38

**POWERS** 127 **DEFENSES** 36

**ADVANTAGES** 12 **TOTAL** 259

## COMPLICATIONS

**Dark Temptation:** Seven is constantly tempted by the power she wields as ruler of the Netherworld: To use it and to selfishly hold on to it.

**Motivation—Responsibility:** Seven has always understand the responsibility that comes with power, never more so than in her current situation, which includes responsibility to the inhabitants of the Netherworld as well.

quest and surrender a great deal of her newfound power, and there are other would-be dark lords on the fringes, waiting for their opportunity.

## POWERS &amp; ABILITIES

A talented and skilled sorceress, Seven's powers have grown considerably since becoming Master Mage, and then again as ruler of the Netherworld. She knows a wide range of spells that she can cast virtually at will. In particular, she uses spells of protection able to shield her from harm and can fly upon bewitched winds and sense magical forces around her.

Seven can project her astral form out from her body, ranging some distance away and even crossing the barriers between dimensions to perceive and communicate there.

Since obtaining Una's power, Seven has access to many more dark and sinister spells, which she tries to avoid using, but which pose a constant temptation. It would be so much *easier* for her to impose her will on reality, rather than trying to free it from the bonds created by Una, but that way lies a most dangerous compromise.



# MADAME ZERO

**REAL NAME:** Victoria Leonard  
**OCCUPATION:** Physician, Researcher  
**BASE:** Mobile

Once, Victoria Leonard was happy. She was married to the love of her life, with a comfortable home in the suburbs, and her career was on track with a bright future. She was the leading expert on cryogenics in the United States, working with ASTRO Labs to develop cutting-edge life support and organ preservation systems. A brilliant physician and researcher, she was well respected in her field, and liked by her co-workers. The world was her oyster and she was glad to be a part of it.

Until it all came crashing down.

Victoria's husband, a successful lawyer, had been working late nights at the office on an important case. Victoria had barely noticed, engrossed as she was in her own work. One evening, however, she decided to surprise her spouse with a late night supper. Arriving unannounced at her husband's office, Victoria was heartbroken to discover him in a compromising position with a female co-worker. Dazed and sobbing, Victoria ran from the office and back to her lab.

Victoria cried for hours, locked alone in her lab, before her husband called. He explained he was no longer in love with her and needed to move on, called her cold and dispassionate, and accused her of being more married to her job than she was to him. Devastated and overcome by despair, Victoria threw herself into one of her lab's Freon tanks, intent on taking her own life. However, the unbalanced storage unit overturned and struck an electrical panel. Searing cold and a bright flash was all Victoria experienced before losing consciousness.

Victoria awoke in the hospital, almost immediately overcome by the intense heat of her surroundings. Even the metal of the bed frame seemed too hot to grasp. The nurses tried to calm her, but their touch burned like fire. All Victoria could think about was how she needed to cool off, wishing with all her might that it could just be colder. Suddenly the room seemed to go quiet as her surroundings became finally, miraculously, cooler. Victoria opened her eyes to find everything in the room, includ-

ing the medical equipment and the nurses, encased in a thick sheet of ice. Gripped by surprise and panic, Victoria struggled to remove her now frozen IV, accidentally knocking over a diagnostic monitor and shattering an adjacent frozen wall, which allowed Victoria to escape.

Using her newfound powers, Victoria made it back to her now sealed laboratory and broke in. Some tests revealed Victoria was a changed woman. While she had the ability to generate intense cold, she was also unable to tolerate temperatures much above freezing. After hastily assembling the first incarnation of her environmental suit, Victoria gathered some scant equipment and technical data before disappearing into the night.

Proof Victoria Leonard was still at large came when her husband and his lover were discovered frozen in a block of ice in a conference room of his Freedom City law firm. Her need for vengeance satiated, over the course of the next several weeks Victoria looted several medical storage facilities to acquire the equipment she needed to improve her environmental suit and survive. This, combined with the murder of a prominent Freedom City lawyer, brought "Madame Zero" to the attention of the original Raven, beginning a long series of conflicts between the two.

Madame Zero was active in Freedom City during the 1960s. She was a constant source of turmoil for the original Raven, came into conflict with the second Lady Liberty on more than one occasion, and was a sometime member of one incarnation of the Crime League. Eventually, Madame Zero's criminal career culminated in her capture by the Raven, putting her "on ice" for years.

Some twenty-five years later, while watching a cable special on new developments in life support technology, Madame Zero was enraged to discover ASTRO Labs had been marketing the fruits of her cryogenic research, claiming credit for the development with no mention of her involvement. Breaking out of prison, she began a one-woman war on ASTRO Labs facilities, simultaneously looting them for materials useful for her own research and experiments.



## MADAME ZERO

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	4	1	1	0	6	4	0

## POWERS

**Cold Control:** Array (30 points)

- **Brittle:** Ranged Weaken Toughness 14, Limited to Objects • 1 point
- **Cold Blast:** Ranged Damage 10, Resisted by Fortitude • 30 points
- **Create Ice:** Create Ice 14 • 1 point
- **Ice Blast:** Ranged Damage 14 (ice) • 1 point
- **Ice Bonds:** Ranged Cumulative Affliction 10 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree • 1 point
- **Ice Slick:** Ranged Burst Area Affliction 12 (Resisted and Overcome by Dodge; Hindered, Prone), Limited Degree • 1 point

**Cold Projection:** Array (10 points)

- **Chill:** Environment 5 (Extreme Cold) • 10 points
- **Icing:** Environment 5 (Impeded Movement – ice) • 1 point

**Environment Suit:** Removable (–5 points), Immunity 10 (life support), Protection 8 (Impervious) • 21 points

**Frozen:** Immunity 11 (Aging, Cold Effects) • 11 points

**Ice Ramps:** Flight 5 (60 MPH), Platform • 5 points

**Heat Sensitive:** Senses 1 (Infravision) • 1 point

## SKILLS

Close Combat: Unarmed 7 (+7), Expertise: Physician 10 (+16), Expertise: Science 8 (+14), Investigation 4 (+10), Perception 4 (+8), Ranged Combat: Cold Control 4 (+10), Technology 9 (+15), Treatment 10 (+16)

## PERSONALITY

Madame Zero is cold, both literally and figuratively. She shuns all human contact, and what compassion she may have had in her days as a physician is gone. She is a heartless killer, made even more dangerous by her vengeful nature.

Madame Zero's primary goal, however, is and always has been to find a cure for her disability and escape the confines of her environmental suit. To that end she is constantly engaged in research and experimentation designed to reverse her condition. Most of her criminal behavior revolves around supporting that goal, whether it's the acquisition of new equipment or sufficient capital to fund her research efforts.

Madame Zero has been known to hire underlings to aid in her bigger schemes. Similarly, she is likely to work with other technically minded criminals, particularly if they are capable of aiding her research. She has worked with various incarnations of the Crime League and has an on-again, off-again working relationship with Dr. Simian and, more recently, Doctor Shock (see the *Threat Report* sourcebook).

Madame Zero's strangest quirk is her environmental activism. She is gravely concerned about global warming and

## ADVANTAGES

Diehard, Fearless, Improved Critical 2 (Ice Blast), Inventor, Languages 3 (French, German, Italian, Spanish; English native), Ranged Attack 5, Ultimate Effort (Fortitude resistance checks)

## OFFENSE

## INITIATIVE +1

Cold Blast +10	Ranged, Damage 10 (Fort. DC 25)
Ice Blast +10	Ranged, Damage 14
Ice Bonds +10	Ranged, Affliction 10 (Dodge DC 20)
Unarmed +7	Close, Damage 0

## DEFENSE

<b>DODGE</b>	12	<b>FORTITUDE</b>	12
<b>PARRY</b>	12	<b>TOUGHNESS</b>	12
<b>WILL</b>	12		

## POWER POINTS

<b>ABILITIES</b>	32	<b>SKILLS</b>	28
<b>POWERS</b>	84	<b>DEFENSES</b>	39
<b>ADVANTAGES</b>	14	<b>TOTAL</b>	197

## COMPLICATIONS

**Motivation—Cure:** Madame Zero seeks a cure for her weakness and the ability to leave the confines for her environment suit.

**Weakness:** Madame Zero cannot survive in above-freezing temperatures, treating them as extreme heat to her without the protection of her environment suit.

secretly contributes funds to a variety of environmental causes. On more than one occasion, she has even gone so far as to destroy or otherwise hinder the operations of corporations she knows to be flouting government restrictions on the emission of greenhouse gases. Heroes with similar aspirations might find an unexpected ally in Madame Zero.

## POWERS &amp; ABILITIES

Madame Zero is a living cryogenic projector, able to create intense cold in her surroundings. She can emit a general aura of freezing temperatures hundreds of feet across and focus her power to create large masses of ice, shaping them into battering rams, ramps, walls, or coating surfaces with ice to make them slick and difficult to stand on.

Her frozen body is apparently ageless and immune to the cold she generates, while her armored environment suit provides the refrigeration she needs to survive, along with protecting against other hostile environments and attacks.

# MAGPIE

**REAL NAME:** Unknown  
**OCCUPATION:** Thief  
**BASE:** Mobile

The origins of the world-class thief known as Magpie are a mystery, despite the best efforts of Interpol, UNISON, and the Raven to uncover them. He speaks several languages with no trace of an accent, and first made a name for himself in Europe with a series of daring and “impossible” robberies where he left his calling card: a black bird silhouette, often printed on an actual calling card.

The second Raven was the first to ever catch Magpie in the act and thwart one of his robberies. She also discovered that at least part of his reputation was due to the superhuman power to teleport, allowing him to access and escape from otherwise impregnable locations. He implied that his powers came from an early theft of a rare gemstone with magical properties, but that may be a fabrication intended to throw others off the trail of his true origins, whatever they might be.

Raven became both Magpie’s greatest adversary and an object of his attentions. The charming rogue made several attempts to seduce the dark-clad heroine. Although Raven found herself flattered by his attention, even somewhat tempted, she never allowed it to stand in the way of her efforts to bring him in. For some time, the cunning criminal remained at large, continuing to play his game with the police and his lovely pursuer.

The Raven eventually managed to bring Magpie to justice, arranging a trap from which even he could not escape. Unfortunately, after a showy and lengthy trial for his many crimes, where Magpie spent considerable time on the stand recounting events to a rapt audience, he staged an escape and disappeared, leaving only one of his calling cards behind. Some speculate Magpie allowed himself to be captured in the first place in order to play out the trial for his own aggrandizement, others that he was merely stalling for time until he figured out a means of escape. Whatever the case, the vanishing thief has not been incarcerated since.

Magpie’s criminal activities have expanded somewhat over the years, from daring robberies of rarities to more mercenary work for noted crime-lords and other wealthy patrons in North America, Europe, and elsewhere. So long as the task is challenging and carries the thrill of risk, there’s a chance he’ll consider it. The Magpie follows a code, however, and it is widely known that he will not kill unless he feels he must, and he does not take jobs involving kidnapping, murder, or other criminal activities he finds unsavory.



More recently, Magpie “honored” the retirement of his old foe the Raven by undertaking the task of breaking into Nevermore, the other-dimensional headquarters of her successor, the third Raven. He left only his distinctive calling card with a hand-written note: “The game is on. – M.” There’s less flirtation between the dashing Magpie and the

third Raven, and Magpie has been delighted to exploit his new foe’s sometimes barely-restrained temper.

Investigating a series of crimes with the Magpie’s distinctive calling card, the Raven has discovered that not all of them have been personally committed by the teleporting thief. It appears Magpie has taken on one or more apprentices to his craft, introducing them to the arts of thievery and arranging various tests of their skills that also carry out some useful jobs. Certainly there are those interested in training with the very best in the world. If so, the Magpie might be preparing for his eventual retirement, if a rogue such as he can truly ever give up the thrill of the chase and the challenge of just one more job.

Magpie has hinted in the past that he has a number of “roosts”—safe houses whose locations he has committed to memory—so he can teleport to them virtually at will when he is within range. None of these has even been uncovered by the authorities or his heroic foes, and no doubt a great many of the treasures he has plundered over the years can be found there, kept as trophies and mementoes.



## MAGPIE

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	2	6	6	4	2	2	4

## POWERS

**Teleportation:** Teleport 11 (8 miles), Extended (2,000 miles)  
• 33 points

## SKILLS

Acrobatics 10 (+16), Athletics 12 (+15), Close Combat: Unarmed 11 (+15), Deception 14 (+18), Expertise: Criminal 8 (+10), Insight 6 (+8), Investigation 8 (+10), Perception 8 (+10), Ranged Combat: Throwing 9 (+15), Sleight of Hand 12 (+18), Stealth 12 (+18), Technology 6 (+8), Vehicles 8 (+14)

## ADVANTAGES

Accurate Attack, Benefit (Use Sleight of Hand to Disable Devices), Contacts, Defensive Attack, Defensive Roll 4, Equipment 4, Evasion 2, Grabbing Finesse, Improved Disarm, Improved Trip, Languages 3 (English, French, Russian, Spanish), Luck 2, Power Attack, Second Chance (Sleight of Hand checks), Seize Initiative, Skill Mastery 3 (Sleight of Hand, Stealth, Technology), Ultimate Effort (Sleight of Hand), Uncanny Dodge, Well-informed

## PERSONALITY

Magpie is a thorough rogue who steals simply because he can, and because it is exciting. A true romantic at heart, he lives for danger and challenge. He deliberately takes on the most difficult jobs and does so in a fashion that lets everyone know who was responsible, since there's no point in the achievement if it goes unknown. In some cases, he has even forewarned a target by either sending them one of his calling cards or leaving it where it will be found, daring his target, the authorities, and various heroes to try and stop him.

Magpie claims to be an admirer of beauty in all its forms. He's a connoisseur with a taste for the finer things, and at least part of his larceny is to keep him in the style and comfort to which he has become accustomed. He's a charmer and a flirt, willing to use banter, wit, and seduction to fluster and distract his opponents while he remains cool, calm, and always prepared.

Ever the "gentleman," Magpie holds true to a personal code: He's more than willing to steal from the rich and powerful, from governments, corporations, or public institutions like museums, but he does not steal from those who have very little, nor does he engage in kidnapping, murder, drug-running, or other such activities. He has even been known to dispense vigilante justice to "criminal scum" that offend his sensibilities, and there are stories in the underworld of those who have crossed Magpie literally disappearing, never to be seen again.

## POWERS &amp; ABILITIES

Magpie is a skilled acrobat, athlete, contortionist, and escape artist; a master burglar able to overcome the most sophisti-

## OFFENSE

INITIATIVE +6

Unarmed +15

Close, Damage 3

## DEFENSE

<b>DODGE</b>	16	<b>FORTITUDE</b>	10
<b>PARRY</b>	16	<b>TOUGHNESS</b>	6/2*
<b>WILL</b>	10	*Without Defensive Roll bonus.	

## POWER POINTS

<b>ABILITIES</b>	58	<b>SKILLS</b>	62
<b>POWERS</b>	33	<b>DEFENSES</b>	38
<b>ADVANTAGES</b>	30	<b>TOTAL</b>	221

## COMPLICATIONS

**Motivation—Thrills:** Magpie steals for the challenge and the thrill more than any profit.

**Calling Card:** Magpie always signs his work, often his with iconic calling card or magpie emblem.

## BIRDS OF A FEATHER

Is Magpie teaching a new generation of cat burglars and thieves the secrets of his craft? That is left for the Game-master to decide, as best suits the series and the heroes. Magpie's apprentices might be an elaborate blind to make it seem like the ol' fellow has students or allies—perhaps to cover up that he's no longer at the top of his game—or they might be for real.

In the latter case, members of Magpie's "flock" could be otherwise ordinary humans, trained with top-level athletic and espionage skills, or they might have super-powers of their own. Perhaps Magpie has found a way to tap into the source of his teleportation powers in order to grant them to other people. Magpie could even be assembling his own team of thieves and grifters for even more ambitious jobs than he could pull off alone. In a less heroic M&M series, the players could even take the roles of the members of Magpie's new team!

cated locks and security systems in the world in record time; and a master manipulator, lying with such skill that a great deal of the truth about him and his past remains obscured.

Magpie has the power to teleport, apparently to any place he can see or knows reasonably well. This allows him to overcome many barriers to both entry and exit and to escape from almost any situation in an instant, since he's usually careful to have a bolt-hole to retreat to from any given target. Generally, Magpie prefers to accomplish his jobs "the old-fashioned way," if he can, reserving his teleportation ability for a last-minute escape when he needs it, but he does not consider it cheating to teleport around obstacles when circumstances demand.

# MEGALODON THE MAN-SHARK

**REAL NAME:** Dr. Connor Kirkstrom

**OCCUPATION:** Marine biologist

**BASE:** Freedom City

Dr. Connor Kirkstrom was a brilliant biologist specializing in marine life, as well as a passionate diver and oceanic explorer. Some thought Kirkstrom a bit reckless, but others admired his adventuring spirit, less common in later generations of scientists.

This reckless spirit of adventure changed Dr. Kirkstrom's life forever. While studying great white sharks in the Pacific, Dr. Kirkstrom overlooked certain safety measures. When a shark cage proved faulty, Kirkstrom came face to face with a powerful great white and barely escaped

with his life. One leg was severed, bitten off just below the knee, while his other was so badly mangled that doctors were forced to amputate it. Kirkstrom would never dive again. He underwent physical therapy and rehabilitation with the assistance of his fiancée, Susan Mishner.

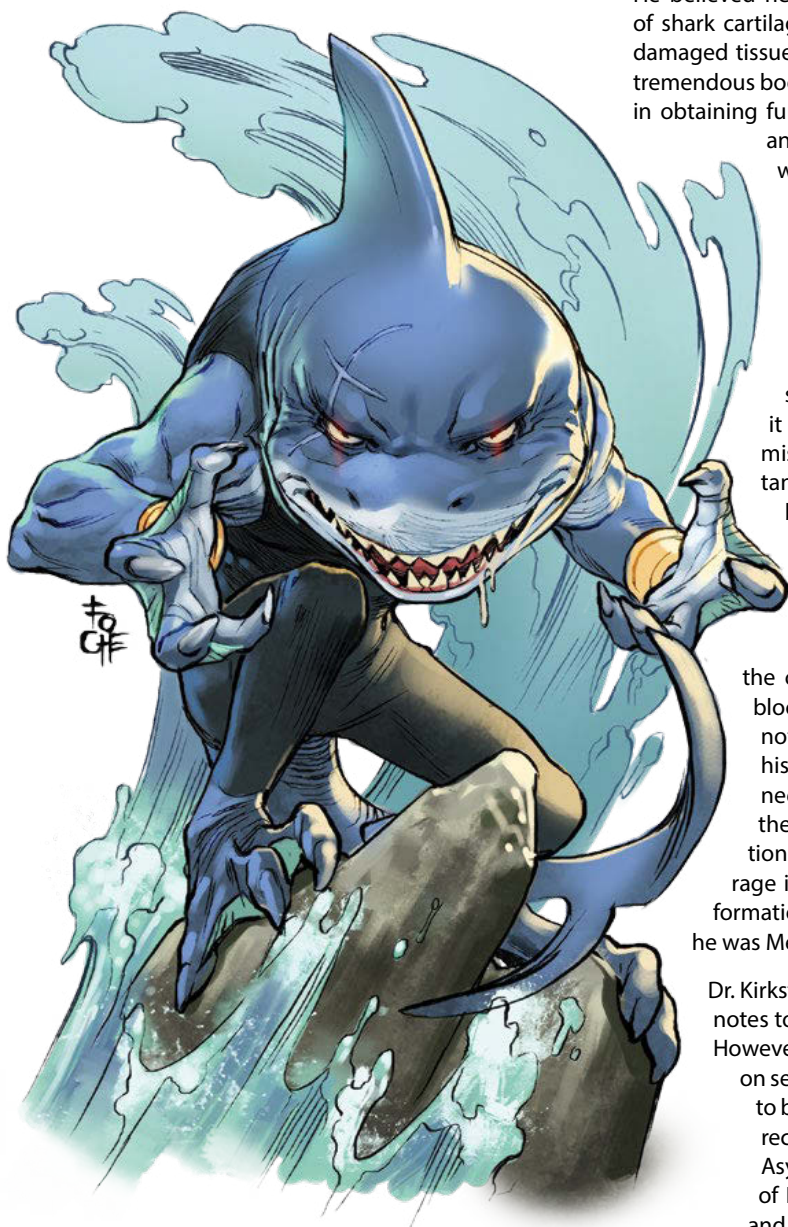
Relegated to laboratory research, teaching, and writing, Dr. Kirkstrom became obsessed with the cause of his injuries. He became a renowned authority on sharks—their biology, behavior, and habits—and a kind of admirer of nature's cruel and elegant design in creating the world's perfect predator, unchanged by millions of years of evolution.

Among their other properties, Dr. Kirkstrom studied the biological structure and recuperative abilities of sharks. He believed he had found a means for using infusions of shark cartilage and DNA to promote regeneration of damaged tissue. If successful, his experiment could be a tremendous boon to medicine. However, he had difficulty in obtaining funding, given his somewhat reckless past and the lack of solid experimental data. He was encouraged to continue his research, but slowly, and to try again when he had more proof of his theories.

Kirkstrom was unwilling to wait. He knew his theories were correct, so he pursued research on his own. When funding dried up, and he was left with no experimental subjects for his new treatment, he tried it on himself with startling results. The missing parts of Dr. Kirkstrom's legs spontaneously regenerated! More than that, he began taking on some other properties of sharks, including the ability to breathe underwater and tremendously enhanced strength and reflexes.

Then Kirkstrom noticed the side effects: the cravings for raw meat, the paranoia and bloodlust, the outbursts of rage. Worse yet, he noticed his skin becoming rough and gray, his teeth pointed. He tried stealing what he needed to formulate an antidote, to reverse the effects, but it was too late. A confrontation with the heroine Siren triggered a berserk rage in Dr. Kirkstrom and completed his transformation. No longer was he a crippled scientist; he was Megalodon, the Man-Shark!

Dr. Kirkstrom's fiancée was able to use his research notes to help restore Megalodon to human form. However, Dr. Kirkstrom has become Megalodon on several other occasions since, and it remains to be seen if any cure is truly permanent. Most recently, Dr. Ashley Ellis of the Providence Asylum put forth the theory that at least part of Dr. Kirkstrom's condition is psychological, and the Man-Shark is a manifestation of his



## MEGALODON

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
10	8	4	4	0	-1	2	0

## POWERS

**Aquatic:** Enhanced Advantage (Favored Environment: Aquatic), Immunity 3 (Cold, Drowning, Pressure), Movement 1 (Environmental Adaptation: Aquatic), Swimming 6 (30 MPH) • 6 points

**Claws & Teeth:** Strength-based Damage 2, Improved Critical 2 • 4 points

**Power Lifting:** +2 Strength, Limited to Lifting • 2 points

**Regeneration:** Regeneration 3 • 3 points

**Sharkskin:** Protection 4 • 4 points

**Shark Senses:** Senses 4 (Acute Olfactory, Darkvision, Direction Sense) • 4 points

**Shark Control:** Summon Sharks 4 (Active, Horde, Mental Link, Multiple Minions 2 (four sharks)) • 33 points

## SKILLS

Athletics 8 (+18), Close Combat: Unarmed 11 (+11), Expertise: Science 12 (+11), Expertise: Survival 13 (+12), Insight 4 (+6), Intimidation 12 (+12), Perception 12 (+14), Stealth 4 (+8)

## ADVANTAGES

All-out Attack, *Favored Environment: Aquatic*, Fearless, *Improved Critical 2 (Claws & Teeth)*, Improved Hold, Improved Initiative, Power Attack, Startle, Takedown, Tracking

buried trauma and the “shadow side” of his personality. Declared unfit for trial on the basis of temporary insanity while in his Megalodon form, Dr. Kirkstrom is currently on parole and under Dr. Ellis’ care. Both have high hopes continued treatment will cure Kirkstrom and banish Megalodon for good, although that remains to be seen.

## PERSONALITY

Connor Kirkstrom is a brilliant man tormented by the monster inside of him and the things it made him do. His former love of life has diminished to the point where he has considered suicide to destroy Megalodon once and for all. Only the support of caring people like Dr. Ellis and the steadfast love of his wife Susan have kept Dr. Kirkstrom sane as he hopes and prays for deliverance from the specter of the Man-Shark. He has become meek and quiet, fearful that his anger is the key to Megalodon’s freedom.

Megalodon is a savage and remorseless killer, a predator par excellence. He’s perversely proud of his place at the top of the world’s food chain, considering all other creatures beneath him. Only other sharks are potential peers, and even they must bow to his superior will. Megalodon is quite cunning and more intelligent than many give him credit. Most of the Man-Shark’s short term plans involve survival and finding a means of ensuring he is never again forced to revert to the soft and helpless form

## OFFENSE

## INITIATIVE +8

Claws & Teeth +11    Close, Damage 12 (crit. 18–20)

Unarmed +11        Close, Damage 10

## DEFENSE

<b>DODGE</b>	10	<b>FORTITUDE</b>	14
<b>PARRY</b>	10	<b>TOUGHNESS</b>	12
<b>WILL</b>	10		

## POWER POINTS

<b>ABILITIES</b>	54	<b>SKILLS</b>	38
<b>POWERS</b>	56	<b>DEFENSES</b>	30
<b>ADVANTAGES</b>	9	<b>TOTAL</b>	187

## COMPLICATIONS

**Motivation—Survival:** Megalodon looks to ensure his own survival and place at the apex of the food chain.

**Identity:** Dr. Kirkstrom, marine biologist, who works against Megalodon’s own goals (use the Scientist from the *Gamemaster’s Guide*, p. 136)

**Temper:** Megalodon can go into a frenzy in combat, especially when his attacks draw blood.

of Connor Kirkstrom. Long term, the malevolent Man-Shark wants to rule the oceans, followed by different ways of flooding the world, possibly along with transforming humanity into his shark-men subjects or herds of aquatic prey—or both, depending on whether or not they side with Megalodon as the future of evolution—or evolving ordinary sharks into humanoid subjects with abilities similar to his own.

## POWERS &amp; ABILITIES

Megalodon combines the most powerful traits of human and shark, able to breathe in both water and air, with arms and legs to move on land, but also capable of swimming at considerable speed in the water. His hide and muscle tissue are dense armor, while his hands and feet are tipped with claws and his wide mouth is filled with razor-edged teeth.

Megalodon is superhumanly strong, able to toss small boats and police cars with ease, or tear apart even a concrete pier. He has shark-like senses, including the ability to navigate in deep waters with no light and to detect scents like blood in the water.

Megalodon can exert mental control over other sharks, summoning them and ordering them to do his bidding, and typically has several swimming nearby when he appears.



# THE META-GRUE

**REAL NAME:** Darr'Kan  
**OCCUPATION:** Conqueror  
**BASE:** Mobile

When the Grue Unity kidnapped and replaced the Atom Family as a prelude to their invasion of Earth, the young Atoms were also used as subjects in a Grue experiment. Darr'Kan, a metamorph specially bred and modified for the experiment, leeches off their psychic energies and, in so doing, fully duplicated all of their unique powers and abilities. He was intended as the first of a new generation of Grue super-warriors. Once the Unity had drained and copied the powers of all of Earth's heroes, it would become invincible!

Fortunately for Earth and the universe, the experiment didn't work out as planned. The psychic interaction with the Atom Family, enhanced by telepathic interference from Chase Atom, caused Darr'Kan to awaken to a new, independent consciousness. Knowing full well he would be branded a rogue and destroyed as a threat to the Unity, and filled with power-lust and ambition, the Grue warrior hatched a plot to aid the invasion, then overthrow the Meta-Mind and claim rulership of the Unity for himself!

With the aid of Darr'Kan's plot, the Atom Family was able to lure the Meta-Mind to Earth's solar system and escape their confinement on board the Grue mothership. With the betrayal of Darr'Kan and the escape of Earth's other heroes—aided by Pseudo and the new Star Knight—providing a distraction, the Atoms were able to damage the mothership and shut down the Grue subspace shields. This allowed Chase's friend Cosmo to teleport them to Farside City.

Using the power of the Moonstone, aided by Earth's most powerful psychics and mystics, Chase Atom engaged the Meta-Mind in psychic combat and defeated it. The telepathic backlash disabled the Grue, wiping out most

of their invasion fleet and sending the rest fleeing back into deep space. Darr'Kan was able to escape the destruction of the Grue mothership at the last moment, but he was stranded on Earth and exiled from the Unity. Since then, the rogue metamorph has adopted the title "the Meta-Grue" and still plots to either overthrow the Meta-Mind and claim control over the Unity, or to found his own rival Grue Unity that will one day conquer and absorb the original, allowing the Meta-Grue to become ruler of the galaxy!

## PERSONALITY

The Meta-Grue is a cunning opponent and a fierce warrior, but he's still learning in many respects, both about human culture and acting on his own.

As time progresses, he becomes more subtle and detailed in his plans and their execution. He's wary of allies, preferring his independence, and generally trying to dominate any situation he is in, but sometimes finds it worthwhile to work with others. His arrogance makes it unlikely he'll join forces with another villain except as the leader of a team of his own creation.

Although he has considerable power, the Meta-Grue is not the most brilliant tactical mind; he tends to approach problems with brute force, although existence on Earth has taught him subtlety in the use of his metamorphic powers to conceal himself and his activities.

## POWERS & ABILITIES

The Meta-Grue has the full combined powers of the Atom Family siblings, although he lacks their attributes, particularly their intellectual capabilities and knowledge.

Like Maximus Atom, he can increase or decrease in size, becoming a 30-foot giant or a tiny figure easily able to escape notice.



## THE META-GRUE

PL16

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2/14*	2/14*	2	1	7	1	3	2

## POWERS

**Mind Shield:** Impervious Will 10, Limited to mental powers • 5 points

**Nucleonic Energy Projection:** Array (22 points)

- **Energy Blast:** Ranged Damage 11 • 22 points
- **Molecular Disruption:** Ranged Weaken Toughness 11, Affects Only Objects • 1 point
- **Nucleonic Dampening:** Burst Area Nullify Radiation 11, Simultaneous, Close Range • 1 point
- **Nucleonic Solidification:** Create Force Objects 11 • 1 point
- **Photonic Beam:** Ranged Cumulative Affliction 11 (Resisted by Dodge, Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Vision • 1 point

**Nucleonic Field:** Sustained Impervious Protection 8 • 15 points

**Nucleonic Propulsion:** Flight 7 (250 MPH) • 14 points

**Pliable Form:** Elongation 9 (1/2 mile), Insubstantial 1 (fluid), Morph 4 (any form) • 34 points

**Psychic Evasion:** Enhanced Dodge 2, Enhanced Parry 2, Quirk (not against foes immune to mental powers, -1 point) • 3 points

**Psychic Sense:** Senses 2 (Acute Mental Awareness) • 2 points

**Size and Density Control:** Array (35 points)

- **Density Decrease:** Insubstantial 4 (incorporeal) • 1 point
- **Size Decrease:** Shrinking 16 • 1 point
- **Size Increase:** Growth 12, Continuous, Quirk (-1 attack penalty per 4 ranks active) • 35 points

**Telepathic Translation:** Comprehend Languages 3 (speak, understand, understood) • 6 points

**Telepathy:** Array (32 points), all Dynamic

- **Mental Blast:** Perception Ranged Damage 8, Resisted by Will • 32 points
- **Mental Communication:** Communication 5 (mental) • 2 points
- **Mental Illusion:** Illusion 6, Selective, Resistible by Will • 2 points
- **Mind Reading:** Mind Reading 12 • 2 points
- **Mind Wipe:** Perception Ranged Cumulative Affliction 8 (Resisted and Overcome by Will; Entranced, Compelled, Transformed) • 1 point

**Tough:** Impervious Toughness 12, Limited by ranks of Growth active • 6 points

He can also decrease his density to the point of passing harmlessly through other objects and materials.

Possessing Victoria Atom's metamorphic abilities, combined with his own Grue metamorph skills, the Meta-Grue is an accomplished shapeshifter, able to assume virtually any appearance or form, to elongate his limbs or any portion of his body, and to become pliable and fluid, able to flow through small spaces and openings. He can combine Max's size-changing and his shapeshifting to assume much larger and smaller forms than Victoria can, as well. Among other things, this allows the Meta-Grue to disguise himself as virtually any earthly creature.

He wields Tesla Atom's power to generate and project nucleonic radiation, from projecting powerful blasts and

## SKILLS

Close Combat: Unarmed 4 (+11), Deception 8 (+10), Insight 8 (+11), Intimidation 6 (+8), Investigation 4 (+5), Perception 6 (+9), Stealth 6 (+8), Technology 4 (+5), Vehicles 4 (+5)

## ADVANTAGES

Improved Hold, Improved Initiative, Ranged Attack 9

## OFFENSE

## INITIATIVE +6

Mental Blast — Perception Range, Damage 8, Resisted by Will (DC 18)

Nucleonic Blast +10 Ranged, Damage 11 (DC 26)

Unarmed +11 Close, Damage 2 (14 at full size) (DC 17/29)

## DEFENSE

**DODGE** 9/3\* **FORTITUDE** 10/22\*

**PARRY** 9/3\* **TOUGHNESS** 2/14\*/22\*\*

**WILL** 10

\*With full Growth ranks. \*\*With Force Field and full Growth

## POWER POINTS

**ABILITIES** 40 **SKILLS** 25

**POWERS** 190 **DEFENSES** 20

**ADVANTAGES** 11 **TOTAL** 286

## COMPLICATIONS

**Motivation—Conquest:** The Meta-Grue seeks to conquer his own race and the whole of the galaxy.

**Exile:** As a rogue, the Meta-Grue is exiled from the Unity and largely on his own in the cosmos. He is a true alien on any other world he visits.

blinding beams to forming nucleonic force fields in different shapes, dampening existing sources of radiation, or disrupting the molecular bonds of nonliving material, causing it to weaken and crumble.

Lastly, he combines Chase Atom's telepathic powers with his own Grue psychic abilities, making the Meta-Grue a fairly formidable—if not especially subtle—telepath, able to read minds, project his thoughts, alter perceptions or memories, and strike the minds of others with stunning bolts of telepathic "force". His mind-reading and shapechanging powers make the Meta-Grue an excellent infiltrator and spy, although his warrior bloodlust sometimes gets the better of him.

The process which gave the Meta-Grue his powers appears to be stable, and he continues to retain them even without psychic contact with any of the Atom Family.

# MISTER INFAMY

**REAL NAME:** Known by many names

**OCCUPATION:** Tempter, deal-maker

**BASE:** The Shop, in some hidden dimension

Nobody knows who he is or where he comes from. The only clue he has ever provided is his business card, a rectangle of fine black cardstock with gold embossed letters that reads "Mr. Infamy, Your Deepest Desires Can Be Yours, Freedom City, 666-666-6666." The card often arrives in the mail in a hand-addressed envelope with no return address or postage, though one may also simply show up under a door or on a desk, or even in someone's pocket.

Anyone who dials the number of the card (which doesn't exist in any directory) will reach Mr. Infamy. He has a way of knowing which people are most likely to be susceptible to the bargains he has to offer. Others are encouraged to visit him; at some point after getting his card, they'll step through a door or turn down an alley and find themselves in the small, crowded shop Mr. Infamy calls home, full of antiques, oddities, and "needful things." Those who reject what he has to offer watch the business card go up in a puff of flame and they are rarely, if ever, troubled by him again. He has other business to attend to, after all.

The deal Mr. Infamy offers is deceptively simple. He agrees to grant the supplicant's deepest and darkest desires in return for nothing more than the privilege of being able to do so. He asks for no money, nor does he require any contract. Those who ask if he wants their immortal souls are met with laughter: "Your soul? Now what would I do with a thing like that?" No, all Mr. Infamy wants is to be *helpful*...or say he says.

Of course, Mr. Infamy's particular brand of helpfulness is almost anything but, since the wishes he grants are always selfish, mean-spirited, and cater to the worst aspects of human nature. Even the most well-intentioned ones are twisted beyond all recognition of anything good, and there's no going back on a deal once it is struck. Mr. Infamy's "gifts" are non-returnable.

Mr. Infamy is responsible for a number of incidents in Freedom

City's recent history, including empowering various villains and, in particular, arranging the revenge scheme of the Death Angel—former Golden Age heroine Virginia North, known as the Scarlet Specter—which nearly consumed Freedom City in disasters modeled on the Biblical plagues of ancient Egypt. He also granted a mature form and mystic powers to Heather Combs, a young orphan girl who wanted to prevent Christmas from ever coming again.

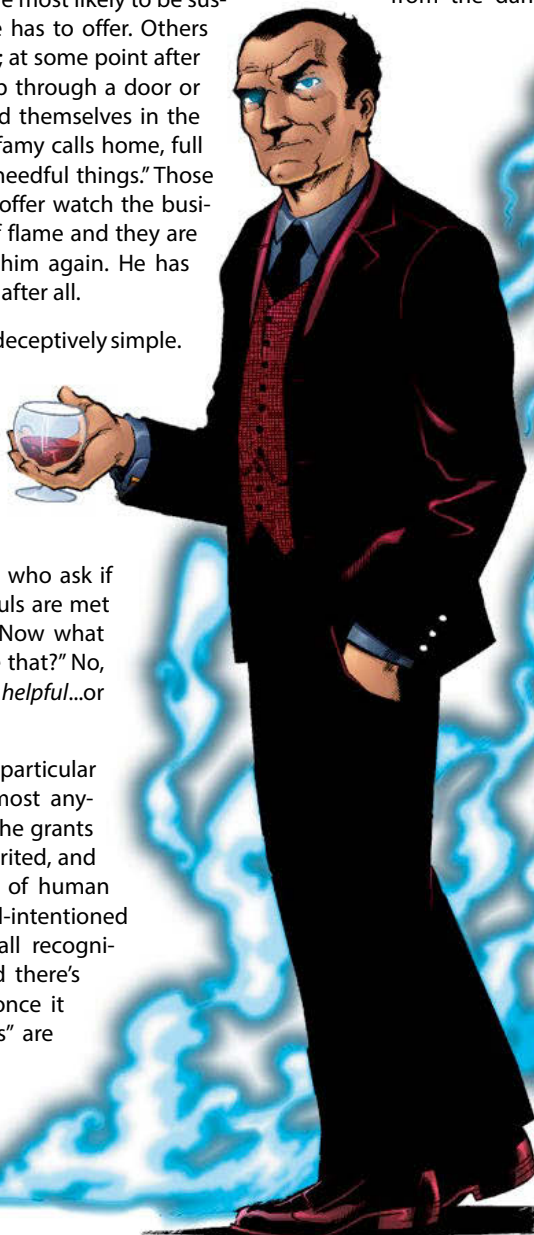
Rumors abound about this mysterious figure, but few can actually claim to have met him. The authorities in Freedom City aren't even certain he exists, although AEGIS takes reports of Mr. Infamy's activities seriously, as does the Freedom League. Dr. Metropolis speculates that Mr. Infamy may be some sort of "primal being" spawned from the darkest parts of the collective uncon-

scious. Captain Thunder thinks he may be related to the imp Quirk or his foe the Hellqueen in some way. Eldritch and other magicians believe he is a guise for a demon of considerable power. They may all be right, or none of them. All that is known for sure is that when one of Mr. Infamy's mysterious black cards shows up, trouble almost always follows.

## PERSONALITY

Mr. Infamy appears to have only one purpose and motivation—making his mysterious "deals" with people likely to be drawn into doing evil through his influence.

He seems remarkably urbane, polite, and charming in person—the ultimate salesman. He has a way of making almost anything sound reasonable, and he helps to justify his "clients'" most twisted wishes in a variety of ways. He's completely unfazed by threats or taunts of any kind, smiling genially all





## THE DEVIL YOU SAY!

Is Mr. Infamy the Devil...? He does nothing but smile enigmatically and change the subject when the question is raised, although he does not deny the possibility, either. He seems to find the notion faintly amusing, another of his many private jokes.

Ultimately, it is up to the individual Gamemaster to decide who and what Mr. Infamy really is: ultimate evil, cosmic being, trickster-god, or something else altogether. It is also perfectly fine to leave the question open to interpretation. Solving the mystery of Mr. Infamy's origins is far less important than dealing with the fallout of his various "deals."

For a *Freedom City* series, Mr. Infamy is pure plot-device, a means of setting events into motion to challenge the heroes, even if he rarely interacts with them directly. See **Chapter 3** of the M&M *Gamemaster's Guide* for additional discussion of Power Level X characters. Potential Mr. Infamy schemes can include the following:

- The classic deal: Mr. Infamy finds someone desperate and in need, particularly consumed with feelings like hate and vengeance, and offers them the power they need to lash out, creating a new supervillain. The "client" might become a mindless, rampaging monster but, more often, the goal seems to be to corrupt, leaving clients in control of their faculties, but spiraling down from a series of bad choices with no apparent way out.
- Mr. Infamy may approach a hero in a moment of need or weakness, offering to fix a particular problem. Of course, once he has his hooks in the hero, his influence may be impossible to shake, growing increasingly powerful over time. Even more insidious, Mr. Infamy might make a similar offer to one of the hero's supporting characters—a friend or loved one—in order to put the hero in an even more difficult position.
- Apart from just making trouble, Mr. Infamy sometimes goes after bigger game—entire concepts of goodness or wholesomeness, such as when he granted the wish of an angry young orphan girl to stop Christmas from ever coming, transforming her into a bitter Ice Queen and removing the very notion of Christmastime from the world. Such opportunities seem to come along rarely, but play up Mr. Infamy's potential as a cosmic threat. Given the right wish, he could entirely rewrite reality, leaving the heroes the only ones capable of setting things right.
- Not all of the "gifts" Mr. Infamy offers are obviously Faustian bargains: He is capable of changing his appearance at will, and can show up in any number of guises to offer his seemingly innocuous assistance to others. For example, he may decide to become the "patron" for a new team of would-be superheroes, arranging for their origins, providing them with resources (training, headquarters, etc.), assembling them together as a team, only to encourage some of the worst excesses of vigilantism and power-trip fantasies, rather than true heroism, leaving the players' heroes to deal with the fallout. Who knows? He might even try this trick with the player's heroes!
- Likewise, Mr. Infamy sometimes does put restrictions on his deals. In particular, he has been known to require a favor in return for his assistance, or to play games of chance or contests with his "clients," offering them the opportunity to win what they want if they are successful. Of course, even winning a game against Mr. Infamy is no guarantee that you will be free of his influence.

the while like he's the only one in on the greatest joke in the world.

When push comes to shove, however, Mr. Infamy's pleasant demeanor becomes icy cold, as he informs dissatisfied "clients" that there is no going back on their deal. Mr. Infamy's assurance that there is no way out may be true, but then he is also an infamous liar.

## POWERS & ABILITIES

Mr. Infamy has vast, apparently limitless powers, although he rarely takes a direct hand in anything.

His greatest power is effecting remarkable transformations in people: changing their physical appearance, giving them super-powers, altering their memories or even their intellect, making them into forces to equal some of the world's most powerful superhumans. The only limitations on his ability are apparently that the subject must freely agree to be transformed, and Mr. Infamy can only create transformations based on the subject's darkest desires, always twisted towards corrupt ends.

There's some evidence that subjects who truly repent and reject Mr. Infamy's "gifts" can reverse the transformation, although this becomes increasingly difficult over time. Mr. Infamy can also reverse or suspend the effects of his

"gift" at will, although he only does so as punishment or to remind his client that he holds all of the cards. Regardless, he is also immune to any powers that he grants others, and laughs at the notion of allowing them to be used against him.

Apart from his transformational ability, Mr. Infamy appears immune to any conventional form of harm; attacks seem to leave him completely untouched, without even mussing his hair or immaculate suit. He seems able to do nearly anything, although he only uses his vast powers to chastise those who foolishly attack him. He'll usually strike such foes with an attack that leaves them incapacitated, but conscious long enough for him to mock their efforts and explain how he is beyond their power, then he either ejects the offender from his shop or, in one of his rare appearances outside of it, disappears himself. He seems unwilling (or unable) to initiate any sort of direct conflict, and he never intervenes directly. He only uses his powers to defend himself, and then only long enough to arrange a graceful exit.

If Mr. Infamy's powers have limits, they appear to involve the sanctity of mind, body, and spirit: Although he is a shrewd judge of character, he has never been seen to read or alter someone's thoughts, or to otherwise influence or transform their body, mind, or spirit without their consent.

# OMEGA, LORD OF THE TERMINUS

**REAL NAME:** Phoros

**OCCUPATION:** Lord of the Terminus, conqueror

**BASE:** The Terminus

Once, he was Phoros the Bright, the most beautiful and good of the Phos—champions of light at the dawn of creation, allies of the Alphians, the first ones of Edanth. Where they walked, worlds were born. Where they spoke, civilizations rose. Where they sang, the cosmos shaped itself into new, glorious forms. But nothing lasts forever, as the Alphians learned to their despair; Entropy exerted its inexorable power over the universe.

Unus, the first and greatest of the Alphians, created a mighty engine to contain the power of Entropy: the

Doom-Coil. When Unus rested from his labors, his student and ally Phoros disobeyed his warnings in order to see this wonder. He looked upon the harnessed power of the End of All Things, and it was not at all what he had expected. It was...*beautiful*.

The Doom-Coil corrupted Phoros; from then on, Entropy was his passion and obsession. He induced others to worship it as he did, spreading corruption through Edanth. When Unus awakened, he opposed Phoros—now called Omega, the End—and was struck down. From Unus sprang the Throne, the essence of opposition to Entropy, who grappled with Omega. They fell into the Doom-Coil, and only Omega emerged. Gone forever was the last vestige of beautiful Phoros. All that remains was a charred and eternally burning skeletal form, sustained by his even stronger hunger for destruction.

Edanth was also no more. The universe of the Doom-Coil became the Terminus, the charnel cosmos where Omega stokes the fires of the Doom-Coil with the fuel of conquered worlds, until the fires of Entropy burn strong enough to burst forth from the limits imposed by the great machine and the still-struggling Throne and consume all that is, or ever shall be.

To that end, the Terminus invades other realms of the omniverse, conquering them and dragging them into the fires of their dissolution.

Omega has targeted Earth-Prime, uniting the heroes of Freedom City against him. Their world has only barely managed to repel the Lord of the Terminus, and his last invasion did considerable damage to Freedom City resulting in the death of the Centurion. Omega was also badly damaged in this foray against Earth-Prime, and retreated to his throne-world of Nihilor to recover and plot anew.

Impatient, Omega conceived of a scheme to place cosmic weapons in certain key universes to trigger the collapse of the omniverse. He was nearly successful, but a small band of heroes were able to save certain universes and reverse the effects of the collapse.

They turned the power of the cosmic weapons against Omega, sending him back into exile. It is only a matter of time before the



## OMEGA

PL19

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
22	20	1	1	10	4	5	4

## POWERS

**Cosmic Power:** Array (48 points)

- **Blinding Blast:** Cumulative Ranged Burst Area Affliction 16 (Resisted by Dodge, Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Vision • 48 points
- **Force Blast:** Ranged Damage 24 • 1 point
- **Seeker Blast:** Ranged Damage 22, Homing 4 • 1 point
- **Transmutation:** Transform 9 (anything into anything, 400 lbs.) • 1 point
- **Transportation:** Movement 1 (Space Travel), Teleport 9 (2 miles), Extended (500 miles), Portal • 1 point

**Eternal:** Immunity 13 (Aging, Life Support, Rare Descriptor (his own powers), Sleep) • 13 points

**Exo-Armor:** Removable (-8 points), Flight 7 (250 MPH), Impervious Toughness 18, Protection 4, Universal Translator (Comprehend 2 (languages, speak all, understand all)) • 32 points

## SKILLS

Close Combat: Unarmed 6 (+16), Deception 8 (+12), Expertise: Tactics 8 (+12), Insight 8 (+13), Intimidation 16 (+20), Perception 6 (+11), Ranged Combat: Cosmic Energy Control 13 (+14), Technology 8 (+12)

## ADVANTAGES

Assessment, Diehard, Fearless, Improved Initiative, Power Attack, Takedown 2

Lord of the Terminus finds a new means of striking at the only world in the omniverse that has ever managed to thwart him.

## PERSONALITY

Omega is destruction incarnate. His ultimate goal is to bring all creation under the sway of the Terminus, pouring it into the Doom-Coil and watching it spiral down into oblivion. Eventually, he will either strengthen the power of Entropy enough to overcome all limits, or he will do the work of tearing down every last universe in the infinite omniverse himself.

A virtual god, Omega rules supreme and is not to be questioned. He has been known to disintegrate underlings in fits of pique, far more merciful than turning them over to the attentions of some of his lieutenants.

Although he seizes and holds territory to gain new soldiers and resources for his cause, Omega cares nothing for conquest, only the ultimate annihilation of everything. He's at best annoyed by feeble efforts to stop him, but truly enraged by those who somehow manage to defy him, such as the heroes of Earth.

Omega seeks to destroy everything, not just material existence, but even such notions as love, goodness, beauty,

## OFFENSE

**INITIATIVE +5**

Blinding Blast —	Burst Area Affliction 16 (Dodge/Fort. DC 26)
Force Blast +14	Ranged, Damage 24
Seeker Blast +14	Ranged, Damage 22, Homing 4
Unarmed +16	Close, Damage 22

## DEFENSE

<b>DODGE</b>	14	<b>FORTITUDE</b>	20
<b>PARRY</b>	14	<b>TOUGHNESS</b>	24
<b>WILL</b>	18		

## POWER POINTS

<b>ABILITIES</b>	134	<b>SKILLS</b>	37
<b>POWERS</b>	98	<b>DEFENSES</b>	30
<b>ADVANTAGES</b>	7	<b>TOTAL</b>	306

## COMPLICATIONS

**Motivation—Nihilist:** Omega is the embodiment of omniversal annihilation, existing to conquer and destroy.

**Weakness:** When Omega's armor is breached, he suffers a major circumstance penalty (-5) to Toughness checks.

and order, proving that Entropy is the only truth of existence, and thus validating his own actions in betraying the Phoros and the Alphans.

## POWERS &amp; ABILITIES

Omega is a being of vast cosmic power, ageless and immune to most mortal concerns. His once-perfect body was horribly burned by the Doom-Coil, and burns still within the confines of the exo-armor that serves to support and contain him; a breach of Omega's armor causes him to "bleed" entropic energy and weakens him considerably, often forcing him to retreat in order to effect repairs. The exo-armor is forged from near-indestructible alien alloys in the furnaces of Nihilor, making such an occurrence almost impossible.

Omega's massive strength and invulnerability are amongst the least of his powers. He also wields tremendous cosmic energy he can shape at will, primarily into a terrible destructive force. Omega can unleash blasts of cosmic force able to level cities or "seeker blasts" that chase down their targets. He can also project his cosmic energy as searing flashes of light or use it to open warps in the fabric of space, crossing great distances as easily as crossing a room. The fine application of Omega's cosmic power can rearrange the molecules of non-living matter, transmuting it into whatever shape or material he wishes.



# OVERSHADOW

**REAL NAME:** Wilhelm Kantor, Tan-Aktor

**OCCUPATION:** Leader of SHADOW

**BASE:** Nifleheim, Antactica

Wilhelm Kantor was born in Germany in the early 1900s—most recently. A dashing, athletic, and intellectual young man, he found his way into certain esoteric circles around the same time the National Socialist Party was gaining prominence in his homeland. Eventually, Kantor was initiated into the Thule Society, a secretive lodge of mystics who embraced the ideal of an Aryan past and wielded ancient Teutonic magic.

Kantor's experiences in the Thule Society awakened him to numerous past lives, in particular a previous incarnation in ancient Egypt when he was the sorcerer Tan-Aktor, who betrayed and attempted to overthrow Prince Heru-Ra. He learned that his soul—his *ka*—and that of Heru-Ra had reincarnated throughout history to carry out their age-old conflict as part of a curse from that betrayal.

The awakening of his *ka* made Kantor a formidable ritualist, quickly exceeding his mentors and rising to prominence within the Society. Coupled with his perfect Aryan looks and cold ambition, Kantor earned the favor of the Nazis and of the Führer himself. He became a key occult advisor to Hitler, placed in charge of various secret Nazi programs to create *übersoldaten*: super-soldiers for the Fatherland. Kantor used the opportunity to ensure many of these Nazi super-agents were loyal to him, foreseeing the day when he would topple Hitler and claim the Third Reich for himself.

During the Second World War, Kantor was a shadowy mastermind behind numerous Nazi schemes. His rituals granted Nacht-Krieger and others their powers, and he maintained something of a rivalry with Übermensch, Hitler's favored champion, as they both plotted to eventually eliminate the Führer for their own reasons. Kantor knew Übermensch was a rogue Ultiman, but was never able to use the information to his advantage, although he did manage to acquire many technological secrets of the Ultima.

When the Third Reich collapsed in defeat, Kantor fled Germany for South America, along with a cache of gold and occult artifacts and a handful of loyal followers. For years, he schemed to regain the power he'd lost, and more. Eventually, he used a combination of occult lore and Ultima and Preserver technology to clone himself, replacing his aging body with a young, healthy, physically



STORN

perfect form. He also created clones in his own image as the ideal footsoldiers, programmed for loyalty and obedience. From this grew the organization known as SHADOW, with Kantor as its supreme leader—the Overshadow.

Since then, the Overshadow has largely abandoned pretenses of Aryan superiority and now focuses solely on *his* superiority. He wants nothing less than complete world domination, and he's come close to getting it on a number of occasions. His old foe Heru-Ra returned for a number of years as the Scarab to oppose him, but was removed from the picture for years by one of SHADOW's schemes. SHADOW has also struggled against the agents of AEGIS and their superhero allies, working various schemes to eliminate their opposition. He also treads carefully amongst his various "allies," most of who would betray him—and he them—in order to achieve their own goals. A handful of underlings remain unwaveringly loyal, but the only face Kantor trusts is his own, reflected in the programmed loyalty of his cloned legions.

Although Overshadow has assumed control of his own cycle of reincarnation through a series of cloned bodies, he has not broken the ancient blood curse that binds his *ka*

## OVERSHADOW

PL15

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
12/2	2	1	3	10	14	7	7

## POWERS

**Clone Transfer:** Immortality 2 (1 week) • 4 points

**Overshadow Armor:** Removable (–20 points), **Deflection Field** (Enhanced Dodge 3, Enhanced Parry 3), **Life Support System** (Immunity 10 (life support)), **Power Blast** (Ranged Damage 15), **Reinforced Armor** (Protection 15, Impervious 10), **Sensors** (Senses 10 (Accurate Radio (radar), Darkvision, Direction Sense, Distance Sense, Extended Radio, Infravision, Radio, Time Sense)), **Strength Magnifier** (Enhanced Strength 10) • 63 points

## SKILLS

Close Combat: Unarmed 2 (+12), Deception 4 (+11), Expertise: Magic 8 (+22), Expertise: Science 6 (+20), Insight 8 (+15), Investigation 4 (+18), Perception 8 (+15), Persuasion 8 (+15), Ranged Combat: Power Blast 10 (+13), Technology 11 (+25), Vehicles 5 (+8)

## ADVANTAGES

Assessment, Benefit 3 (Leader of SHADOW), Equipment 20\*, Improvised Tools, Inventor, Languages 4 (English plus seven others; German native), Leadership, Ritualist, Second Chance (Will resistance checks against mental powers), Skill Mastery (Technology) \*Assign 100 equipment points as desired

with that of his ancient enemy, and the Scarab will struggle to see Overshadow defeated throughout time, if need be.

## PERSONALITY

Overshadow is a megalomaniac, supremely confident and assured of his fitness to assume ultimate power and rule over all of humanity, if not over all of reality. He cares nothing about anyone else; others are merely pawns to be used to achieve his ends, sacrificed if necessary in order to win or to stave off defeat.

Overshadow's greatest fear is loss of control, in particular over his own endless cycle of reincarnation. He has snatched immortality from the jaws of death with his cloning and mind-transfer technology, but fears the possibility of its failure, wiping out all that he has achieved. He would be reborn, but as a helpless infant, waiting for years, perhaps even lifetimes, to be reawakened to his true destiny. That must not happen! He is therefore conservative when it comes to altering his own body or mind for the sake of power, relying upon advanced technology and occult rituals.

These qualities combine to make Overshadow a schemer par excellence. He prefers to operate behind the scenes, despite his considerable power, until he has an overwhelming advantage. Only then does he reveal himself in order to claim victory. In spite of his best efforts, Overshadow cannot resist the opportunity to move center-stage and claim the moment of victory for himself, which has undone him in the past.

## OFFENSE

INITIATIVE +1

Power Blast +13 Ranged, Damage 15

Unarmed +12 Close, Damage 12

## DEFENSE

DODGE 13 FORTITUDE 11

PARRY 13 TOUGHNESS 17

WILL 15

## POWER POINTS

ABILITIES 92 SKILLS 37

POWERS 85 DEFENSES 26

ADVANTAGES 34 TOTAL 274

## COMPLICATIONS

**Motivation—Power:** Overshadow seeks power and eventual domination over the world, as is his destiny.

**Past Lives:** Overshadow has a long history, stretching back to ancient civilization, and has lived many lives, making more than a few enemies along the way.

## POWERS &amp; ABILITIES

Overshadow has a brilliant inventive and tactical mind, enhanced by the recollection of lifetimes of experience in his other incarnations. He is a skilled occultist, capable of creating and performing powerful rituals, although he is not a sorcerer—a potential stripped from him by his ancient curse.

Overshadow's main power resides in the advanced suit of technological armor he wears almost constantly. The Overshadow armor provides full-spectrum life support, advanced protective plating reinforced by invisible deflector fields, sensors and voice-amplification in the helm, and powerful particle-accelerators in the wrist bracers, allowing Overshadow to project blasts of force. The villain frequently experiments and adds various gadgets or weapons to his armor; Gamemasters should feel free to modify the existing game traits, or add the occasional alternate effect to the armor's Power Blast.

In addition to his personal powers, all the forces of SHADOW are at Overshadow's command, and he is rarely encountered without at least a cadre of elite guards, if not an entire legion of troops, support vehicles, and weapons. SHADOW technicians turn out devices to further the Overshadow's schemes and he has plenty of equipment points to allocate to them, as needed. SHADOW's technology also provides banks of back up clone bodies and mind-transfer technology, allowing Overshadow to die and return to menace the world once again.



# QUIRK

**REAL NAME:** Inconceivable to humans

**OCCUPATION:** Troublemaker

**BASE:** The known universe (and beyond)

The being calling himself Quirk comes from “a place incomprehensible to your sadly limited mind,” or at least that’s what he’s told numerous heroes, including Captain Thunder and the Freedom League. He dismisses any attempts to discuss his origins or his true nature by loudly proclaiming such topics “BOOOORRR-ING!” And the last thing anyone want to do is see Quirk bored—as he has all too many inventive ways of entertaining himself.

Captain Thunder first encountered Quirk after joining the Freedom League and relocating to Freedom City. The imp appeared and offered his assistance to the Captain in fighting crime and helping the city. Regrettably, Quirk’s understanding of things like the laws of physics and the fragile nature of human beings caused serious problems. When Quirk decided to put out a fire, he had Great Bay flood the city. He turned the clouds of a violent lightning storm into foam rubber—heavy, water-soaked foam rubber. When he temporarily gave everyone in the city the ability to fly to clear up a Midtown traffic jam, Captain Thunder asked that he stop helping him. The captain’s dismissal hurt Quirk’s feelings, and he has childishly tormented the heroes of Earth-Prime ever since.

Quirk’s modus operandi is fairly simple. He likes to play various sorts of games that either show how smart and clever he is or give him the opportunity to show up various heroes. His schemes range in complexity from bringing all of the buildings in the city to life and having them fight to subtly altering reality; he once made everyone forget the Freedom League existed and set himself up as the “Champion of Freedom.”

Quirk always leaves some kind of “out” in his various schemes. If the heroes can figure it out and win the game, Quirk disappears. He is never gone for more than six months, and he returns when he has cooked up a new scheme. Fortunately, every change Quirk makes to reality seems to vanish whenever he does, so he never leaves any lasting harm. Although his “games” may be childish and harmless, the Freedom League and the authorities both consider Quirk a serious menace and a major annoyance.

Many people—including the Freedom League—have speculated about Quirk’s nature. Is he really some sort of child? Does he have “parents” or more mature beings responsible for him? Does human child psychology even apply to him? Are his limits self-imposed or is he following some kind of interdimensional etiquette? No one on Earth-Prime knows for sure.

## PERSONALITY

Quirk has the personality of a clever, spoiled child. He craves amusement and attention above all else, and is prone to fits of pique when his wants are denied. He’s easily amused, but also easily bored, flitting from one whim to the next.

He can be focused and quite clever when it comes to the games he plays with heroes, however.

Although he’s rarely malicious, he has the cruelty of a child playing with bugs and utter ignorance of consequences to his actions. He treats people—particularly innocent bystanders—like toys, but never uses his tremendous power to simply kill or knock out opponents. That’s too easy. He prefers to see them struggle.

In many regards, Quirk’s personality is his sole weakness. Although physically unstoppable, he does not appear to be all-knowing, or even that much more intelligent than a normal human being, despite claims to have “insights you couldn’t possibly understand.” His considerable ego and childish behavior make it possible to deceive, trick, and otherwise get Quirk to slip up, either revealing the key to overcoming him, or gaining an advantage from it.





From time to time, Quirk finds himself a playmate rather than toying with Earth's heroes alone. In the past, he has teamed up with similarly childish personalities like Doc Otaku and Toy Boy, or even cosmic beings like the Primal known as the Gamemaster. He and Mr. Infamy don't like each other and make an effort to stay out of each other's way. Quirk has also been "friends" with some mortals looking to take advantage of his powers, such as an occasion when he pretended to be a genie, granting wishes with disastrous side effects to random people, until one of the Next-Gen managed to wish he would go away.

Although some of Quirk's playmates have introduced him to human cultural concepts like lying and exaggeration, he is apparently either unwilling or unable to change the rules of his games, always leaving some way in which his opponents can potentially win and always honoring their victory by departing Earth-Prime's dimension and taking all of his alterations to reality with him.

## POWERS & ABILITIES

Quirk is, to put it simply, virtually omnipotent, but definitely not omniscient. He seems capable of altering reality on any scale—changing history, moving planets, granting or taking away powers, animating lifeless matter, and much more. The uses of his powers tend to be whimsical. He's particularly fond of bringing inanimate objects to life and interacting with the world as if he were some sort of cartoon character.

Quirk is completely immune to conventional harm and either vanishes before anyone can hit him or shrugs off any damage done to him. If it amuses him, he'll react to such attacks with special effects: allowing a punch to deform his face or a flame blast to turn him into a pile of ashes, eyes blinking atop it, for example. Within moments, he'll restore his normal form without a scratch. On other occasions, he displays complete invulnerability, allowing attacks to bounce off of him or pass harmlessly through him. He's also known to transform attacks: turning bullets into bees, for example, which swoop back at whoever fired them.

His only real limitation is he rarely affects opponents directly; although he could easily make opponents cease to exist—blast them to atoms, turn them to stone, etc.—or transform them mentally into his loyal servants, he doesn't. "Where would the fun be in that?" he says. Instead, he conjures monsters for heroes to fight, takes away their powers and leaves them stranded on a faraway planet full of hostile alien life, switches the heroes' minds with those of their archenemies, and poses similar challenges for them to overcome.

Quirk's powers appear to transcend reality as the inhabitants of Earth-Prime know it. Although sometimes referred to as "magic," they are not, nor do they draw upon any known energy or power source. This makes analyzing—much less countering—them virtually impossible.

Whatever the case, when Quirk departs Earth's dimension, it undoes all of his changes as if his intervention never occurred, although those involved with it still remember the events as if they happened.

### CHILD'S PLAY

Quirk is childish games—and tantrums—on a cosmic scale, wielding almost limitless power to do whatever happens to catch his attention and amuse him at the time. In particular, Quirk likes to treat the heroes of Earth-Prime like his playthings, putting them in different situations in order to watch what they do.

Quirk is the ideal antagonist for change-of-pace adventures, since he's capable of almost anything. Want to put the heroes into a favorite video game, television show, or movie? Quirk can make that happen. Want to play an entirely different genre for a session or two, with the heroes as fantasy adventurers, Wild West outlaws, or space opera explorers? Quirk can make that happen, too. The best part about his involvement is that the changes he creates only last for the duration of the story, so it's a perfect opportunity to explore ideas or elements you don't want to introduce as permanent features of your series, but that would be fun for a game or two. Once the heroes find a way to win Quirk's game...POOF! Everything goes back to the way it was before.

Quirk is a Power Level X plot-device (*Gamemaster's Guide*, p. 178). He has virtually no game traits, because he can do almost anything, transforming reality to suit his whims. That said, Quirk has not displayed mind-reading powers, even though he can totally rewrite someone's personality to cause them to behave however he wants, and his mental abilities are no more developed than those of an ordinary human. This means, for purposes of things like interaction skills checks (*Hero's Handbook*, **Chapter 4**), you can treat Quirk as having Will 9 and a +0 Insight modifier, as he is still somewhat naive in regard to human interactions. Thus it is possible to bluff, trick, persuade, and even intimidate the troublesome imp, although Quirk quickly recovers from any attempt to coerce or demoralize him, given that most threats against him are empty.

Gamemasters may choose to treat some efforts to trick or overcome Quirk as challenges (*Gamemaster's Guide*, **Chapter 5**), primarily using interaction skills but also other skills or traits intended to set-up or maintain a deception or to win at one of Quirk's many games.

The one invariable element of Quirk's games is there *must* be a way for his opponents to win. It does not always have to be obvious, nor does Quirk always have to tell them outright (although he's not very good at keeping secrets), but it has to exist and there has to be a way for the opponents to find out about it. It's unknown if this is an intrinsic part of Quirk's nature or inherent in his ability to intervene in Earth's dimension but, whatever the case, there's always a way out if the heroes can find it and exploit it.

Quirk's true nature and origins are left for the Gamemaster to define (or not) as best suits the needs of the series.

# SANDSTONE

**REAL NAME:** Alexandra Flint  
**OCCUPATION:** Mercenary  
**BASE:** Mobile

Alexandra Flint was raised alone by an alcoholic father after her mother's death. Sorrow and alcohol led to depression and anger, all of which Alex's father directed at his daughter in the form of physical and emotional abuse. He openly and loudly blamed Alexandra for their lot in life, habitually reinforcing

that she was the reason for everything wrong with their lives, including her father's low-paying job and their family's tenement apartment in Freedom City's Lincoln neighborhood. Alexandra took her father's rants to heart and grew up burdened by the belief that she was somehow at fault simply for being born.

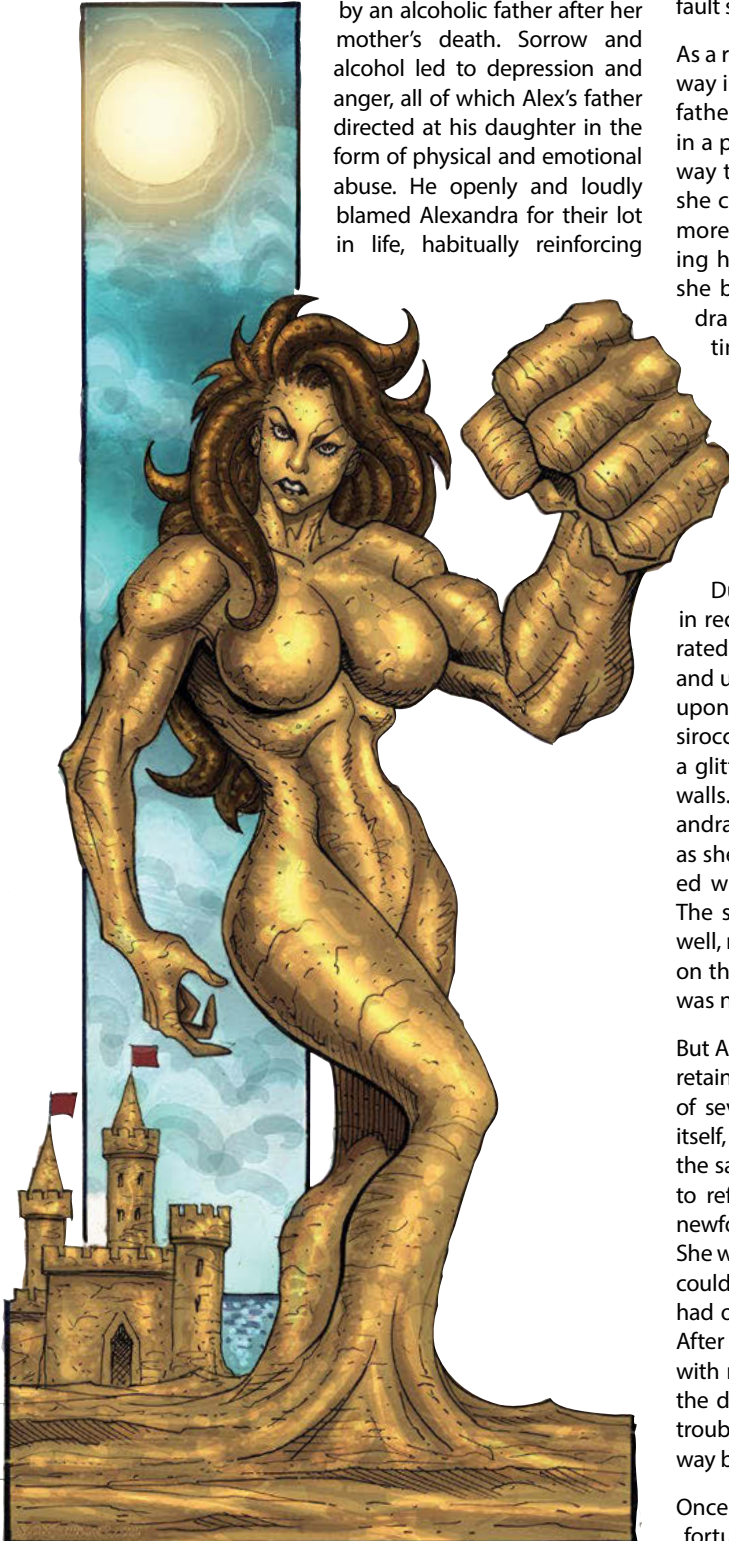
As a result, Alex learned she had to be tough to make her way in the world. Not only was she forced to endure her father's brutality, but also the difficulties of growing up in a poor, crime-ridden community. After struggling her way through school, Alexandra decided the best things she could do for herself were to get out of Lincoln and, more importantly, away from her father. Upon graduating high school, Alexandra enlisted in the Army. When she boarded the bus bound for basic training, Alexandra was alone, just as she knew she would be for some time to come.

Military service was exactly the right environment for Alexandra Flint. She soared through basic training, receiving high marks from her trainers in almost every area, but most notably in small unit tactics. Upon completion of basic training, Alex was deployed to the Middle East.

During her tour, while Alexandra's unit was engaged in reconnaissance deep in the desert, she became separated from her comrades by a sudden sandstorm. Blind and unable to communicate with her unit, Alex stumbled upon the remains of an ancient temple unearthed by the sirocco. While attempting to take shelter, she discovered a glittering, dusky gemstone set into one of the temple walls. Unable to read the inscriptions surrounding it, Alexandra couldn't help but examine the beautiful jewel. Just as she touched the stone, the sandstorm outside exploded with newfound fury, sweeping through the temple. The sand of the desert tempest swept through Alex as well, moving through her very soul and carrying her away on the hot desert winds. When it passed, Alexandra Flint was nowhere to be found.

But Alexandra Flint wasn't gone. What remained of her still retained a memory of her former body and, over the course of several weeks, Alex's physical shape began to reform itself, albeit drastically changed. Alex had become one with the sand and stone of the desert. Once she had managed to reform her body, she began to experiment with her newfound abilities and was pleased with what she found. She was tougher and stronger than she had ever been, and couldn't have been happier. Alex quickly realized she now had opportunities she never could've dreamed of before. After several weeks of travel and several violent encounters with military forces, Alex eventually found her way out of the desert and back to civilization. From there, it was no trouble to stow away on an American freighter and find her way back to the United States.

Once back in Freedom City, Alex set out to make her fortune. Using her former neighborhood connections,



## SANDSTONE

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
12*/2	6	2	0	8	2	0	1

## POWERS

**Sandstone Forms:** Array (84 points)

- **Sand Form:** Burrowing 6; Growth 8, Increases Size Only; Elongation 4; Flight 4, Gliding; Immunity 30 (Ballistic Damage, Bludgeoning Damage, Life Support); Insubstantial 1; Movement 1 (Slithering); **Sand Blast:** Cone Area Damage 12, AE: **Sand Burst:** Burst Area Damage 12, AE: **Sand Strike:** Strength-based Damage 8 • 84 points
- **Stone Form:** Enhanced Strength 10, Immunity 32 (Cold Effects, Critical Hits, Heat Effects, Life Support), Impervious Toughness 10, **Massive:** Feature 4 (adds rank to mass), Protection 6 • 1 point

## SKILLS

Close Combat: Unarmed 4 (+12), Deception 6 (+7), Expertise: Soldier 9 (+11), Insight 6 (+6), Intimidation 11 (+12), Perception 8 (+8), Ranged Combat: Guns 4 (+8), Stealth 6 (+8), Vehicles 8 (+8)

## ADVANTAGES

All-out Attack, Connected, Defensive Attack, Improved Grab, Improved Initiative, Power Attack, Ranged Attack 4, Takedown

she was able to contact August Roman and, through him, find work as hired muscle for a variety of criminal and underworld enterprises, notably Dr. Sin and the Power-House. Roman was also overjoyed to have such a talented new addition to the Circuit Maximus. Sandstone became one of the most popular and successful competitors in the fighting ring. She formed a good relationship with Saturnalia Roman, giving her a valuable connection that has served her well.

Alex Flint has only returned to see her father once since becoming Sandstone. The meeting wasn't at all pleasant for Mr. Flint, who still has several scars and a noticeable limp.

## PERSONALITY

Sandstone is a study in contrasts. While she's not a killer and does not work as an assassin, she is a violent and, unfortunately, highly trained and skilled thug, making her a dangerous opponent.

Sandstone loves a good brawl and is happy to "bring the pain" to her opponents, but she generally leaves them alive, even encouraging them to stay down when she thinks they've had enough.

Sandstone has a soft spot for kids, and will not take on jobs that directly threaten children. She has even gone out of her way to help save them, if they are endangered, and avoids work that could harm kids including working with drug traffickers.

While she revels in her powers, Sandstone would also like to find a way to switch to her human form, as she misses some of the pleasures afforded by a human body.

## OFFENSE

INITIATIVE +6

Sand Blast —	Cone Area Damage 12
Sand Burst —	Burst Area Damage 12
Unarmed +12	Close, Damage 12 (stone form), 10 (sand form)

## DEFENSE

<b>DODGE</b>	10	<b>FORTITUDE</b>	12
<b>PARRY</b>	10	<b>TOUGHNESS</b>	6/12*
<b>WILL</b>	8	*In Stone Form	

## POWER POINTS

<b>ABILITIES</b>	42	<b>SKILLS</b>	31
<b>POWERS</b>	78	<b>DEFENSES</b>	24
<b>ADVANTAGES</b>	11	<b>TOTAL</b>	186

## COMPLICATIONS

Motivation—Mercenary: Sandstone is out for profit and nothing more.

## POWERS &amp; ABILITIES

Sandstone's body is composed of magically animated sand, which she can mold and reform at will. In her sand form, she is amorphous, able to flow through small openings, stretch out her limbs and body, or flatten and flow out into a wide pool of sand covering a surface, slithering along the ground. She can strike with the force of a sand-blaster, firing a cone-shaped or omnidirectional burst, or striking with enlarged sandy fists.

Her sand form is highly resistant to harm: Bullets and fists alike just displace some of the sand, passing harmlessly through her. Energy and area damage is much more effective.

Sandstone can also concentrate and harden her sandy body into one of solid stone, which remains animate. It takes her a moment's concentration to shift between forms. Her stone form is more dense and gives her great physical strength, as well as resistance to harm, but it lacks the versatility of her sand shape.

In either form, Sandstone is essentially immune to the environmental needs of a living creature: she does not breathe or need to eat or sleep, and can handle any extreme of temperature found on Earth with no difficulty.

It's unknown if Sandstone could survive the total dispersal of her physical form, or if she would reform again, given time. She's certainly in no hurry to test the idea either way.



# SHADOW

**MEMBERS:** Overshadow, the Penumbra, the Legion

**BASE OF OPERATIONS:** Worldwide

**MOTIVATION:** Conquest

After the fall of the Third Reich, Wilhelm Kantor, Nazi SS officer and reincarnation of the Egyptian sorcerer Tan-Aktor, disappeared along with a cache of gold, occult artifacts, and genetic secrets the Nazis learned from Kal-Zed, der Übermensch (see **Superior** in this chapter). With these resources, Kantor intended to achieve what Hitler failed to accomplish: conquer the world with the combined powers of science and sorcery.

Although he was a high-ranking Nazi, Kantor cared little for Aryan dogma. Awareness of his previous incarnations (many of which were not Aryan) gave him a broader perspective. He was interested in power, not ideology or notions of racial purity, so his new organization would be based solely on power and control. Racial or cultural superiority would be second to his superiority over all of humanity.

Kantor adopted the identity of the Overshadow, the mysterious master of the Secret Hierarchy of Agents for Domination Over the World, or SHADOW. Working in secret, he began recruiting lieutenants to make up the Penumbra, SHADOW's "ruling" body, answerable entirely to him. He also used the secrets plundered from Nazi laboratories to ensure the loyalty of his organization. Kantor set up hidden laboratories in South America where he cloned himself numerous times.

His plan was twofold: first, he created a new, physically ideal version of himself and used secret arcane rites to transfer his consciousness into this new body, faking his own death to throw Nazi-hunters off his scent. He also kept clones in reserve, hidden in facilities around the world. Now he was in control of his cycle of "reincarnation," and would never face capture or death. Second, Overshadow produced legions of clones lacking his personality, will, or drive, programmed instead as the perfect loyal soldiers of his new empire. With Overshadow at the summit and his utterly loyal clones at the base of SHADOW's pyramid of power, the Penumbra could not lead a revolt against their leader.

By the early 1960s, SHADOW began its operations. It faced opposition from the newly-founded AEGIS, the Freedom League, and Overshadow's ancient foe Heru-Ra, reincarnated as the superhero known as the Scarab. Plots by individual members of the Penumbra were uncovered and foiled. Overshadow himself was occasionally killed in the spectacular destruction of SHADOW facilities, but

he always returned, apparently unharmed. Tan-Aktor had secured himself a new sort of immortality. With every defeat and setback, SHADOW rebuilds, improves, and becomes even more of a potential threat to freedom in the world.

## MOTIVATION AND GOALS

The goal of SHADOW is that of its master: world-domination. Towards that end, SHADOW works behind the scenes to destabilize governments and institutions around the globe. They support terrorist cells and organizations,

spark border wars, and break down diplomatic talks. SHADOW also infiltrates other organizations and institutions, working to create more totalitarian mechanisms of control and influence. The sinister organization is always on the lookout for potential weapons it can acquire to increase its power.

## TACTICS

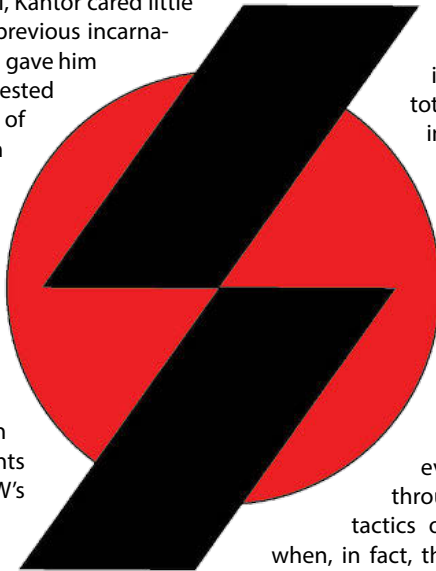
Overshadow is willing to play a long game. He is effectively immortal, as are many members of the Penumbra, able to take decades or even longer, if necessary, to see a plan through to completion. Thus, SHADOW's tactics often seem scattershot and limited when, in fact, they are just pieces of a much larger puzzle. Overshadow is willing to run multiple schemes at once, and try different things just to see if they will pay off.

## HEADQUARTERS & RESOURCES

SHADOW has vast resources, spread out amongst hidden bases and caches all around the world. There is a SHADOW base on every continent, and smaller cells operate in many major cities, linked by teleportals and the innate psychic connection of Legion troopers (see **The Legion**, following).

Deep beneath the eternal ice fields of Antarctica, far from any human habitation, lies Nifelheim, the secret headquarters of SHADOW. Named for the land of eternal ice in Norse mythology, Nifelheim serves as the most secret and central base of the sinister organization. It is here that SHADOW grows and trains new clone soldiers for its ranks, and where Overshadow retreats to scheme and hatch new plots for world-domination.

The main complex is like a small city beneath the Antarctic ice. Only small, concealed entrances open onto the snow-covered surface. The main means of getting in or out of the facility is via teleportal, linked to SHADOW bases and





safehouses around the world. This prevents SHADOW agents from being easily tracked and allows them to move freely behind the scenes. The teleportals also provide Nifelheim with the ability to receive shipments of weapons and technology directly from the Foundry. Teleportals from other SHADOW bases are programmed to erase the location of Nifelheim after each use, and rigged to self-destruct if unauthorized users attempt to reach the secret base through them.

## NIFELHEIM

HQ • 29 POINTS

**Size:** Colossal **Toughness:** 20 **Features:** Combat Simulator, Communications, Computer, Concealed (+20 DC), Defense System, Fire Prevention System, Gym, Hangar, Holding Cells, Infirmary (and Clone Lab), Isolated, Laboratory, Living Space, Power System, Security System (DC 25), Teleportals, Workshop

## OPERATIVES

The following are the primary agents and important leaders of SHADOW.

## THE PENUMBRA

The Penumbra is SHADOW's "advisory council." The full Penumbra is forty-eight members: twenty-two cell leaders from around the world, seventeen regional administrators, and the Council of Nine, Overshadow's chief advisors.

The Penumbra coordinates the day-to-day activity of SHADOW cells and keeps the organization running as a whole. The Penumbra usually corresponds by secured transmission, the Internet, or—in extreme situations—through telepaths like those of SHADOW's Project Mimir.

The seventeen regional administrators and twenty-two cell leaders run SHADOW cells in major cities and world capitals. They are usually ex-military or disgraced law enforcement officers, or descendants of Kantor's old Nazi and Thule Society associates.

The Council of Nine are not cell leaders; they are people whom Overshadow views as advisors or allies, even though he is mindful that many come with their own agendas. The Council once included the Nazi supervillain Nacht-Kreiger, but his loss reduced its membership (and permanent number) to nine, which suited Overshadow well enough.

- **Dr. Sin:** Years ago, Dr. Sin came to Overshadow with a challenge: whoever lost a game of chess would become the other's servant. Overshadow agreed and won, but agreed to be "magnanimous" (that is, he wanted to keep Sin at arm's length while still keeping an eye on him), so instead of forcing Sin to serve him, he brought him in as an "advisory" member of the Penumbra, treating him as a respected ally. See the *Threat Report* sourcebook for details on him.
- **Taurus:** Another supervillain considered an ally and not a full member of the organization, Taurus sees SHADOW as a useful ally and a source of guinea pigs for the Labyrinth's experiments. Like Dr. Sin, he uses his position to keep SHADOW from interfering with his personal schemes, and when Overshadow makes his next move, Taurus' loyalty is by no means assured.
- **Hilda Reinholdt:** SHADOW's head of espionage is the granddaughter of Kantor's original aide-de-camp. She is an extraordinarily capable woman, an excellent organizer and a physical equal for the best AEGIS agent. This is unsurprising; Hilda was once a high-level AEGIS

operative (romantically involved with AEGIS Field Captain Michael Hughes before she was revealed as a double agent) and loathes the organization she once served. She is a loyal servant of Overshadow, but her hatred of AEGIS knows few bounds, and she has often used SHADOW resources to further her personal vendetta without Overshadow's knowledge or consent. Thus far, she has gotten away with it.

- **The Crimson Mask:** Head of the Thule Society and an Overshadow loyalist, the Crimson Mask is also second-in-command of SHADOW's occult resources. See his description, following.
- **Prince Vultorr the Cruel:** The greatest of SHADOW's allies among the Serpent-People, this creature pays lip service to the Brotherhood of the Yellow Sign, but serves only his own interests. He is the Serpent-People's "ambassador" to SHADOW, but Vultorr's sole interest is using his position for personal gain: wealth, pleasure, and occult power. Unsurprisingly, he is a rival of the Crimson Mask, as he covets the Mask's magic and occult connections. Use the Mystic archetype from the *Hero's Handbook* for Vultorr, with the Serpent People abilities from the **Brotherhood of the Yellow Sign** section.



- **Dominic Ashe:** The head of Overthrow, a terrorist front organization, his opinions probably garner the least respect or attention. Even so, Ashe uses bluster and bravado as a cover for more insidious plans, and is one of the few members who might someday attempt a revolt against Overshadow.
- **Franklin Folkes:** Once *enfant terrible* of SHADOW, this aging public relations master spends most of his time on Capitol Hill where, under the guise of a leading political lobbyist, he cultivates crooked politicians and works against law enforcement agencies, particularly AEGIS. As cunning as he is corrupt, he has become even more adept at not taking the fall than he was back in the 1980s. He is loyal to Overshadow, but would abandon him if it looked like he was about to be deposed.
- **Ragnarok:** Kantor's prodigal son and former adversary, now reconciled and part of the Penumbra. See his description, following.

The remaining (ninth) spot in the Council is left for the Gamemaster to fill, as desired. Potential candidates include another clone of Wilhelm Kantor (perhaps he is the "real" Overshadow, ruling from behind the scenes), the exiled Ultiman Superior (see his description later in this chapter), a host body possessed by Zeitgeist, the disembodied time-traveling Nazi mastermind (with or without Overshadow's knowledge), the Big Brain or Grandmaster from the *Emerald City* sourcebook, a pawn of Dr. Sin or Taurus, or whomever else you would like. Perhaps the "Ninth

## THE CRIMSON MASK

PL13 • 203 POINTS

STR 0 STA 2 AGL 0 DEX 2 FGT 5 INT 9 AWE 6 PRE 1

**Powers:** **Accursed Immortality** (Immortality 5 (1 day), Immunity 3 (aging, necromantic effects)), **Alchemy** (Removable (-6 points), *Elixir of Restoration*: Healing 9 (Restorative), *AE: Elixir of Strength*: Enhanced Strength 9 (Affects Others, Fades), *AE: Elixir of Weakness*: Broad Ranged Weaken 9 (any biological trait), *AE: Noxious Fumes*: Cloud Area Affliction 13 (Resisted and Overcome by Fortitude; Impaired, Disabled, Incapacitated), *AE: Potion of Slumber*: Cloud Area Affliction 13 (Resisted and Overcome by Fortitude; Fatigued, Exhausted, Asleep), *AE: Universal Solvent*: Weaken Toughness 13 (Affects Objects Only); **Sorcery** (*Mind Delving*: Mind Reading 10, *AE: Mystic Blast*: Ranged Damage 10, *AE: Mystic Mesmerism*: Perception Ranged Affliction 5 (Resisted and Overcome by Will; Entranced, Compelled, Controlled), *AE: Mystic Passage*: Teleport 10, *AE: Mystic Shield*: Sustained Impervious Protection 10)

**Advantages:** Artificer, Connected, Fascinate (Deception), Inspire 2, Languages 4, Ranged Attack 4, Ritualist

**Skills:** Close Combat: Swords 2 (+7), Deception 8 (+9), Expertise: Magic 11 (+20), Insight 8 (+14), Investigation 4 (+13), Perception 8 (+14), Persuasion 8 (+9), Ranged Combat: Sorcery 6 (+12), Stealth 8 (+8), Treatment 4 (+13)

**Offense:** Initiative +0, Mystic Blast +12 (Ranged, Damage 10), Unarmed +5 (Close, Damage 0)

**Defense:** Dodge 9, Parry 9, Fortitude 11, Toughness 12/2\*, Will 14  
\*Without Force Field

**Totals:** Abilities 50 + Powers 75 + Advantages 14 + Skills 34 + Defenses 30 = 203

**Complications:** **Cursed:** Undying suffering. **Motivation—Control. Prejudice:** Hideously scarred, always wears a mask.



Seat” is actually a cover for a truly daring undercover hero or AEGIS agent infiltrating SHADOW!

## THE CRIMSON MASK

**REAL NAME:** Alexandru Movilă  
**OCCUPATION:** Occultist  
**BASE:** Mobile

Fifteenth Century Eastern European occultist Alexandru Movilă made many enemies in his day, not the least of whom was Stefan Báthory, the lord of Transylvania, whom Alexandru betrayed to the Turks. For his treachery, he was cursed, haunted by Stefan’s ghost and unable to die, but most certainly able to suffer. Torture and disfigurement of his face led to the mocking name “The Crimson Mask,” and he temporarily escaped his torment by being entombed alive for centuries.

Members of the Thule Society unearthed the Crimson Mask in the early 20th century. He cooperated with them, gaining greater power and influence, until Adrian Eldritch thwarted their schemes. After the Second World War, Wilhelm Kantor sought out the broken Crimson Mask and banished the ghost that tormented him while preserving his immortal existence. The Mask became Overshadow’s loyal lieutenant and master of the occult secrets of SHADOW, although he has ambitions of his own to ensure no one ever has the power to threaten or torment him again.

## RAGNAROK

**REAL NAME:** Albrecht Wilhelmsson  
**OCCUPATION:** Criminal  
**BASE:** Mobile

The man known as “Ragnarok” was literally conceived to further Overshadow’s ambitions, the genetic offspring of Kantor and Greta Göessler, a woman gifted with the powers of the Norse Valkyries. The half-breed Albrecht was born and raised in otherworldly Asgard, looked down upon by many of the inhabitants of that fabled realm in spite of his potential power. When he fully matured, Overshadow summoned him to Midgard (Earth) and attempted to steal Albrecht’s body as a powerful new host for his dark soul. He underestimated his offspring’s power...severely.

Albrecht escaped, destroying the SHADOW facility in the process. For years, he rampaged across Earth, a berserker force, contemptuous of “mortals” and abandoned by the only home he knew (since he had no means to return).

In recent years, Ragnarok fell in love with Anya Datsyuk, granddaughter of the Nazi super-soldier Valkyrie. Anya, seizing an opportunity for power within SHADOW, convinced Ragnarok that one “misunderstanding” didn’t justify an endless vendetta, and helped broker a détente with SHADOW. Ragnarok would join the Penumbra, providing

## RAGNAROK

PL15 • 200 POINTS

STR 15 STA 11 AGL 2 DEX 2 FGT 11 INT 1 AWE 1 PRE 4

**Powers:** **Berserker Rage** (Enhanced Fortitude 2, Enhanced Strength 4, Fades); **Godlike** (Enhanced Fortitude 6, Enhanced Stamina 6, Enhanced Strength 8); **Soar on the Winds** (Flight 7 (250 MPH)); **Tough** (Immortality 2 (1 week), Immunity 18 (aging, alteration effects, critical hits, magical attacks), Impervious Toughness 10, Protection 4, Regeneration 1)

**Advantages:** Chokehold, Fearless, Improved Grab, Improved Hold, Power Attack, Precise Attack (Close, Concealment), Takedown

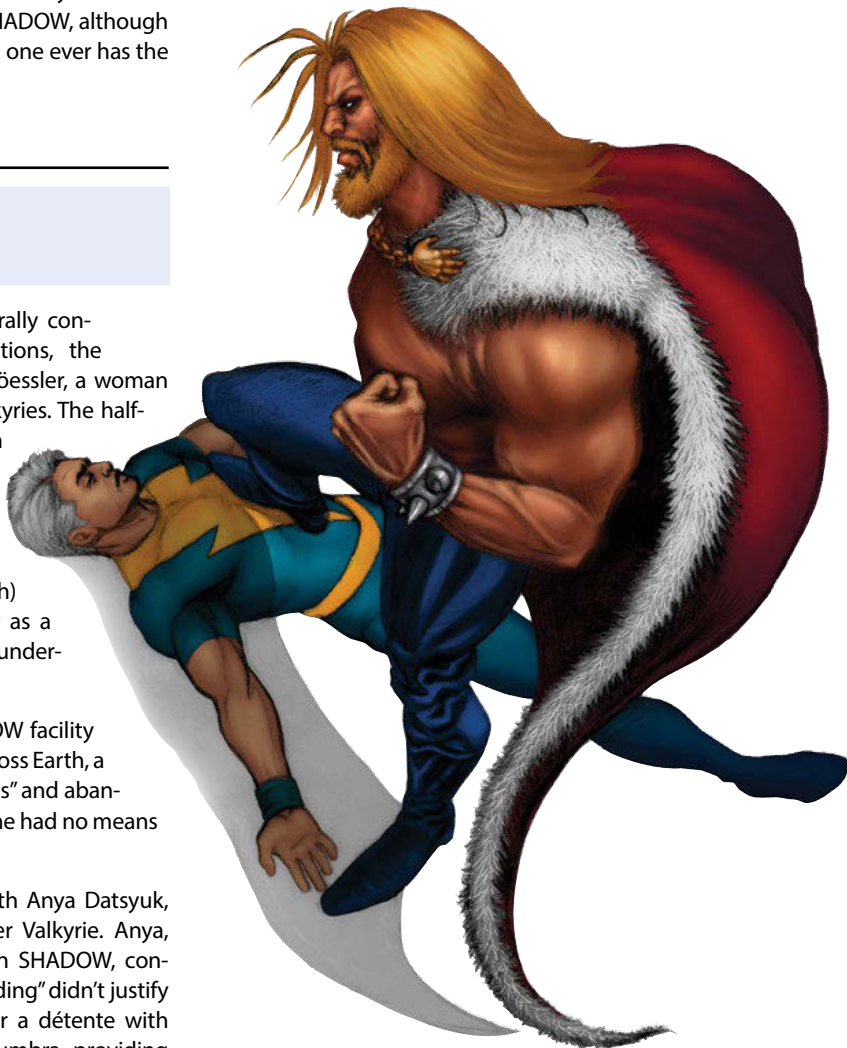
**Skills:** Acrobatics 2 (+4), Expertise: Magic 3 (+4), Insight 8 (+9), Intimidation 10 (+14), Perception 10 (+11), Persuasion 2 (+6), Stealth 2 (+4)

**Offense:** Initiative +2, Unarmed +11 (Close, Damage 15, 19 while berserk)

**Defense:** Dodge 10, Parry 11, Fortitude 17 (19 while berserk), Toughness 15, Will 11

**Totals:** Abilities 66 + Powers 90 + Advantages 7 + Skills 19 + Defenses 18 = 200

**Complications:** **Motivation—Victory! Power Loss:** Ragnarok must perform monthly rituals (often requiring rare or expensive components) to maintain his powers on Midgard.



## SHADOW AGENT

PL5 • 59 POINTS

STR 1 STA 1 AGL 1 DEX 1 FGT 5 INT 0 AWE 0 PRE 0

**Powers:** **We Are Legion** (Area Mental Communication 4, Rapid, Subtle, Limited to Other Clones, -2)**Equipment:** Blaster (Ranged Damage 5), Body Armor (Protection 4)**Advantages:** Equipment 3, Ranged Attack 4, Teamwork**Skills:** Athletics 4 (+5), Expertise: Tactics 4 (+4), Insight 4 (+4), Perception 4 (+4)**Offense:** Initiative +1, Blaster +5 (Ranged, Damage 5), Unarmed +5 (Close, Damage 1)**Defense:** Dodge 5, Parry 5, Fortitude 4, Toughness 5, Will 4**Totals:** Abilities 18 + Powers 14 + Advantages 8 + Skills 8 + Defenses 11 = 59**Complications:** **Motivation—Programmed Loyalty. One Body, One Mind:** SHADOW Agents are clones with no individual identity, personality, or history.

the organization with one of the most physically powerful superhumans on Earth, giving his father his aid and loyalty, if not his body. Overshadow agreed.

## THE LEGION

The rank-and-file of SHADOW is comprised of legions of cloned troopers. Conceived in a laboratory, the clones are force-grown in vats until they have reached the biological age of seven. At this point, they are removed from the vats for a two-week acclimation and assessment period; the cloning process produces numerous imperfections, and clones that do not meet set standards are destroyed. They are returned to the vats, tested again at bio-age 14, returned to the vats again, and released at 21. There are clone vats hidden in SHADOW installations on every continent.

In their growth vats, clones receive subliminal training and a lot of indoctrination, making them essentially biological robots more fanatically brainwashed than the worst cult members. This process was enhanced when SHADOW scientists spliced experiment virus LV-15 (a derivative of the sentient “mind virus”) into the clone DNA. SHADOW agents are now telepathically linked and able to communicate and share information between them instantly, giving them a kind of “group mind.”

Clones live sheltered, soulless lives as members of their SHADOW cell. Days are spent training, and nights are spent in sleep-indoctrination sessions reinforced by their psychic connection. Clones don’t know enough to expect anything more out of life, and are programmed not to want anything more than to loyally serve SHADOW.

The general public is aware SHADOW uses clones, but (thanks to SHADOW’s disinformation campaign) believes their DNA was taken from the body of the 1930s Nazi athlete, Holtz Hellman.

Over the years, SHADOW has also performed various experiments in customizing different types of clones, including ones programmed or trained for particular skills (notably pilots and drivers, or operators of battlesuits) or genetically enhanced with short-lived super-powers; not that the powers are short-lived, but the clones usually are—the process causes genetic destabilization, so SHADOW produces and uses super-powered clones sparingly.

Common super-clone “designs” include the following. Each power package costs 24 power points:

- **SHADOW Eye:** Mind Reading 8 and no Limit on Mental Communication, or Remote Sensing 8 (Visual and Auditory).
- **SHADOW Fist:** Enhanced Strength 4, Impervious Protection 8.
- **SHADOW Flame:** Ranged Damage (fire) 7, Immunity 10 (fire effects).
- **SHADOW Gate:** Teleport 8 (Extended Only, Portal).
- **SHADOW Nacht:** Concealment 4 (Visual, Limited to Shadows), Insubstantial 4 (incorporeal).
- **SHADOW Wheel:** Damaging Move Object 8.

# THE SILENCER

**REAL NAME:** Thomas Oliverti

**OCCUPATION:** Assassin

**BASE:** Freedom City

All Thomas Oliverti ever wanted to be was a musician. Unfortunately, his father, one of the most influential “businessmen” in Freedom City, wouldn’t hear of any such a thing. It was important for Thomas to learn a trade and make something of himself. Thomas never abandoned his fascination with sound, however. He went to school to study acoustics and became a scientist, having as little to do with the “family business” as possible. He made his father proud when he graduated at the top of his class and quickly earned his

Master’s degree. He was working on his Doctorate when his father was murdered. Thomas’ older brother, Johnny, became head of the family, and he called his brother home. Thomas and his brother never got along, but family obligations brought him home anyway.

Thomas hated being involved in the family business, but there was no choice. So long as the families were strongly rooted in Freedom City, there was no escaping his birthright. However, if he could eliminate the Mob’s influence in the city, then he would be a free man. More importantly, he could avenge his father’s death and show up his domineering older brother. Studying the designs of the then-reformed super-criminal the Maestro, Thomas secretly created the weapons and costume of the mysterious Silencer and embarked on a one-man crusade against the Mob.

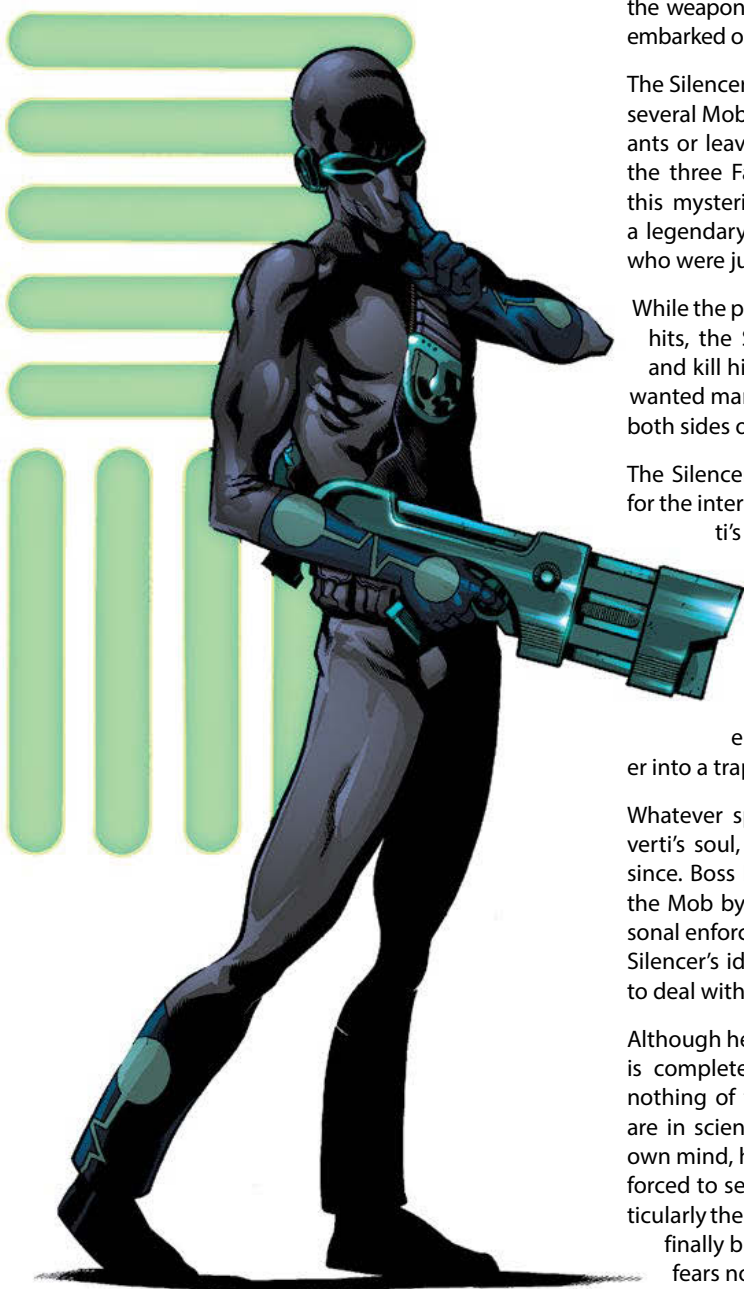
The Silencer was quite effective for a time, bringing down several Mob operations, even killing some Family lieutenants or leaving them for the FCPD to find. The heads of the three Families became increasingly concerned about this mysterious masked man, and the Silencer became a legendary figure amongst Mob thugs and made-men, who were justifiably terrified of him.

While the police weren’t sorry to see the Mob taking a few hits, the Silencer’s willingness to use illegal methods and kill his foes branded him a criminal vigilante and a wanted man. He played a dangerous game, operating on both sides of the law, but belonging to neither.

The Silencer’s mission might well have succeeded if not for the intervention of heroes like Foreshadow and Oliverti’s own blinding hatred of his family and people like them. Increasingly paranoid and driven by a desire to destroy the people he felt responsible for his misery, the Silencer intended to eliminate boss “Big Al” Driogano himself, and ran afoul of the mysterious powers of his aide and advisor Tarot (see her entry later in this chapter). She lured the Silencer into a trap and silenced him instead.

Whatever spell she used captured part of Thomas Oliverti’s soul, and he has been bound to Tarot’s will ever since. Boss Driogano was able to strengthen his grip on the Mob by presenting the terrifying Silencer as his personal enforcer and hit man, and he holds the secret of the Silencer’s identity as an ace-in-the-hole for when he has to deal with Johnny Oliverti.

Although he has struggled to regain his freedom, Thomas is completely outclassed by Tarot’s power and knows nothing of the mystic forces at her command. His skills are in science and sonics, not sorcery. A prisoner in his own mind, he is slowly going mad, and dreads that being forced to serve the monsters he sought to destroy—particularly the man responsible for his father’s death—might finally break his spirit and truly silence him forever; he fears not even that would be an escape.





## THE SILENCER

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	2	2	2	9	3	2	1

## POWERS

**Cowl Sensors:** Removable (–1 point), Senses 3 (Accurate Hearing, Ultra-hearing) • 2 points

**Sonic Weapons:** Removable (–5 points), Array (20 points)

- **Deafening Shriek:** Ranged Cumulative Affliction 9 (Resisted and Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Hearing • 1 point
- **Phase Cancellation:** Burst Area Nullify Sound Effects 5, Concentration, Simultaneous • 20 points
- **Silence:** Ranged Auditory Concealment Attack 2, Burst Area 4 (250 ft. radius) • 1 point
- **Sonic Blast:** Ranged Damage 9 (sound) • 1 point
- **Sonic Masking:** Auditory Concealment 2 • 1 point
- **Vertigo:** Ranged Cumulative Affliction 9 (Resisted and Overcome by Will; Dazed, Stunned, Incapacitated) • 1 point

**Sonic Dampeners:** Removable (–2 points), Immunity 10 (Sonic Effects) • 8 points

## EQUIPMENT

Body armor (+2 Toughness), commlink, night-vision goggles

## SKILLS

Athletics 4 (+6), Expertise: Acoustics 12 (+15), Insight 8 (+10), Intimidation 10 (+11), Investigation 4 (+7), Stealth 10 (+12), Technology 10 (+13), Vehicles 8 (+10)

## PERSONALITY

Thomas Oliverti felt driven by the pressures in his life to do whatever was necessary to secure his own freedom; he's quite ruthless in pursuit of his goal. He feels the Mob does not deserve equal and fair treatment—he's seen what it does first-hand, and he shows his enemies the same mercy they would show him.

He considers himself too intelligent to believe in fairy tales like "truth and justice for all." Although he fought a personal crusade, he believed he was doing some good, and that justified his actions. Deep down, Thomas hates the Mob for what they've done to his life. In many ways, he's a hurt and angry man striking back at his childhood tormenters.

Now, the Silencer is practically a broken man: deprived of even the small chance at freedom his masked identity brought him, bound to serve those he despises, he rarely shows any emotion but resignation. Still, his eyes reflect a deep and desperate fear and longing that he cannot vocalize.

## POWERS &amp; ABILITIES

Silencer has a variety of sonic-based weapons at his command, coupled with considerable training in science, martial arts, and tactics.

## ADVANTAGES

Contacts, Defensive Attack, Defensive Roll 4, Equipment, Evasion, Favored Foe (Mobsters), Improved Critical (Sonic Weapons), Improved Initiative, Move-by Action, Power Attack, Precise Attack (Ranged, Cover), Ranged Attack 9, Startle, Takedown, Taunt

## OFFENSE

## INITIATIVE +6

Sonic Blast +11 Ranged, Damage 9  
 Unarmed +9 Close, Damage 2  
 Vertigo +11 Ranged, Affliction 9 (Will DC 19)

## DEFENSE

<b>DODGE</b>	14	<b>FORTITUDE</b>	8
<b>PARRY</b>	14	<b>TOUGHNESS</b>	8/4*
<b>WILL</b>	9	*Without Defensive Roll bonus	

## POWER POINTS

<b>ABILITIES</b>	46	<b>SKILLS</b>	33
<b>POWERS</b>	30	<b>DEFENSES</b>	30
<b>ADVANTAGES</b>	26	<b>TOTAL</b>	165

## COMPLICATIONS

**Bound:** The Silencer is mystically bound to Tarot and must obey her every command so long as she holds the talisman tied to his soul. He cannot act against her, or even speak or in any way communicate about what she has done to him.

**Motivation—Freedom:** Thomas Oliverti has always wanted nothing more than the freedom to live his life, and now struggles for freedom from Tarot's binding.

His main weapon is a sonic rifle capable of firing coherent beams of sound that can batter targets unconscious or vibrate with enough force to punch through concrete. A wider, less coherent ray can create deafening noise or induce powerful vertigo.

He can create a field that counters all sound and makes an area totally quiet, widening to cover an entire building, or contracted to just himself. This preternatural silence often precedes the Silencer's attacks, and the Mob has learned to fear it.

The Silencer usually uses his silence field to sneak into an area, strike with a screamer blast to deafen and disorient his opponents, and then wades into close-quarters combat with his sonic blasts and hand-to-hand skills. He doesn't hesitate to use lethal force when he—or his mistress—deems it necessary. He virtually never speaks, often because his voice would be muffled behind his silence field anyway, but also because he rarely has anything he can or will say to his targets.

# THE SILVER SCREAM

**REAL NAME:** Lauren Hammond  
**OCCUPATION:** Ghost, former actress  
**BASE:** Freedom City

Lauren Hammond grew up in Freedom City in the early 20th century with ambitions of becoming an actress. She moved to Hollywood during the Golden Age of cinema and succeeded in landing a minor, but important, role in a production of *Dracula* as one of the vampire lord's "wives." That role established Lauren Hammond as an actress, and she went on to a number of other parts. Most of her pictures were horror films, and Hammond was well known as a Hollywood "scream queen."

Unfortunately, she quickly became typecast. Her attempts to venture outside the realm of horror films were dismal failures. She blamed directors, producers, and co-stars, but

the truth was Hammond considered herself a star, and she was just too difficult to work with. Eventually, even horror film producers couldn't be bothered to put up with her demands. In the post World War II era, horror films became less popular. After less than a decade, Lauren Hammond's Hollywood career was over.

Eventually, calls from directors and studios stopped coming, but the ones from creditors did not. Hammond was forced to sell her Beverly Hills home and move back to Freedom City. There she found occasional theatre work, but her reputation as a prima donna eventually squelched that as well. Faced with the end of her career and obscurity, Lauren gave what she considered her final performance when she overdosed on medication. Her landlady found her body, and the curtain fell on Hammond's life.

She would have been relegated to historical retrospectives on the horror film industry and "Whatever happened to...?" documentaries, but Lauren Hammond's spirit would not rest. The despair that claimed her life also gnawed at her soul, keeping her from whatever afterlife awaited. Instead, Lauren Hammond returned as a vengeful ghost in the 1950s to haunt the theatres she associated with her downfall, striking back against the producers, directors, and actors who spurned her. Her silvery-white appearance and terrible wail earned her the nickname "the Silver Scream" from the newspapers. The series of strange hauntings drew the attention of the speedster and Liberty Leaguer Johnny Rocket, who was able to deduce the ghost's true identity. When he staged a film festival to honor Lauren Hammond's accomplishments, her anger cooled and her ghost vanished, hopefully never to trouble Freedom City again.

Decades later, film critic Howard Moore published an essay criticizing Hammond's performance in several films along with an exposé of her troubled last years. His work aroused the anger of the actress' ghost, who frightened Moore to death and then embarked on a new campaign of vengeance. The second Johnny Rocket intervened to stop the Silver Scream after she attacked him and his grandfather, the original Johnny Rocket. Johnny was able to banish the Silver Scream once again, but there have been several "sequels" where her spirit has returned from beyond the grave to haunt members of the theatrical community as well as the heroes who protect them from her vengeance.

Ironically, the Silver Scream's periodic reappearances have lent new life to Lauren Hammond's posthumous career and revived interest in her body of work, although legitimate critics and theaters are reluctant to showcase her films, out of concern about her ghost. Her new fans are largely found on the Internet, and share a macabre interest in the Silver Scream as much as in Lauren Hammond. "Always willing to do anything for a fan," the Silver Scream has on occasion taken to protecting and "helping" them—violently—either directing her wrath at anyone harassing them or fulfilling a fan's spoken or unspoken wishes.



XIRZ  
2004

# THE SILVER SCREAM

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
-	-	1	0	0	0	1	4

## POWERS

**Ghost Form:** Flight 5 (60 MPH), Immunity 30 (Fortitude Effects), Insubstantial 4, Senses 2 (Darkvision) • 62 points

**Invisibility:** Concealment 2 (Visual) • 4 points

**Phantasms:** Illusion 10 (all senses), Psychic, Selective, Resistible by Will • 60 points

**Psychic Attack:** Perception Ranged Damage 10, Resisted by Will • 40 points

## SKILLS

Deception 8 (+12), Expertise: Acting 8 (+8), Expertise: Cinema 12 (+12), Insight 6 (+7), Intimidation 10 (+14)

## ADVANTAGES

Fascinate (Deception), Fearless, Taunt

## PERSONALITY

A fairly self-obsessed diva in life, Lauren Hammond has become a vengeful spirit in death, made up of the despair, anger, and jealousy of a woman who briefly had it all, then lost it.

The Silver Scream particularly hates anyone involved in the theatrical arts, from stage to screen, including performers, directors, producers, critics, and studios. The mere mention of her name in association with a production can draw her attention, so it has become a superstitious custom to never speak it out loud, or to write about her. Of course, this creates a kind of double jeopardy, as the Silver Scream has been known to feel slighted when she is *not* rightfully mentioned, such as when a documentary was made about her former studio, and all scenes and mentions of Lauren Hammond were carefully omitted.

The Silver Scream is drawn to her new “fans” like a moth to a flame. Their interest in her seems to create a psychic resonance she can perceive from the spirit plane. She is known to stalk them invisibly and intangibly, to take an interest in their lives and activities, and to seek out ways to further gain their attention and admiration. As many of her fans are lonely and isolated people, often teens, and somewhat death-obsessed, this creates nightmare scenarios with the Silver Scream serving as a macabre “fairy godmother”.

## POWERS & ABILITIES

The Silver Scream is a ghost, the spiritual and emotional essence of the woman who was once Lauren Hammond, if not her actual soul. She is incorporeal, incapable of touching or interacting with the physical world, and normally invisible; she can become visible at will, either as a ghostly, washed-out image of her younger self, or taking on virtually any appearance thanks to her powers.

## OFFENSE

INITIATIVE +1

Psychic Attack — Perception Range, Damage 10

## DEFENSE

**DODGE** 6 **FORTITUDE** Immune

**PARRY** 6 **TOUGHNESS** 0

**WILL** 10

## POWER POINTS

**ABILITIES** -8 **SKILLS** 22

**POWERS** 166 **DEFENSES** 26

**ADVANTAGES** 3 **TOTAL** 209

## COMPLICATIONS

**Motivation—Vengeance:** Silver Scream is a vengeful spirit with a hatred for the living.

**Ghost:** A supernatural ghost, the Silver Scream can be exorcised and held at bay by mystical means. Deceased for decades, she no longer has a place in the modern, living, world.

As a ghost, the Silver Scream is immune to all physical concerns and is not truly alive. Magical and psychic powers can affect her ghostly form, but little else does. She can float through the air in defiance of gravity and see in pitch-blackness with a psychic “second sight.”

The Silver Scream can project extremely realistic hallucinations into the minds of those around her, allowing her to create virtually any image or sensory impression. Her illusions seem entirely real, although they have no substance. Originally given to creating elaborate “set pieces” with her powers, the Silver Scream has learned subtlety over the years and often mixes illusion with reality. Among other things, her power allows her to haunt a location with all of the various effects—from spectral moaning and clanking to sudden chill spots, sensations of something brushing lightly across the skin, or even the appearance of blood dripping down the walls, which naturally disappears without a trace.

So realistic are the Silver Scream’s illusions that they can cause psychosomatic shock to their victims, a kind of psychic attack that inflicts very real harm. Although unable to touch the physical world, the Silver Scream has literally frightened a number of victims to death and driven others to their deaths by accident, either as they fled in terror or because they stumbled into a hazard they were unable to see, from a set of stairs to oncoming traffic.

While Hammond’s ghost can be banished by various means, from mystical rituals to emotional psychodramas that soothe her vengeance, such solutions have always proven temporary.



# SUPERIOR

**REAL NAME:** Kal-Zed  
**OCCUPATION:** Conqueror  
**BASE:** Mobile

Kal-Zed was born a wolf among sheep, a giant among those content to while away their endless lives with trivialities. He was one of the rare births among the Ultima, celebrated by the immortals as the continuation of their race and culture. With only a few centuries of life, he lacked the perspective to understand his people's tradition of isolation and non-interference with less evolved cultures. Instead he was obsessed with ancient lore about the time when the Ultima strode the world like gods, and were worshipped as such. They were "giants in the Earth" then, not existing like monks in their hidden city of Ultima Thule, far from any other civilization.

So it was no surprise that Kal-Zed was intrigued when outsiders visited Ultima Thule for the first time in many years. They spoke of ancient human legends about the city and about the origin of their race, the Aryan race. The Ultima found their folk-beliefs amusing, but had no interest in their primitive doctrines of racial purity or their political ambitions. They mindwiped the intruders and sent them on their way, with nothing more than vague memories of being lost in a snowstorm.

The seed these visitors planted festered in Kal-Zed's mind, however. The strangers were right, after all—the Ultima were superior! Why should they not assume control of less evolved cultures and guide them? It would be child's play to do so; the primitive technology and crude psychic abilities displayed by humans were no match for the cosmic Power Primal of one who was like a god to them.

So, one fateful night, Kal-Zed stole away from Ultima Thule. He traveled to the Fatherland of the visitors and presented himself as a true example of the Aryan ideal, *der Übermensch*. Upon meeting Adolf Hitler, Kal-Zed was unprepared for the power, the sheer charisma, of the man, amplified with the subtle aid of his occult advisors. Rather than simply seizing control of the Reich,

the newly named *Übermensch* thought it in his best interests to use the Nazis to his advantage.

*Übermensch* was one of the few Nazi super-soldiers to escape death or capture at the end of the war. Exiled from Ultima Thule, his ambitions dashed, he renamed himself Superior and became a fierce foe of the Centurion, his opposite number in America. The two of them clashed many times over the years as Superior sought revenge and conquest. Eventually, Centurion decisively defeated him and exiled his foe to the Zero-Zone with the assent of the Ultima. There Superior remained, awaiting an opportunity to escape and wreck havoc on his old foe and the world that defied him for so long.

By the time Superior managed to escape the Zero-Zone, he was disappointed to learn the Centurion was already dead and gone, having sacrificed himself against Omega during the Terminus Invasion. On the other hand, he was both pleased and amused to learn that his old foe's mantle had been passed to Centuria, his daughter from another timeline. Superior made it clear he found Centuria a suitable mate, should she chose to rule the world at his side. Centuria's reply sent the rogue Ultiman flying through several buildings before finally coming to rest in a crater on the far side of the Wading River. Superior has never again made so "generous" an offer.

Superior has occasionally allied with his "old friend" Overshadow, but the master of SHADOW knows better than to trust *der Übermensch* himself, aware of the full reach of Superior's ambitions and the truth about his origins. Still, the two sometimes find it useful to cooperate, and the world is rightly concerned when they do.

Although Superior no longer considers himself a Nazi (if he ever did), he still subscribes to their ethos of innate superiority—with himself at the pinnacle of that ladder, of course. He sometimes manipulates fascist and neo-Nazi groups to rally around him, but gives no more thought to such pawns than one might give to a pack of loyal hounds, and does not hesitate to dispose of them, if it serves his purpose.



## SUPERIOR

PL15

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
18	18	4	2	8	2	2	3

## POWERS

**Levitation:** Flight 10 (2,000 MPH) • 20 points

**Mind-Scanning:** Comprehend 2 (Languages, speak and understand all), Mind Reading 2 • 8 points

**The Power Primal:** Ranged Damage 14 (cosmic force) • 28 points

**Ultiman Invulnerability:** Immortality 5 (1 day), Immunity 12 (Aging, Life Support, Sleep), Impervious Toughness 12, Regeneration 5 • 39 points

## SKILLS

Close Combat: Unarmed 4 (+12), Expertise: Art 8 (+10), Expertise: History 12 (+14), Expertise: Philosophy 6 (+8), Expertise: Tactics 8 (+10), Insight 10 (+12), Intimidation 10 (+13), Perception 10 (+12), Persuasion 6 (+9), Technology 6 (+8)

## ADVANTAGES

Chokehold, Diehard, Improved Grab, Ranged Attack 9

## OFFENSE

**INITIATIVE +4**

Cosmic Blast +11 Ranged, Damage 14

Unarmed +12 Close, Damage 18

## DEFENSE

**DODGE** 12 **FORTITUDE** 18

**PARRY** 12 **TOUGHNESS** 18

**WILL** 11

## POWER POINTS

**ABILITIES** 114 **SKILLS** 40

**POWERS** 95 **DEFENSES** 21

**ADVANTAGES** 12 **TOTAL** 282

## COMPLICATIONS

**Motivation—Superiority:** Superior truly believes in the notion that “might makes right”—those with the most power and ability to rule should do so.

## PERSONALITY

True to his name, Superior is arrogance personified, looking down on all of poor, fragile humanity as inferior creatures in need of the guidance of a strong, capable leader such as himself. He truly believes his benevolent rule would improve the human condition and speed the development of civilization on Earth, but his primary motivation is the sadism of a vicious child playing with creatures he considers helpless to oppose him.

Supremely confident, Superior feels free to wax philosophic about his abilities and his goals. “Just keep him talking,” Centurion used to say, “and he’ll tell you what you need to know before you take him down.” Like any other bully, Superior is a coward at heart; he’s all confidence and bluster when he can rely on his invulnerability and the power to brush aside anything attempting to threaten him, but faced with a real threat, especially the looming danger of mortality, and he will flee or otherwise do whatever he must to save himself.

## POWERS &amp; ABILITIES

Superior is an Ultiman, one of a race of humans genetically advanced by the alien Preservers, then further evolved by their own efforts and an infusion of “the Power Primal” (cosmic energy), giving them tremendous superhuman powers.

Like all Ultima, Superior is essentially immortal: he stopped aging upon reaching adulthood and his life-force is sustained by cosmic energy. He does not need to eat, sleep, or breathe, and is immune to any environmental conditions, able to exist equally in the cold depths of space or the crushing pressure at the bottom of the

ocean. He regenerates from any injury, up to and including death, and only complete disintegration or dispersal of his molecules would prevent Superior from eventually recovering.

The Power Primal makes Superior tremendously strong, able to lift thousands of tons and deform or break almost any material, and his body extremely dense and resistant to harm, able to shrug off the effects of most conventional weapons and resist even heavy weaponry with only minimal damage (which he quickly regenerates). As with the other physical abilities of the Ultima, there is at least some psionic or energy manipulating aspect to Superior’s strength and invulnerability.

The Ultima are telepathic, although Superior’s abilities in that area are under-developed. He can scan nearby minds to read their surface thoughts, if they are unguarded, and pick up enough to allow him to effectively converse with any intelligent creature, but that is all. Still, since many tend to overlook the Ultima’s psionic abilities, he has been known to use them to his advantage.

Lastly, Superior wields the cosmic energy of the Power Primal, which he can project in powerful force blasts from his hands or eyes, and use to counteract the force of gravity and fly at great speeds. Older and better trained Ultima have learned to use the Power Primal for a great many other effects, from electromagnetism to transmutation; Superior has rarely displayed the talent, skill, or patience necessary for such advanced abilities, although he (like all Ultima) has the potential for them, and they can be occasional Alternate Effect power stunts.

# SYZYG

**REAL NAME:** Unpronounceable  
**OCCUPATION:** Tester of mettle  
**BASE:** Mobile

The alien entity called “Syzygy” by the Freedom City media is an inter-dimensional traveler, hatched on a war-torn planet with little chance of survival. His clutch was sold into slavery to a wealthy brood. Fitted with special collars to prevent the use of their species’ powers, he and his siblings were destined to live their lives at the whim of others. Syzygy was sold as a gladiator.

Over the years, Syzygy became the star attraction at the arena. With his youth fading, his keepers decided to reorient their star slave, making him a trainer. His years of harsh experience served him well, and he developed a fondness for teaching. Though he had no choice in the matter, he learned to love the exchange of instruction.

Pushing his pupils to greater feats of daring and madness, Syzygy killed as many in training, if not more, than he lost in formal combat. His brutal life had ingrained a single truth in his mind: Only the strong survive. Those that died were not worthy. Their loss was as inevitable as it was necessary for the rest to better themselves. Any spark of compassion or sympathy in him died with them.

Tired of his life as a slave, and finally slowing down after decades of harsh living, Syzygy planned to escape. He led a bloody slave revolt from amongst the gladiators of the arena—many of them his students—and set-off a slaughter, from which Syzygy was the only survivor.

He spent time wandering through various dimensions looking for a place to call home. While searching, Syzygy encountered alien species from across countless worlds. Though not a conqueror, he tested them all and gathered trophies from each.

When Syzygy discovered Earth-Prime and Freedom City, he took a liking to its fantastic inhabitants. His first encounter with natives was an accidental clash with the Atom Family. He sought to “educate” and test them, before folding into another dimension and vanishing. The Atom Family had only his lectures along with a few scrapes and bruises to show for their encounter. It was obvious to them this new threat could have done worse, but held back.

His curiosity piqued, Syzygy decided to investigate this new world. As with

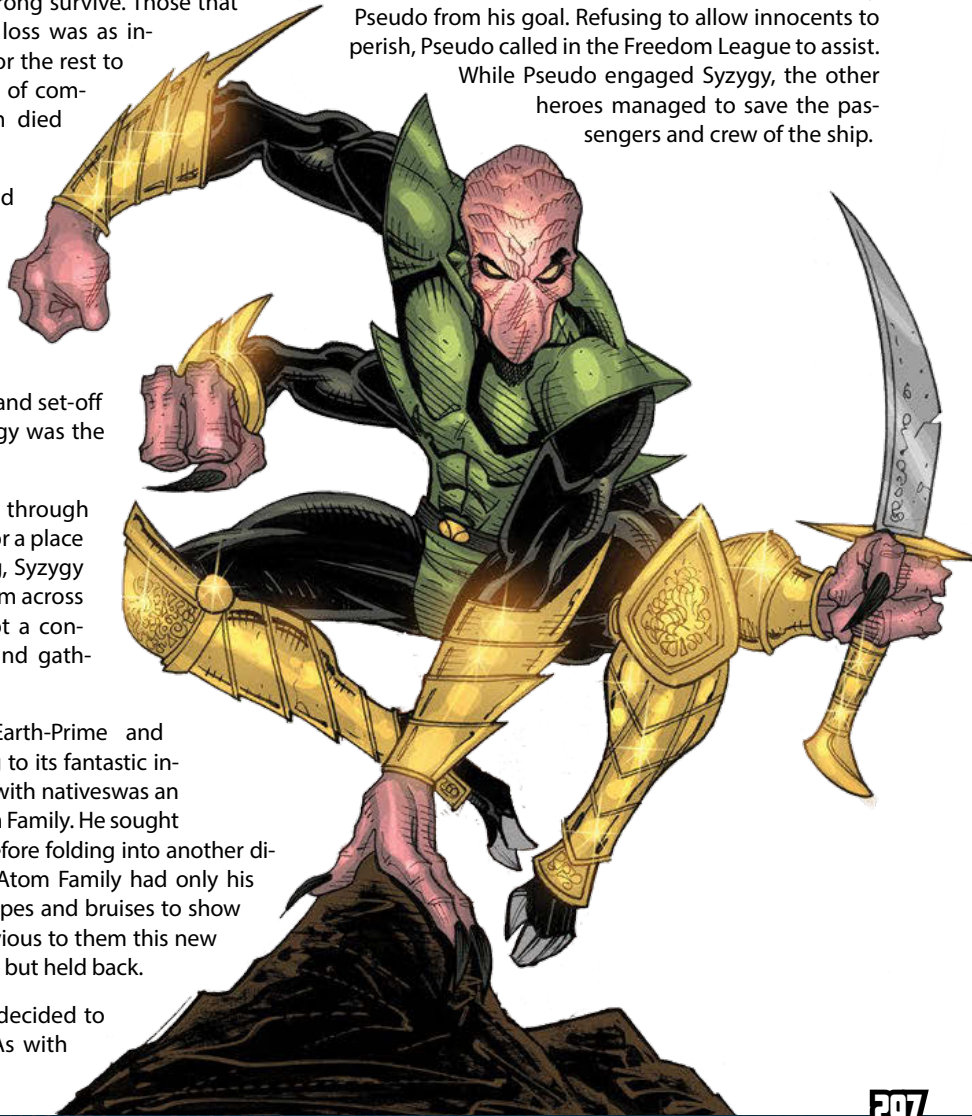
others, he learned by testing the mettle of its warriors, and Earth-Prime was filled with potential opponents.

He next encountered Captain Thunder. Although he tried to talk to Syzygy and inquired why he would pick a fight with a superhero, Syzygy answered only with an attack. Manipulating his bodily dimensions, Syzygy gained enough strength to match Captain Thunder’s.

The two fought over Freedom City for several minutes before the rest of the Freedom League arrived. Outnumbered and outmatched, Syzygy taunted Captain Thunder one last time before fleeing into another dimension to avoid capture. Captain Thunder was left more confused than hurt by the confrontation.

Wanting to test more heroes, Syzygy tracked down the other members of the League. Deciding that Pseudo would pose the greatest challenge, he was targeted first. Using his ability to travel between, and peer through, dimensions, Syzygy ambushed Pseudo while the hero attempted to save a passenger liner from sinking. Taking advantage of his distraction, he managed to delay Pseudo from his goal. Refusing to allow innocents to perish, Pseudo called in the Freedom League to assist.

While Pseudo engaged Syzygy, the other heroes managed to save the passengers and crew of the ship.





## SYZYGY

PL14

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
15/5	5	3	3	12	6	4	-2

## POWERS

**Dimensional Pocket:** Feature 6 (Dimensional Storage, 3200 lbs.), Dimensional Movement Attack 6 • 15 points

**Dimensional Shifting:** Array (35 points)

- **1-D Form:** Concealment 4 (All Visual), Insubstantial 4 (affected by dimensional attacks) • 1 point
- **2-D Form:** Concealment 4 (All Visual, Limited to One Side), Insubstantial 1 (Quirk: Limited to Width), Penetrating Strength 5 • 1 point
- **4-D Form:** Enhanced Strength 10, Indirect 3 (Variable Descriptor 2, Any Attack), Senses 8 (Auditory and Visual Penetrate Concealment), Teleport 1 • 35 points
- **5-D Form:** Enhanced Advantage 5 (Improved Initiative 5), Quickness 10, Speed 10 (2,000 MPH) • 1 point
- **6-D Form:** Movement 3 (Dimension Travel 3), Remote Sensing 5 (all senses, Dimensional) • 1 point

**Four Arms:** Extra Limbs 2 • 2 points

**Gadgets:** Variable 6, Continuous, Removable • 38 points

**Tough:** Immunity 1 (Aging), Protection 8 (Impervious) • 17 points

**Universal Translator:** Comprehend Languages 4 (all) • 8 points

## SKILLS

Deception 12 (+10), Expertise: Tactics 12 (+18), Insight 12 (+16), Intimidation 12 (+10), Investigation 4 (+10), Technology 8 (+14)

## ADVANTAGES

Daze (Intimidation), Fearless, *Improved Grab*, Move-by Action, Power Attack, Ranged Attack 9, Taunt

Though costing innocent lives was not his goal, Syzygy learned a valuable lesson about the heroes of this world: they would stop at nothing to protect innocent life. He had the perfect weapon to use against them. At every turn, Syzygy has since used superheroes' desire to save lives as a tool, creating disasters to draw out the heroes of Freedom City so he can fight them, test them, and if need be, destroy them for the greater good.

## PERSONALITY

Szygy is a twisted, alien personality devoted to his strange ethos of "testing" opponents in order to either temper or break them, with the notion that culling the weak and unworthy is a noble cause that improves the lot of the species and helps to pass along Syzygy's hard-won knowledge.

When encountering obviously outmatched heroes, Syzygy engages them long enough to assess their capabilities and prove his own superiority, but handles them with care, allowing them to escape with their lives if they show potential and could benefit from further lessons. More powerful heroes are seldom as lucky. Syzygy taunts opponents, often claiming they are unfit, untested, weak, or not ready to face a warrior such as he. But when he is held back or defeated, he heartily congratulates his op-

## OFFENSE

**INITIATIVE +3 (+23 in 5-D form)**

Dimensional Attack +12      Dimensional Movement, Dodge DC 16

Unarmed +12      Close, Damage 5 (15 in 4-D form)

## DEFENSE

**DODGE** 12      **FORTITUDE** 16

**PARRY** 12      **TOUGHNESS** 13

**WILL** 12

## POWER POINTS

**ABILITIES** 72      **SKILLS** 30

**POWERS** 119      **DEFENSES** 28

**ADVANTAGES** 14      **TOTAL** 263

## COMPLICATIONS

**Alien:** Syzygy is an alien being from another dimension with a strange appearance and manner.

**Motivation—Conflict:** Syzygy feels it is his duty to "test" opponents through conflict and, if they prove unworthy and lacking in potential, eliminate them for the greater good.

ponents on a job well done before slipping away into another dimension.

## POWERS &amp; ABILITIES

Szygy can shift the dimensions he occupies, altering his physical capabilities accordingly: going from a one-dimensional mathematical point—invisible and untouchable, but still physically present—to a flat shape that is invisible when seen on edge and incredibly sharp. His higher dimensional forms give him tremendous strength (from a third-dimensional point of view) and the ability to "side-step" various 3-D limitations, shifting or perceiving around barriers, or altering his relationship with time to move at a much faster relative speed.

Additionally, Syzygy can store items in a "pocket" of folded dimensional space. This usually includes various weapons and devices of advanced alien technology. He can also trap other beings in this pocket dimension (his Dimensional Movement Attack).

Szygy is a highly trained warrior, particularly in hand-to-hand combat, either unarmed or with a variety of weapons. His four arms make him a particularly effective wrestler; in his 4-D form, he can grab and hold even superhumanly strong opponents.

Szygy can shift into other dimensions essentially at will, and uses this power to leave any encounter that has ended, or that threatens to end in his defeat or capture.

# TALONA

**REAL NAME:** Ta-Lo-Nah

**OCCUPATION:** Warrior

**BASE:** The Aerie

Many primitive human cultures believed the gods came from the sky. The people of the Aerie knew the gods came from beyond the sky; after all, they dwelled in the sky and never saw the star-gods. Still, they knew they had the gods' favor because they could fly.

Long ago, the legends say, the star-gods came. They went among the people who walked upon the Earth and found those worthy, with the fierceness and pride of raptors in their hearts, and granted them the gift of wings. But the ground-bound were fearful and jealous of the winged-ones. They hurled curses and stones alike at them, driving them out, driving them away.

So the avians took to the sky and flew far and wide, searching for a place away from the ground-bound, a

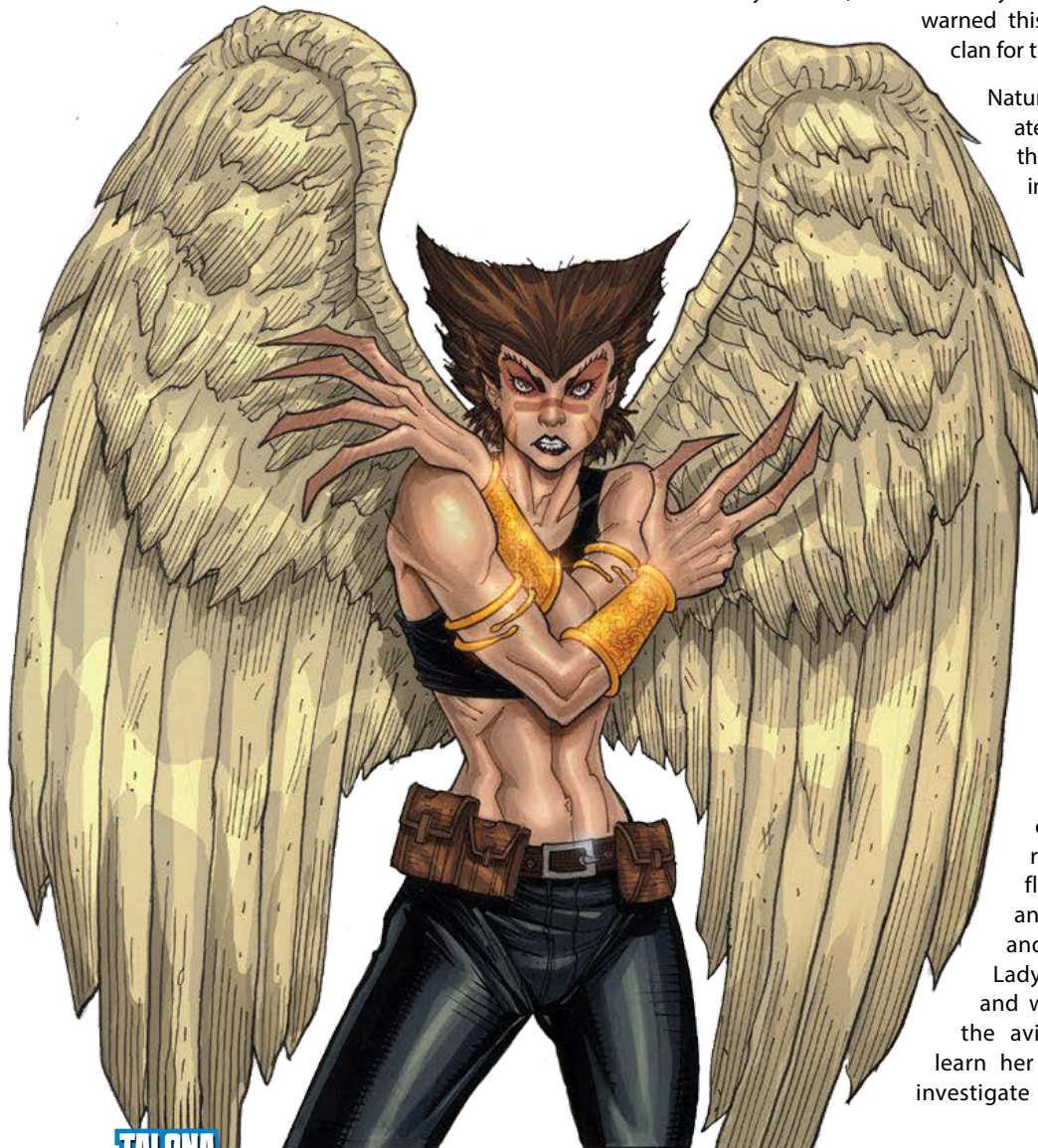
place they could call their own. They founded the Aerie high in the mountains of a distant land, warmed by volcanic springs, and there they built a civilization, where those who hated and feared them would never find them—so they thought.

Ta-Lo-Nah was marked by the star-gods from birth. She was gifted with powerful claws and the keen instincts of a hunter, but also with swiftness and the ability to speak with and command the feathered creatures of the skies. She grew up tall and strong, a fierce and powerful hunter and warrior, but with a terrible temper when her ire was roused.

Not long after Ta-Lo-Nah reached adulthood, a sickness came to the Aerie, and the healers could not find a cure. Many believed it was a curse from the star-gods, a sign of their displeasure, but Ta-Lo-Nah believed otherwise. She discovered it was the work of groundlings, who fouled the air with their great chimneys. When she told them to stop, they refused, so she destroyed their foul machines and warned this "Grant Conglomerates" clan for the last time.

Naturally, Grant Conglomerates wasn't going to stop their international refining operations because of some freak. When "Talona" returned as she said she would, they laid a trap and captured the bird-woman, shipping her off to the head offices in Freedom City for interrogation and examination by the bio-medics division.

Talona escaped confinement in Freedom City and found herself in a strange and terrible place, filled with more groundlings than she had ever seen, the air thick with their stench, the sky walled off by their towers. In her rage, she called to the fliers among the towers and in the scattered trees, and they answered her. Lady Liberty fought Talona and was finally able to calm the avian warrior enough to learn her tale. She promised to investigate Grant Conglomerates'



## TALONA

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	4	7	7	9	0	2	3

## POWERS

**Atavistic Rage:** Enhanced Defenses 0 (Fortitude 2, Will 2, Dodge -2, Parry -2), Enhanced Strength 4, Unreliable (5 turns) • 4 points

**Bird Calls:** Array (32 points)

- **Summon Birds:** Perception Area Summon Birds 2, Feature (Sensory Link), General Type (Birds), Horde, Mental Link, Multiple Minions 5 (32 minions) • 32 points

- **Flock of Raptors:** Perception Range Affliction 12 (Resisted and Overcome by Fortitude; Vulnerable, Defenseless), Limited Degree, Limited to outside environments • 1 point

**Birdspeech:** Comprehend 2 (animals), Limited to birds • 2 points

**Claws:** Strength-based Damage 5, Penetrating 5 • 10 points

**Vision:** Senses 6 (Danger Sense, Direction Sense, Distance Sense, Extended Vision 2, Low-light Vision) • 6 points

**Wings:** Flight 6 (120 MPH), Wings • 6 points

## SKILLS

Acrobatics 8 (+15), Expertise: Animal Handling 9 (+9), Expertise: Survival 10 (+10), Expertise: Tactics 4 (+4), Insight 8 (+10), Intimidation 6 (+9), Perception 10 (+12), Stealth 7 (+14)

## ADVANTAGES

Agile Feint, All-out Attack, Animal Empathy, Benefit (Ruler of the Aerie), Close Attack 2, Daze (Intimidate), Defensive Roll 4, Evasion, Favored Environment (Aerial), Fearless, Improved Critical (Claws), Improved Initiative, Languages (Avian), Leadership, Move-by Action, Power Attack, Tracking, Uncanny Dodge

involvement, and helped Talona return to her home, having earned the avian's grudging respect.

What Talona found when she returned to the Aerie was devastation: her people were gone, and new cairns dotted the burial grounds. She realized the plague had destroyed them while she was in captivity, and she went mad with rage. Talona returned to Freedom City with an army of raptors to declare war on the groundlings. Again, Lady Liberty confronted and overcame her. Learning of her terrible tale, she and her allies discovered the avians were not wiped out—they had merely moved to hidden caves to try and escape the plague. The Freedom League negotiated pollution controls for the region near the Aerie and formulated medical treatment to assist the avians. A somewhat mollified Talona returned to her people.

Since her return, Talona has received word of Black Vulture, who is apparently an avian from a "lost" tribe in the Atlas Mountains (see the *Threat Report* sourcebook). If she can confirm his origins, she plans to bring him and his followers back to the Aerie to ensure the survival of her people. Talona is disgusted by the rumors of Black Vulture's cannibalism, but she's certain those tales are

## OFFENSE

INITIATIVE +11

Unarmed +11 Close, Damage 9, Penetrating 5, Crit. 19-20

Flock of Raptors Perception, Affliction 12 (Fort. DC 22)

## DEFENSE

**DODGE** 16 **FORTITUDE** 8

**PARRY** 14 **TOUGHNESS** 8/4\*

**WILL** 7 \*Without Defensive Roll bonus

## POWER POINTS

**ABILITIES** 72 **SKILLS** 31

**POWERS** 60 **DEFENSES** 21

**ADVANTAGES** 22 **TOTAL** 206

## COMPLICATIONS

**Enemy:** Talona has a long-standing history of clashes with Grant Conglomerates. She has also had numerous run-ins with Lady Liberty and the Freedom League.

**Motivation—Responsibility:** Talona is the chosen leader of her people, part of her birthright from the star-gods—or so she believes.

**Temper:** Talona is subject to stress atavism, which causes her to fly into bestial rages when pressed.

just lies spread by the ground-bound who fear and mistrust the avians.

## PERSONALITY

Talona is fierce and direct in everything she does. She is proud of her people and her homeland and will stop at nothing to protect them. She gives in to anger readily, which has gotten her into trouble in the past, but it also gives her strength. Her unpredictability makes her both a staunch ally and a dangerous foe.

## POWERS &amp; ABILITIES

Talona is something of a mutant throwback among avians: she can fly much faster than most of her kind and her claws are superhumanly sharp and powerful. Moreover, she has the ability to psychically communicate with and control birds of all kinds, particularly raptors. The downside of her birthright is a tendency towards stress atavism: an almost bestial temper and bloodlust, reverting Talona to a savage stage where it is difficult to reason with or control her. Even her own people tread carefully where the proud warrior-woman is concerned, regarding Talona as their champion, but also uncertain about her abilities as a spokesperson, much less a diplomat.



# TALOS

**REAL NAME:** Talos

**OCCUPATION:** Inventor, arms-dealer

**BASE:** Freedom City

In ancient times, the Greek god Hephaestus crafted a giant of bronze and gave it life. Zeus gifted the bronze giant, named Talos, to King Agenor of Tyre in compensation for his daughter, Europa, whom Zeus carried off. Sometime later, the hero Jason and his lover Medea overcame Talos when Medea used her magic to ferret out the giant's weakness—his heel. Jason stabbed Talos there, causing molten metal to pour fourth from a wound, and the stricken giant fell to the Earth.

The immortal inventor Daedalus later discovered the disabled and diminished Talos in his wanderings. He repaired and restored the bronze giant, although Talos never achieved the full stature he once had.

Daedalus treated Talos as an equal and shared his knowledge and insight with the bronze man. Talos proved to possess an intellect far greater than anyone expected, as well as an innate grasp of mechanics and engineering, perhaps owing to the nature of his creation.

The two were allies for a time, until Daedalus refused to use his skills to create a suitable mate and companion for Talos. The bronze giant became convinced Daedalus, and all creatures of flesh, were weak, treacherous, and inherently jealous of his superior nature. In their conflict, Daedalus deactivated Talos but could not bring himself to destroy him. He instead cast the inert bronze form into the Mediterranean Ocean, where it lay for centuries.

Talos was unearthed in the 20th century by archeologists investigating sea-floor ruins and inadvertently reactivated. The cunning construct operated in secret for a time, creating the Foundry and building a power base in the modern world, while also absorbing sci-

entific and technical knowledge at a prodigious rate, to the point where he quickly began improving upon existing technologies. Talos was particularly fascinated with the nascent science of robotics, the technical creation of beings similar to himself, and sought to master every aspect of it.

Talos and his Foundry clashed a number of times with his old foe Daedalus, and Daedalus' new allies, the Freedom League. Talos has since created a "son" in the android Argo—who failed in attempts to destroy the League for his "father" and later rebelled against him—and a "mate" in the android Galatea, who developed a conscience and was repulsed by Talos' cold inhumanity, turning against him as well to join his enemies in the Freedom League for a time.

Talos has had greater success in the creation of robot underlings rather than he has family (see **The Foundry**). He has turned his considerable intellect and the inventive skills he learned from Daedalus to creating new and more powerful weapons to sell to mortals looking to destroy each other, all too happy to profit from their primitive drives, and further his ultimate plan to repopulate the world with machine life.

For the first time since initiating his modern conflict with Daedalus and his allies, Talos finds himself with criminal rivals in the form of Ghostworks and their black market technology (see the *Emerald City* sourcebook for details). This has proven a distraction for some of the Foundry's resources as Ghostworks attempts to steal away a portion of their market. Up until recently, Talos left dealing with Ghostworks—as he did running the Foundry—to his underlings, but their continued encroachment on Foundry business may draw the mechanical mastermind into the conflict directly, escalating matters into an all-out war between the two organizations unless Talos chooses to forge an alliance with the black-market technologists instead. Even then, such an arrangement would be purely for convenience until he found a way to co-opt or eliminate Ghostworks altogether.



## TALOS

PL14

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
15	-	0	2	9	14	5	2

## POWERS

**Armored Skin:** Impervious Protection 11 • 22 points

**Blast Furnace:** Reaction Damage 12 (heat, being touched);

**AE: Fire Blast:** Ranged Damage 12 • 49 points

**Large:** Growth 4, Permanent • 8 points

**Self-Repairing:** Regeneration 1, Persistent • 2 points

**Unkillable:** Immortality 5 • 10 points

**Unliving:** Immunity 30 (Fortitude effects) • 30 points

## SKILLS

Close Combat: Unarmed 2 (+11), Expertise: Business 2 (+16), Expertise: History 10 (+24), Expertise: Philosophy 2 (+16), Expertise: Science 10 (+24), Insight 8 (+13), Perception 4 (+9), Ranged Combat: Fire Blast 8 (+10), Technology 10 (+24)

## ADVANTAGES

Accurate Attack, Eidetic Memory, Fearless, Improved Hold, Improvised Tools, Inventor, Languages (English; Ancient Greek native), Power Attack

## PERSONALITY

Talos is the embodiment of science stripped of all compassion. He considers humans—and all organic life—inferior to machine life such as himself and wishes to populate the world with machines, creating a place of perfect order with himself at the pinnacle of power.

Highly intelligent, Talos admires that quality in others, but usually finds their intelligence contaminated by petty emotions. Although Talos considers the emotions of others a weakness, he is largely blind to his own, and angered when others point out this flaw.

He both admires and hates Daedalus, his former ally and teacher and one of his few intellectual equals, and he distrusts Medea, the sorceress he holds responsible for his first death. Talos even considers himself superior to the god who created him, claiming it is his destiny to overthrow even the Olympians as they overthrew their parents, the Titans. Talos longs for true peers—artificial beings like himself—but his efforts to create them thus far have been flawed.

## POWERS &amp; ABILITIES

A magically animated construct created by the god Hephestus, Talos is a giant figure of enchanted bronze, stronger than titanium. He is immune to concerns like respiration, illness, or the effects of the environment, and can regenerate damage over time. Not truly alive, Talos is essentially unkillable short of utterly disintegrating him. Even fragments of his form would eventually rejoin or regenerate, given enough time.

## OFFENSE

INITIATIVE +0

Fire Blast +10

Ranged, Damage 12

Unarmed +11

Close, Damage 15

## DEFENSE

DODGE

11

FORTITUDE

Immune

PARRY

11

TOUGHNESS

17

WILL

12

## POWER POINTS

ABILITIES

76

SKILLS

28

POWERS

121

DEFENSES

26

ADVANTAGES

8

TOTAL

259

## COMPLICATIONS

**Creator:** Talos is driven to create, building new forms of robotic life in a search for peers and family, but rarely with any success.

**Motivation—Power:** Talos seeks knowledge, power, and control to prove his superiority over all other creatures.

**Unliving:** A magically animated statue, Talos is not alive and, for all of his heat, is a cold stranger to human emotion.

## NOTE

Talos's game traits do not include the considerable resources or minions he can call upon from his control over the Foundry. See the **Foundry** entry for details.

Talos contains a mystic furnace in his chest, filling parts of his interior with swirling, molten metal that glows through his eyes. He can heat his metal skin to searing temperatures and project blasts of flame from his hands, eyes, or mouth as he wishes. Excessive damage to Talos' body causes him to bleed red-hot molten metal. Once Talos had a vulnerable spot that caused him to bleed out and become inert when it was damaged, but he has since addressed and corrected that weakness.

In spite of his physical powers, Talos' greatest weapon is his tremendous intellect—rivaling the greatest human geniuses—coupled with computer-like precision and retention. Talos had mastered all modern technology and is an inventor and engineer with few peers.

Talos is a potential menace to all humanity, given his goal to eventually populate the world with machines like him. He's a powerful foe with the strengths of his robot body and his keen intellect. Through the Foundry, he develops, builds, and sells technology to various criminal clients, allowing others access to advanced equipment, although rarely quite as advanced as his own.



# TAROT

**REAL NAME:** Alicia Driogano

**OCCUPATION:** Mobster

**BASE:** Freedom City

Alicia Driogano is a *strega*, a witch, able to trace her line back to the ancient witches of Tuscany. Unfortunately, her father is "Big Al" Driogano, a Freedom City mobster. Alicia felt obligated by family ties to assist her father, and simply showed up one day in his service, using the name "Lady Tarot."

At first, people thought she was little more than a "paid companion." Later, it seemed like she was the Driogano's advisor, using her tarot cards to read fortunes for him. It seemed a harmless, if eccentric, affectation, for a man of Driogano's age and experience to believe in things like fortune-telling.

Eventually, the other mobsters noticed Driogano's operations ran more smoothly and encountered fewer difficulties with the police. When Boss Oliverti died mysteriously, Driogano was right there to take advantage of that, too. People began to wonder about the mysterious Lady Tarot and decided there might be something to all this fortune-telling business after all.

For her part, Lady Tarot remained loyal to Driogano. He provides her with all that she needs, including bodyguards and a suite at the Southside Palace on the Boardwalk. She continues to use her abilities in his service, and her presence has drawn much more attention from both the authorities and the other Mob families. She thwarted at least one attempt on her life and several against Driogano.

Alicia became intrigued with Foreshadow, one of her father's enemies. He alone seems to have the unique ability to evade her foresight, and she seemed to be able to do the same where he was concerned. She was attracted to him, but could not betray her father for him. Eventually, Alicia realized she was falling in love with Foreshadow, even though all of the omens and her own fortunes told her it would be a disaster.

She was, of course, correct. Her father used her talents, and Foreshadow's own feelings,

to lure him into a trap from which he would not escape, eliminating him as a threat to the Freedom underworld thereafter. Faced with Foreshadow's almost certain death, Lady Tarot turned to forbidden grimoires and spells. She sought to save her beloved's life at any cost...and the cost was indeed high.

Attorney Lucius Cabot brokered a deal on behalf of the infernal powers Alicia called up. Foreshadow would be spared, but she would give up her heart and serve the cause of sin and vice in the world, even if it meant Foreshadow would eventually be forced to destroy her. His death imminent, she agreed.

Foreshadow is still haunted by the mysterious "timeslip" he cannot recall, but that seems to play itself out in his dreams. He doesn't know what changed Tarot from the reluctant assistant of her mob-boss father to a force that far outstrips his evil, but he is determined to find out what it is and deal with it. Whatever the case, the Freedom City Mob soon learned who was the real power behind Don Driogano's throne, and who not to cross, if they valued their lives and livelihoods.

Tarot remains at the center of a vast web of criminal influence, subtly pulling the strings to keep the Mob a few steps ahead of the authorities and the heroes.

## PERSONALITY

Tarot appears cool and aloof most of the time. She has a mysterious air about her that says she knows much more than she is telling, which is usually the case. She used to be somewhat flustered around Foreshadow, although hid it well. He was one of the only people able to get past her defenses and evoke an emotional response from her.

Originally, she was not happy with helping Driogano run a criminal empire, but felt a sense of family obligation even though he preferred to keep the true nature of their relationship a secret. She suffered in silence, occasionally hoping her love could turn her father into the man she wanted him to be.





## TAROT

PL8

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
-1	1	0	2	3	1	4	3

## POWERS

**Cartomancy:** Senses 4 (Precognition), Quirk (requires Tarot cards, -1 point) • 3 points

**Fate Weaving:** Array (25 points)

- **Fortunate Failure:** Nullify 4 (Effects Countered by Coincidence), Broad, Effortless, Reaction, Simultaneous, Close Range • 1 point
- **Jinx:** Perception Range Affliction 6 (Resisted and Overcome by Will; Impaired and Vulnerable, Defenseless and Disabled), Extra Condition, Indirect 4, Insidious, Subtle 2, Limited Degree • 25 points
- **Luck Control:** Bestow Luck, Extra Ranks 4, Force Re-Roll, Negate Luck, Spend on Others • 1 point

## SKILLS

Deception 8 (+11), Expertise: Acting 6 (+7), Expertise: Magic 8 (+9), Insight 10 (+14), Intimidation 4 (+7), Investigation 6 (+7), Perception 8 (+12), Persuasion 6 (+9), Ranged Combat: Guns 4 (+6), Sleight of Hand 6 (+8), Stealth 2 (+2), Treatment 4 (+5)

## ADVANTAGES

Attractive, Connected, Contacts, Defensive Roll 3, Equipment 2 (assign 10 points as needed), Fearless, Languages (Italian; English native), Ritualist, Trance, Uncanny Dodge (mental), Well-informed

Since making the deal that saved Foreshadow's life, Tarot's heart matches her cold exterior. She is imperious, cool, and cutting with her remarks and insights. Devotion to the "family business" is all, and anyone who stands in the way of the Driogano Family's success is an obstacle to be removed.

Tarot is a cunning temptress, using her powers to lure others into vice and lopsided bargains, which she enforces with her occult powers. Oaths sworn to her Family are blood oaths indeed, and betraying them can carry serious—often lethal—consequences.

## POWERS &amp; ABILITIES

Lady Tarot has certain mystical abilities from her heritage and training, enhanced by her trafficking with infernal powers. She can foretell the future using a deck of tarot cards; the ability is inherent in her, not the cards, so any tarot deck can serve as her focus. Her visions are of what *may* happen, if circumstances remain unchanged, but outcomes can be changed.

She has a strong sense of intuition and can cast a number of minor spells using magical rituals, including placing curses on people and protecting them against harm or danger. Gamemasters employing the Prepared Rituals option from *Gadget Guides* may wish to give Tarot 3-5 ranks of the advantage, along with a handful of prepared rituals with a DC of 19 or less (based on her Expertise: Magic skill).

## OFFENSE

## INITIATIVE +0

Jinx — Perception Range, Affliction 6, Resisted by Will (DC 16)

Pistol +6 Ranged, Damage 3

Unarmed +3 Close, Damage -1

## DEFENSE

**DODGE** 8 **FORTITUDE** 6

**PARRY** 8 **TOUGHNESS** 4/1\*

**WILL** 10 \*Without Defensive Roll bonus

## POWER POINTS

**ABILITIES** 26 **SKILLS** 36

**POWERS** 30 **DEFENSES** 24

**ADVANTAGES** 14 **TOTAL** 130

## COMPLICATIONS

**Motivation—Responsibility:** Tarot remains loyal to the Mob and the Family.

**Souless:** Having sold her soul, Tarot has become heartless and is bound to further the cause of vice in the world. She avoids consecrated ground and her presence tends to make animals nervous.

Tarot has the ability to influence the weavings of fate as well as perceive them: She can place a powerful curse on others that impairs their abilities and makes them vulnerable to harm, as well as a charm around herself that wards off harm through seeming coincidence and "good luck." She can spend luck points to provide benefits to others she can see, including negating others' use of the Luck advantage or hero points. Tarot generally maintains her Fortunate Failure defenses unless specifically using one of her other Fate Weaving powers.

Since her abilities are of limited use in direct combat, Tarot does her best to avoid it. Her premonitions usually allow her to do so with relative ease. For times when they do not, she carries a small pistol concealed in her bag, and is usually accompanied by two or more Mob bodyguards.

## THE DEVIL'S BARGAIN

The endgame planned by the infernal powers who claimed Tarot's soul, and the exact nature of those powers, is left for the Gamemaster to decide, as best suits the series. In some, it may be enough that Tarot is a devoted servant of sin, furthering the cause of corruption in Freedom City. In others, she may be an opening gambit in a much larger scheme, perhaps even intended to change the fate of the entire world!

# TAURUS

**REAL NAME:** Asterion the Minotaur

**OCCUPATION:** Crimelord, head of the Labyrinth

**BASE:** Labrys Industries, Zurich, Switzerland

Born of Queen Pasiphaë and a bull, the Minotaur represented Zeus' displeasure with King Minos of Crete. The Minotaur spent his first life within the Labyrinth, the tangled maze of corridors and chambers designed by Daedalus. He fed only once a year upon fourteen sacri-

fices, seven young men and women each. With Daedalus and Ariadne's help, Theseus slew the Minotaur and escaped the Labyrinth.

When Daedalus tried to refuse the gods' gift of immortality, he offended Hades, god of the Underworld, who resurrected the Minotaur and granted the man-bull immortality to serve him and vex the Greek inventor throughout eternity. For the first millennia of his second life, the Minotaur simply sought out Daedalus and engaged him in battle, but he was no match for his foe's cunning intellect.

Hades grew impatient after a thousand years and no success. Over the next few centuries, Hades forced the Minotaur to work with Medea and others, and the man-bull learned more practical ways of fighting their mutual enemies. He also began to learn to use more than just his brawn, as he traveled to the East and learned numerous skills from teachers, wise men, and ancient sorcerers. By the end of his second millennium, the man-bull had adopted the name Taurus, after the constellation of the bull.

Around the time Rome fell, Taurus gathered together other monsters, mystical creatures, sorcerers, and common enemies of Daedalus as allies. He formed the Zodiac Cabal—he and eleven others under astrological names—and spent centuries fighting Daedalus or at least thwarting his plans. The Zodiac Cabal eventually dissolved, but not before finding new foes in other immortal heroes like Eos, the Temple's Star (often misreported as the Templar or believed to be the Wandering Jew), the Thunderer, the Green Knight, and Davrak the Undying.

By the seventeenth century, Taurus had already built himself a massive financial empire. In the past three centuries, he has continued to grow his economic power. While it is harder in the modern era to gull people into believing a person exists merely by letters, Taurus is so wealthy that even if he were to lose half his fortune, he would still be wealthier than the wealthiest mortals in the world.

Now, in the modern world, Taurus can exist as a phantom, placing many cover identities and false conspiracies in the way of any who would try and prove his existence. He prefers to remain a shadowy figure behind the scenes. He's the prime mover behind many schemes, and the maze of power that is his new Labyrinth extends far indeed.

## PERSONALITY

Once, Taurus was nothing more than a trapped beast, attacking any intruders that came into his lair, and that beast still lies just beneath the surface, awaiting an opportunity to emerge and fight again. Centuries of



## TAURUS

PL14

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
12	13	1	1	9	7	3	8

## POWERS

**Animal Senses:** Senses 4 (Acute Olfactory, Direction Sense, Low-light Vision) • 4 points

**Divine Heritage:** Comprehend Languages 3 (speak all, read all, understand all), Immunity 6 (Aging, Disease, Poison, Starvation & Thirst, Suffocation) • 12 points

**Fearsome Presence:** Enhanced Intimidation 6 • 3 points

**Horns:** Strength-based Damage 1 • 1 point

**Mythic Size:** Growth 4, Permanent, Innate • 9 points

**Tough Hide:** Protection 2 • 2 points

## SKILLS

Deception 6 (+14), Expertise: Business 12 (+19), Expertise: Current Events 8 (+15), Expertise: History 8 (+15), Expertise: Streetwise 8 (+15), Expertise: Tactics 4 (+11), Insight 12 (+15), Intimidation 6 (+16/+22), Investigation 8 (+15), Perception 6 (+9), Persuasion 6 (+14), Technology 4 (+7)

experience have allowed Taurus to contain that aspect of his nature, however. The few who encounter him in the present find the master of the Labyrinth cultured, thoughtful, and urbane, with an imposing edge, equally capable of discussing the world economic markets, ancient history, or the activities of criminal syndicates.

Taurus has come to enjoy the many pleasures of life, not the least of which is outwitting his enemies and surviving for as long as he has. He owes his immortal existence to Hades and, while others might seek to escape from under the death-god's thumb, Taurus worships him and loyally serves when Hades calls. He has gained a grudging respect for his old foe Daedalus after centuries of conflict, and largely only troubles him when Hades commands.

Himself a freak and an outcast, Taurus has a soft spot for others in similar situations, yet he also admires strength and ruthlessness. Anyone expecting sentimentality from the man-bull is in for a disappointment, as Taurus truly cares only about his continued existence, and would sacrifice the world, if need be, in order to preserve it. Indeed, he gladly makes offerings to Hades to appease the death god, while recruiting others into his cult.

## POWERS &amp; ABILITIES

Taurus is a massive, powerfully muscled figure, divinely empowered with tremendous strength, stamina, and resistance to harm. His imposing presence is enhanced by his bestial nature and appearance, making him a fearsome figure—particularly when he chooses to be.

## ADVANTAGES

Benefit 6 (Master of the Labyrinth), Close Attack 3, Connected, Contacts, Equipment 10 (distribute 50 points as needed), Improved Initiative, Jack-of-all-trades, Power Attack, Well-informed

## OFFENSE

## INITIATIVE +5

Battleaxe +12	Close, Damage 15
Horns +12	Close, Damage 13
Unarmed +12	Close, Damage 12

## DEFENSE

<b>DODGE</b>	8	<b>FORTITUDE</b>	15
<b>PARRY</b>	12	<b>TOUGHNESS</b>	15
<b>WILL</b>	13		

## POWER POINTS

<b>ABILITIES</b>	36	<b>SKILLS</b>	23
<b>POWERS</b>	125	<b>DEFENSES</b>	12
<b>ADVANTAGES</b>	4	<b>TOTAL</b>	200

## COMPLICATIONS

**Motivation—Power:** Taurus desires control and mastery of the world around him.

**Monstrous:** A true monster out of myth, Taurus rarely appears openly amongst people.

**Monumental Arrogance:** Taurus has an epic ego built up over centuries.

**Temper:** Although he projects icy control, the seething rage of a bull is just below the surface of Taurus' urbane manner.

**Tithe to Hades:** Taurus is bound to serve Hades in exchange for his immortality.

Taurus' divine nature also grants him the ability to understand any speech or writing, and be understood in return, which he uses to appear even more learned than he already is. It also frees him from many mortal concerns, like illness or the need to breathe. Taurus does not require food or drink, although he enjoys both when he chooses to partake.

Centuries of experience have given the man-bull considerable skills, ranging from combat and military tactics to a surprisingly cunning and deceptive manner and a keen intellect and understanding of human nature. Taurus has access to all of the advanced technology, resources, and equipment of the Labyrinth, but still prefers to enter single combat with a massive double-bladed axe as his weapon of choice.



# TOY BOY

**REAL NAME:** Desmond Lettam  
**OCCUPATION:** Criminal madman  
**BASE OF OPERATIONS:** Freedom City

Desmond Lettam should have been the happiest boy in the world—and he was, for a while. Desmond's family owned Fun-Time Toys, one of the world's largest toy-makers, and they indulged their only child's every whim. Desmond lacked for nothing; he was the boy with *all* the best toys.

As Desmond grew older, family doctors discovered he had a rare medical condition that halted his body's growth after he turned eight years old. Desmond stopped growing and quickly became the target of cruel jokes and comments from classmates and peers. His parents moved him from one private school to another, then had him tutored at home, where Desmond could be among his beloved toys. He was a brilliant child with an active imagination, and his studies offered him a place where he could excel and grow, even if his body could not.

Desmond soon realized he would never have a normal life. Despite the efforts of specialists, there was no treatment for his condition. Despite the best psychologists and therapists, Desmond became more and more lost in his personal fantasy world. It was clear young Desmond would never grow up in mind or body, let alone inherit the family business.

Just after Desmond turned eighteen, tragedy struck the Lettam family: his parents were killed in a plane crash, leaving Desmond the sole heir to a fortune. He continued to hold controlling stock in Fun-Time Toys, although he never appeared at board meetings, allowing proxies to vote his shares. He contributed a number of brilliant and innovative designs that expanded the business and made Fun-Time millions, but remained a recluse.

Desmond took to amusing himself in a new game, called "murder." He used his technical expertise to become an underworld assassin using toys as weapons. He began systematically taking revenge against everyone who slighted

him in his childhood, and he provided technology and designs to anyone who could meet his price.

The Raven eventually exposed Toy Boy's operation, and Desmond lost his family business and much of his wealth, although he retained his criminal contacts and secret bank accounts hidden around the world. His defeats at the hands of superheroes only embittered Toy Boy further and drove him on to a new level of "games," this time with heroes as his worthy adversaries.

Fate was not yet finished with Toy Boy, however. Desmond soon discovered that his rare medical condition was causing complications that would eventually kill him. He sought ways of extending or preserving his life, but came upon the solution when the extradimensional imp Quirk temporarily granted Toy Boy's wish to become "a real toy." He would leave humanity behind altogether!

Initially Desmond applied his considerable intellect and inventiveness, but attempts at stealing and adapting the engram transfer technology used by Dollface (see *Threat Report*) and the Patriot were unsuccessful. Toy Boy sank deeper into mental illness as his physical condition deteriorated. If science was not the solution, then perhaps sorcery was.

Toy Boy turned out to have just what certain infernal forces were looking for in a soul, and he used forbidden magic to transmigrate out of his crippled and dying body to become the boy of his dreams—and everyone else's nightmares.



## TOY BOY

PL9

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
-	-	0	-1	4	11	1	1

## POWERS

**All the Toys:** Summon Toys 3 (45 points), Active, Controlled, General Type, Horde, Mental Link, Multiple Minions 6 (64 minions) • 55 points

**Bodiless Wraith:** Concealment 10 (all senses), Flight 1, Immortality 2 (one week), Immunity 30 (Fortitude effects), Insubstantial 4 (incorporeal, affected by magic) • 76 points

## SKILLS

Close Combat: Toys 3 (+7), Deception 8 (+9), Expertise: Magic 4 (+15), Expertise: Toys 6 (+17), Insight 4 (+5), Intimidation 6 (+7), Perception 4 (+5), Ranged Combat: Toys 7 (+9), Technology 8 (+19)

## ADVANTAGES

Artificer, Fascinate (Intimidation), Fast Grab, Fearless, Inventor Speed of Thought\*, Taunt \*See **New Game Rules**.

## PERSONALITY

Toy Boy has the personality of a spoiled and bitter child coupled with a brilliant, but twisted, intellect and a disdain for a society that has never had a place for him. He takes delight in coming up with new and clever ways to commit assassination and theft, and enjoys matching wits with the heroes who try to stop him. He's prone to temper tantrums when things don't go his way, and he can be quite vindictive. Since becoming effectively immortal, Toy Boy has only gotten more insane, driven almost solely by hatred, child-like cruelty, and obsession with his "games".

## POWERS &amp; ABILITIES

Toy Boy originally had no powers apart from his brilliant intellect, which allowed him to design and create all manner of devices based around seemingly harmless toys. For a time, Toy Boy used a "realizer ray" created by Quirk that could bring cartoons and other images to life.

In recent years, Toy Boy undertook a crash course in the magical arts, becoming a capable ritualist and artificer combining science and sorcery in new and dangerous ways. His crowning achievement was the separation of his consciousness from his dying body, essentially becoming a wraith able to animate and control his toys and invest them with various powers. His new state of being renders Toy Boy unable to perform rituals any longer, but has many compensations—not the least of which is immortality and virtual immunity to harm.

Toy Boy can invest portions of his essence into toys, giving them animation and various powers. He can also perceive and speak through his toys, usually in the high-pitched, boyish voice he had in life. He sometimes uses life-sized dolls that approximate his former self as decoys, but just as often appears as nothing more than a swarm of deadly toys.

## OFFENSE

INITIATIVE +11

Toy Attacks +8 Various effects, typically Damage 8 (DC 23)

## DEFENSE

<b>DODGE</b>	0	<b>FORTITUDE</b>	Immune
<b>PARRY</b>	4	<b>TOUGHNESS</b>	0
<b>WILL</b>	9		

## POWER POINTS

<b>ABILITIES</b>	36	<b>SKILLS</b>	23
<b>POWERS</b>	125	<b>DEFENSES</b>	12
<b>ADVANTAGES</b>	4	<b>TOTAL</b>	200

## COMPLICATIONS

**Motivation—Let's Play!** Toy Boy is motivated by a mad obsession with games, particularly cruel and deadly ones, and committing crimes as "playing".

**Nonentity:** A bodiless wraith, Toy Boy's sole presence in the world of the living is the control he exerts over various toys of his own creation.

## TOY BOY'S TOYS

Toy Boy can bring any available toy to life, so is naturally fond of battlegrounds like malls, toy shops, collector's conventions and homes, and the like, although he also arranges for collections of toys to be cached or shipped places that suit his plans. While the limitation of his power to animating and controlling toys is largely psychological, it is also symbolic, which has mystical significance.

The toys themselves are non-living minions (see **Conflicts** in **Chapter 8** of the *Hero's Handbook*) with Immunity 30 (Fortitude effects). In spite of whatever "personality" they might appear to have, they are nothing more than extensions of Toy Boy's will. Some examples of Toy Boy's minions (and suitable archetypes from **Chapter 3** of the *Gamemaster's Guide*) include:

- **Action Figure:** Use the Small Robot archetype. This also suits for small vehicles and similar toys. Larger robot archetypes suit proportionally larger toys.
- **Army Men:** Use the Insect Swarm archetype without the Flight power—unless they also have jetpacks!
- **Fun Dough:** Use the Blob archetype.
- **Sock Monkey:** Use the Monkey archetype. Drop the Extra Limb for other types of rag dolls.
- **Springs 'n' Strings:** Use the Viper archetype without the Weaken Stamina power, or even the Constrictor archetype for large versions.

# THE TYRANNY SYNDICATE

**MEMBERS:** Black Bowman, Dr. Daedalus, Deathbolt, Johnny Speed, Praetrix, Master Metropolis, Madame Sin, Red Siren

**BASE OF OPERATIONS:** Empire City, Anti-Earth

**MOTIVATION:** Greed and Ambition

Imagine a world much like our own in many respects, but where a great many things and events we know are the opposite: right is left, black is white, and, in particular, good is evil and evil good. Imagine a world where the super-villains are the ones in charge, the governments are little more than criminals gangs, and a powerful Syndicate is the world's one true "super-power." You're imagining the world Freedom Leaguer Johnny Rocket dubbed "Anti-Earth" after his first (accidental) visit there, one of the most serious threats known to the heroes of Earth-Prime and the omniverse.

Much of Anti-Earth is familiar: it's a world inhabited by human beings with familiar languages, nations, and so forth. However, a considerable amount of the world's culture, history, and even physics are "backward" from the perspective of someone from Earth-Prime: Anti-Earth orbits its sun in the opposite direction, and it rotates towards the east rather than the west (the sun rises westward there). Native American explorers "discovered" Europe and were later invaded and conquered by Europeans. George Washington betrayed the Colonial Army and General Benedict Arnold (the first President of the United States of America), and so forth.

Some events are surprisingly similar, such as the night in 1918 when a star fell over Empire City, a dimensional capsule containing an infant from another world, suffused with the interdimensional energies of the omniverse. Adopted by a small-time but cunning con artist named Leeds, he would become the most powerful man in the world.

By the time he grew to adulthood, Mark Leeds had learned of his otherworldly origins and adopted the name and identity of the Praetor, determined to assume his rightful place as "Caesar of the world." It didn't take him long to bring Empire City to heel and place its bosses and syndicates under his control. He captured and tortured a visitor from the future to learn the right time to launch a sneak attack against the Japanese naval base in Hawaii, claiming those islands for the USA, and he brought the nation to the aid of British fascists in the war in Europe.

Opposition to the Praetor's power kept him from fully achieving his goals, although his domination of the western world was soon indisputable. Decades of Cold War persisted, with Russia and China prepared to unleash their nuclear arsenals in Mutually Assured Destruction rather than concede defeat. Still, Praetor remained, patient, unaging, seemingly immortal, until his downfall came from within, rather than without.

Praetor was quick to recruit other superhumans to his cause or eliminate them to ensure they could not pose a threat. His own Praetorian Guard was feared the world over, but in time they came to question just how far they could advance in the service of an immortal despot who would never name a successor and could simply outlive his enemies. So they plotted in secret and, one night, they acted.

Much of the world would have celebrated the Praetor's fall, if it were not for what happened next. The former Praetorian Guard established a new, powerful syndicate, the Tyranny Syndicate, and declared the whole world as their prize. In the years since the fall of the Praetor, war has devastated many parts of Anti-Earth, particularly Asia, and left the Tyranny Syndicate, if not absolute rulers of the world, the nearest to it anyone has come. Some scattered resistance continued, but hope grew increasingly small, and the members of the Syndicate increasingly bored, until the day when another otherworldly visitor came to Empire City.

The accidental appearance of Earth-Prime's Johnny Rocket made the Tyranny Syndicate aware of other worlds, like the one Praetor came from, but living and exploitable. It also sparked some hope among those opposed to the Syndicate, with the potential for allies somewhere across the dimensional gulfs. The interference of otherworldly heroes helped to shore up Mind-Master's dedication, and it gave newfound vigor to LIGHT. The Syndicate has since split its time between pacifying its old foes and looking towards new territory to conquer.

Matters have been further complicated by Lady Anarchy's creation of a "Chaos Storm" in Viridian City in the Pacific Northwest, unleashing a new wave of superhumans. Some have been inducted into the lowest ranks of the Syndicate, but others are unpredictable free agents, perhaps even recruits of LIGHT or other rebel factions. This event led to another shake-up of the Syndicate's ranks when Captain Thunderbolt's estranged son saw an opportunity and seized it.

## LORDS OF ANTI-EARTH

The Syndicate is the greatest power on Anti-Earth, an alliance of ruthless super-criminals. Together, they were able to topple and eliminate the Praetor, and thus far, they have been able to maintain their alliance for mutual benefit and success. Although any member of the Syndicate would betray the others if the opportunity was right—and several have—they all realize they're best served for now by cooperation. Still, by comparison to Earth-Prime's Freedom League, they're arrogant and lack cohesive teamwork, at least partly because no one else on their world has ever posed much as a threat to them as they do to each other.







## SO, WHAT ABOUT...?

Other Anti-Earth analogues of Earth-Prime heroes and villains? Most are left for the Gamemaster to create, as desired, but Anti-Earth generally has fewer superhumans, since the Tyranny Syndicate has so ruthlessly eliminated many of their rivals.

The Tyranny Syndicate has no analogs of Freedom League members Pseudo and Star Knight, for example, although the Anti-Earth universe does (or did). Deceptor, Pseudo's doppelganger, was a powerful Grue warrior and leader of an invasion force. Praetor killed him in single combat, and there is as yet no evidence he survived, although with the adaptability of the Grue, anything is possible.

Maria Montoya, an Earth human, did inherit the armor and powers of a Dark Knight, one of an order of ruthless interstellar enforcers, by betraying and killing its previous owner. She infiltrated the Syndicate for a time as the spearhead of a Dark Knight invasion force, but was found out and barely escaped with her life. Now, she plots revenge on the Syndicate and Earth, as much as her new master, the alien Commander, permits. (The Commander is an Anti-Earth analogue of Mentor, no relation to the former Earth-Prime supercriminal Max Mars, also known as the Commander.)

## BLACK BOWMAN

Beaumont Fletcher III is the latest of an infamous family line that got its start working for the Praetor during his initial rise to power. Fletcher's grandfather was a propaganda-master under Praetor, and his father a bitter drunk for failing to live up to the patriarch's standards. The youngest scion of the line, however, is just the kind of son his grandfather hoped for, including his impressive athletic and archery skills. When the Fletcher family sold Praetor out to the Syndicate, it helped secure the new Black Bowman a place in their ranks.



Use Bowman's game traits for those of Black Bowman.

## DEATHBOLT

Captain Thunderbolt was Praetor's right-hand man and chief enforcer. He also led the mutiny that brought him down, taking the mantle of leadership of the Syndicate for himself. He tried to make something of his slacker son, Raymond, Jr., with virtually nothing to show for it, but Thunderbolt made the mistake of underestimating his son's abilities and ambitions. Raymond, Jr. came up with a scheme to co-opt the assistance of Praetrix and to steal his father's powers, a process that killed Thunderbolt and transformed his son into the energy being known as "Deathbolt." With the quiet backing of Dr. Daedalus, Deathbolt was welcomed into the Syndicate fold, although none of his new "teammates" are foolish enough to trust him.



Use Thunderbolt's game traits for those of Deathbolt.

## DR. DAEDALUS

The ancient inventor, Daedalus, gained immortality by sacrificing souls to the Underworld, starting with his own son. By the time Praetor contacted him, Daeda-

lus was bored, and the potential for conquest offered him challenge and amusement. However, Praetor made the mistake of considering his "fellow immortal" a peer, when Daedalus saw him as no more than a youngster; what are a few decades to a man over a thousand years old? What is the betrayal of an erstwhile ally to a man who murdered his own son? Daedalus was only too content to let Praetor fall and to supply the Syndicate with weapons and tools of conquest. When Captain Thunderbolt made the same mistake, Dr. Daedalus deftly eliminated him, too.



Use Daedalus' game traits for his Anti-Earth counterpart.

## JOHNNY SPEED

If it weren't for a stroke of dumb luck, a chance roll of the genetic dice, Johnny Wade would have been just another club-kid dead of heart-failure after overdosing on the party-drug speed. Instead, the drug interacted with his latent mutant biochemistry, giving him an unusual ability to tolerate and metabolize it with far greater effects than any other user. Now the fun never needs to end, so far as Johnny is concerned, and he gets whatever he wants...in the blink of an eye.



Use Johnny Rocket's game traits for Johnny Speed. The Anti-Earth version has a complication based on his dependence on daily doses of speed to maintain his powers.

## MADAME SIN

Dr. Sin, the most powerful crime lord in China, sent his daughter to seduce Duncan Summers, the head of Praetor's secret police during the Cold War. She was successful, but when he attempted to betray her, she killed him. Later, she bore his daughter, raised as a true child of Sin. Madame Sin later returned to Empire City

## MADAME SIN

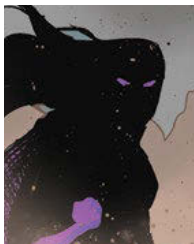
PL12 • 252 POINTS

STR 2 STA 4 AGL 5 DEX 5 FGT 15 INT 7 AWE 4 PRE 5

**Equipment:** Body Armor (Protection 2), Utility Belt (see Chapter 7 of the Hero's Handbook)**Advantages:** Agile Feint, Assessment, Benefit 3 (Wealth), Connected, Contacts, Daze (Intimidation), Defensive Attack, Defensive Roll 2, Equipment 20, Evasion, Hide in Plain Sight, Improved Initiative, Instant Up, Inventor, Jack-of-all-trades, Languages 4, Move-by Action, Power Attack, Precise Attack (Ranged; Concealment), Ranged Attack 6, Redirect, Set-up, Skill Mastery (Intimidation), Startle, Takedown, Tracking, Uncanny Dodge, Well-informed**Skills:** Acrobatics 8 (+14), Athletics 12 (+14), Deception 8 (+14), Expertise: Streetwise 14 (+20), Insight 10 (+15), Intimidation 14 (+20), Investigation 12 (+19), Perception 12 (+16), Persuasion 6 (+11), Stealth 12 (+18), Sleight of Hand 10 (+15), Technology 6 (+12), Treatment 6 (+12), Vehicles 8 (+14)**Offense:** Initiative +9, Bo Staff +15 (Close, Damage 6), Throwing Stars +12 (Ranged, Damage 2, Multiattack), Unarmed +15 (Close, Damage 2)**Defense:** Dodge 15, Parry 16, Fortitude 9, Toughness 8/6\*, Will 14 \*Without Defensive Roll**Totals:** Abilities 94 + Powers 0 + Advantages 58 + Skills 69 + Defenses 31 = 252

to complete the work her mother began and ensure the Praetor's downfall. The Syndicate knows she speaks for her grandfather and has his backing, so they keep a close eye on Madame Sin and all her doings.

Use the statistics listed above for Madame Sin.



## MASTER METROPOLIS

The truth of Master Metropolis's origins died with the Praetor, as he kept the mysterious being in servitude. Fortunately for the Syndicate, Metropolis was grateful for his freedom and agreed to serve, not as a slave, but as a member of the organization. He is the most effective spymaster Empire City has ever known, as nothing in the city escapes his notice for long, and he pursues his duties in maintaining order with ruthless and inhuman efficiency.

Use Dr. Metropolis's game traits as a basis for Master Metropolis.



## PRAETRIX

The growth of a clone from the Praetor's DNA was supposed to enhance Captain Thunderbolt's hold over the Syndicate, giving him a powerful ally, perhaps even the start of a new dynasty to replace his disappointing heir. Unfortunately for him, Katherine (dubbed "Prae-

trix"), her "father" Dr. Daedalus, and Thunderbolt's son Raymond hatched other plans. Raymond's transformation into Deathbolt saved Praetrix from having to pursue their relationship any further than flirtation, and she remains loyal to the Syndicate for the time being because it serves her needs, but she's young, powerful, and ambitious, and everyone knows it.

Use Centuria's game traits as a basis for Praetrix.



## RED SIREN

Cassandra Vale was no more than a modern-day pirate until she claimed the name and power of *La Siren Rouge*, the Red Siren, for herself. Now, she is a latter-day goddess with power over the seas and the weather, wielding the black net that binds men's souls. Red Siren considers all the oceans her domain, and she is largely undisputed since the Syndicate eliminated the royal family of Atlantis and placed the remains under her rulership. She's largely content to control the seas and leave the land to others, with the exception of a few ports like New Orleans and islands like the Caribbean that she also claims.

Use Siren's game traits as a basis for her Anti-Earth counterpart.



## THE FORTRESS

The Tyranny Syndicate's headquarters in Empire City is known simply as "the Fortress," formerly the headquarters of Praetor. It is a heavily armored structure of artificial ceramic and diamond-analog compounds, seemingly humble compared to the taller structures of the city's downtown area, but it is only in limited use since the Syndicate moved its operations to its Panopticon headquarters. The Fortress is primarily used for meetings and local operations in Empire City, but Syndicate members are fond of taking "guests" on board their satellite, both for intimidation and the ease of jettisoning them into space.

Use the game traits of Freedom Hall for the Fortress.

## THE PANOPTICON

The Tyranny Syndicate secured its hold over Earth with the creation of the Panopticon, an orbiting satellite headquarters giving them the ultimate "high ground" in any conflict. The members of the Syndicate can withdraw there via teleporter or Vulture spaceplace, and they control an array of weaponry capable of laying waste to the surface of the Earth, although the Panopticon's weapons systems can only be used on ground-based



targets with the consent and access codes of all the members of the Syndicate (to prevent one member from going rogue and trying to seize control or simply destroying the world in a fit of pique). LIGHT has attempted to infiltrate agents on-board the satellite without success, thus far.

Use the game traits of the Lighthouse for the Panopticon, with the addition of the appropriate weapons-systems, around power level 13 in effectiveness.

## SYNDICATE COLLABORATORS

Although the Tyranny Syndicate has a tight hold on Empire City and much of the world, they do not operate alone. One of the brilliant aspects of the Syndicate is its ability to distribute power just enough to co-opt and bring outsiders into its structure rather than fomenting dissent. Thus, the Syndicate has various collaborators—it would be difficult to call them “allies”—serving its interests and their own at the same time.

### THE ACADEMY

One such innovation is the Academy, a training-ground where young superhumans are indoctrinated into the service of the Syndicate. The Academy is a parallel of the Claremont Academy on Earth-Prime, save that it is run by Beaumont Fletcher II (Black Bowman’s father) as headmaster. Graduates of the Academy—if they survive the sometimes literally cut-throat education process—are recruited into the Syndicate members’ own gangs. Gamemasters should feel free to create Academy “cadets” (as they are called) based on Claremont students from the *Hero High* sourcebook.

### LONE LIGHTS

Anti-Earth is not entirely without people of good character willing to challenge the corrupt and criminal order of the world. However, they are lone lights compared to the heroes of Earth-Prime, fighting against almost impossible odds, and they are losing.

### THE COURAGE FOUNDATION

Despite the bold name, the so-called Courage Foundation is little more than a rag-tag underground movement against the iron rule of the Tyranny Syndicate. Once, the Foundation counted a number of superhumans among its members, but the Syndicate decimated their ranks, killing or imprisoning most of them and leaving only a pitiful few lieutenants and a couple of tertiary bases small enough to have escaped notice.

The surviving members of the Courage Foundation remain on the lookout for anything they can potentially use against the Syndicate, but their struggle grows increasingly desperate. Their slim hope is for aid from another world like Earth-Prime, which still has powerful heroes of its own, although they watch for new superhumans on their world and seek to recruit them before

### IN A MIRROR DARKLY

Part of the fun of using Anti-Earth in your *Freedom City* series is including evil versions of your own heroes, either as replacements for the Tyranny Syndicate or additional members, particularly if your heroes are members of, or allied with, the Freedom League on Earth-Prime.

Creating an Anti-Earth version of a hero can be as easy as a more sinister name, origin story, and costume, along with suitably villainous motives, or it can involve a more detailed redesign. For example, most of the Tyranny Syndicate have the same traits as their Freedom League analogues. Those with powers specifically based on descriptors like goodness, freedom, or the like may need some twists to turn them into evil Anti-Earth villains. In cases of reworking a character’s powers, generally aim for similar power ranks and point values.

the Syndicate can corrupt or eliminate them. Most recently, the Foundation has been creating and maintaining an “underground railroad” for “chaotes” empowered by the Chaos Storm in Viridian City, although they are concerned that all chaotes appear potentially tainted by madness and uncontrolled mutation due to the source of their powers.

### LIGHT

Throughout the history of Anti-Earth, there have been “illuminati,” seeking to do good in secret, hidden from the eyes of the corrupt and powerful. Their modern incarnation is Liberty’s Insurgency for Goodness, Hope, and Truth, or LIGHT, as they are known. Led by the mysterious Highlight, the underground organization has struggled against Praetor and the Tyranny Syndicate since the end of the Great War, but their devotion to preserving their own secret existence may make them too timid to strike a decisive blow against the Syndicate.

### MIND-MASTER

Anti-Earth’s sole remaining “super-hero” is the immortal Mind-Master. For uncounted centuries, he has been a bastion of civilization, justice, and compassion, but the years have taken their toll on his empathy and drive. There was a time when Mind-Master nearly surrendered to despair, willing to destroy the world if he could not save it. The intervention of heroes from Earth-Prime brought him back from the brink, but he still walks dangerously close to that abyss.

Although he wants what is best for the world and has selflessly devoted his immortal life to attaining it, by Earth-Prime standards, Mind-Master is arrogant: deep down, he believes only he can save the world, and that it is his burden to bear alone. This has kept him from forming lasting alliances or equal partnerships, and it has isolated him, which is just the way the Syndicate wants it.

Use Mastermind’s game traits from the *Threat Report* sourcebook as a basis for Mind-Master.

# WARDEN

**REAL NAME:** John Warden

**OCCUPATION:** Master of the Dungeon Dimension

**BASE:** Freedom City

John Warden used to believe in the criminal justice system and was proud to be a part of it. He developed the cutting-edge technology used by prisons like Blackstone and Lockdown to hold super-powered criminals and other threats to society. Nobody was better at designing prisons, but the problem didn't lie in the technology or the system—it was the people behind it. John believed if the bureaucrats and the bleeding hearts would only let him do his job, there wouldn't be any prison escapes. But they continued to hobble him with regulations, rules, and concerns about the "rights" of the prisoner. Didn't they give up those rights when they broken the law and became criminals?

Warden became obsessed with creating the perfect prison, not for rehabilitation or even fair treatment, but solely for containment and punishment of prisoners. He was dismissed following an investigation into his experimental and unethical technologies. It wasn't long thereafter that he realized where the real dangers to society lay—in the bureaucrats and so-called heroes who kept people like him from maintaining order. Warden donned a mask and used his devices to capture and imprison Mayor O'Connor, district attorney Durgan, and several Freedom City judges before the Raven tracked him down and put a stop to his "new system of justice." Warden found himself, for the first time, on the other side of the bars.

Within days, he was free, of course, for what prison could really hold him, the master jailer? He clashed with the Raven, and even took a commission from SHADOW to imprison the entire Freedom League (which he succeeded in doing briefly, until they were freed by Ray Gardener, Jr., Captain Thunder's son). He sold work through the Foundry to clients

in need of various sorts of traps (deadly and otherwise) while continuing to plot his revenge against the system that wronged him.

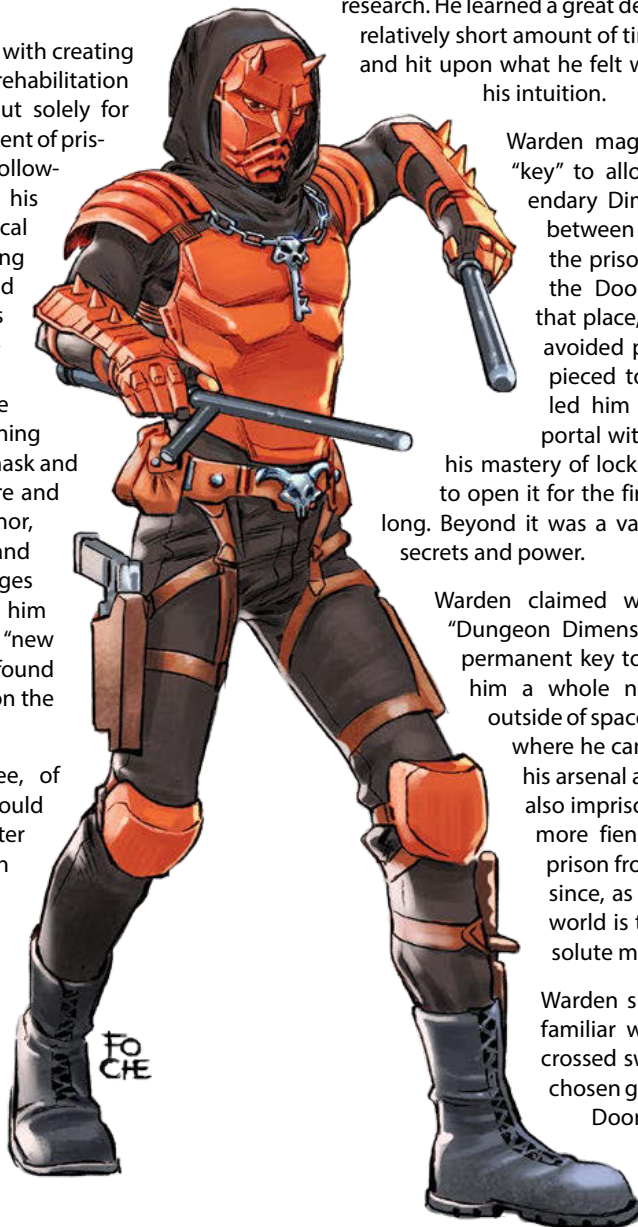
Warden remained difficult to keep incarcerated, and efforts to have him declared mentally unfit and given therapy and treatment instead were frustrated by both the system and Warden's own defiant nature. As his list of crimes and convictions grew longer, Warden's grip on reality loosened. He was a "lifer" now, in or out of prison. Jail was his home and there was no going back. Warden realized the entire world was nothing but an extended prison, but no one else saw it.

Almost no one, that is. Warden became increasingly interested in the occult and notions of "the prison of the world" and devoted his time spent not dodging the law in research. He learned a great deal about the mystic arts in a relatively short amount of time—being a quick study—and hit upon what he felt was the secret behind all of his intuition.

Warden magically crafted a temporary "key" to allow him access to the legendary Dimension of Doors, a nexus between realities, his "escape" from the prison of the world. He knew of the Door Wardens who protected that place, but he had dealt with and avoided prison guards before. Clues pieced together from ancient texts led him to an unused and barred portal within the maze of doors, and his mastery of locks and bindings helped him to open it for the first time in who knows how long. Beyond it was a vast maze containing untold secrets and power.

Warden claimed what he refers to as the "Dungeon Dimension" for himself, forging a permanent key to connect to it. It has given him a whole new edge: a headquarters outside of space and time as Earth knows it, where he can not only escape and store his arsenal and any ill-gotten gains, but also imprison those he chooses in ever more fiendish and cunning ways, a prison from which there is no escape since, as Warden learned, the entire world is the prison, and he is its absolute master.

Warden spent some time becoming familiar with his new "domain" and crossed swords with the Gatekeeper, chosen guardian of the Dimension of Doors (see *Atlas of Earth Prime: U.S.A.*). Now he is ready to return to his mission to create order. His order.



## WARDEN

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	2	3	2	12	4	3	1

## POWERS

**Door Key:** Removable (-15 points; Indestructible), Comprehend 3 (languages; read all, understand all, understood by all); Movement 12 (Dimension Travel 12), Attack, Feature (usable only by Warden), Limited (7 ranks only increase Dodge DC), Portal; Teleport 12 (16 miles), Accurate, Extended (4,000 miles) • 64 points

## EQUIPMENT

Body armor (Protection 4), Helmet (Commlink, Infravision, Low-light Vision), Smoke grenades (Cloud Area Visual Concealment Attack 4), Taser (Ranged Affliction 5), Tonfa (Strength-based Damage 2)

## SKILLS

Expertise: Magic 6 (+10), Expertise: Traps 16 (+20), Insight 8 (+11), Intimidation 6 (+7), Investigation 12 (+16), Perception 8 (+11), Ranged Combat: Guns 8 (+10), Sleight of Hand 10 (+12), Stealth 8 (+11), Technology 12 (+16), Vehicles 6 (+8)

## ADVANTAGES

Artificer, Assessment, Benefit 3 (Master of the Dungeon Dimension), Chokehold, Defensive Attack, Defensive Roll 2, Favored Environment (Prisons), Improved Hold, Improved Initiative, Improved Trip, Improvised Tools, Inventor, Quick Draw, Seize Initiative, Skill Mastery (Technology), Ultimate Effort (Technology skill checks)

## PERSONALITY

Warden is a control freak of epic proportions who has gone over the edge. Three things drive him: the need for order and control, the challenge of creating the perfect trap to hold any target, and a desire for revenge against those who wronged him.

He considers "the system" corrupt and soft. The real criminals are the people in charge and the "heroes" backing them. Warden wants to bring them down, to make them suffer as he as suffered. Once they're out of the way, he'll be able to institute "law and order" the way he envisions it.

Warden doesn't consider himself a criminal; he's a rebel against a corrupt system that's afraid of him. The truth is Warden is a sadist who enjoys the challenge of creating his traps and the power of having others at his mercy. His descent into the arcane arts has only exacerbated his personality disorders, which are now edging into megalomania, with Warden the "lord and master" of his own dimensional domain.

Warden's schemes generally involve choosing a target or targets and arranging to trap and imprison them. He may do so for hire (although it's not really about the money) and may hire others to do some of the dirty work for him. He's also known to steal to support his goals, made that much easier by his newfound powers.

## OFFENSE

## INITIATIVE +7

Door Key +12	Close, Dimensional Attack (Dodge DC 22)
Taser +10	Ranged, Affliction 5 (Fortitude DC 15)
Unarmed +12	Close, Damage 3

## DEFENSE

<b>DODGE</b>	12	<b>FORTITUDE</b>	9
<b>PARRY</b>	12	<b>TOUGHNESS</b>	8/2*
<b>WILL</b>	11		

\*Without Defensive Roll bonus

## POWER POINTS

<b>ABILITIES</b>	60	<b>SKILLS</b>	50
<b>POWERS</b>	64	<b>DEFENSES</b>	24
<b>ADVANTAGES</b>	26	<b>TOTAL</b>	224

## COMPLICATIONS

**Motivation—Control:** Warden wants to control people, situations, everything, and ruthlessly eliminates threats to his control and influence.

## POWERS &amp; ABILITIES

Warden wields a hyperdimensional "key" linking him to the Dungeon Dimension and allowing him to shift between it and other dimensional planes. He can do the same to anyone else by touching them, transporting them into his domain. By manipulating the dimensional interface, Warden can shift out of Earth's dimension in one place and back in another to teleport across great distances. The Key's dimensional link allows Warden to understand and make himself understood in any form of language, a sometimes useful side effect.

Warden is an inventive genius for various sorts of traps and restraining devices, and uses them to overcome and entrap even superhuman targets. Warden's typical devices include spheres of "memory metal" that expand into cages or constricting bands. He's also been known to use glue-guns, stun grenades, gas weapons, strobes, and a plethora of other devices, now sometimes enchanted or augmented with magic and alchemy in addition to technology. His costume is armored and his hood has sensors and sophisticated electronics, allowing him to monitor and control his various traps. He routinely carries a taser, tonfa baton, and several smoke grenades.

The Dungeon Dimension is a vast labyrinth of stone-lined corridors, tunnels, and chambers, littered with various traps and cellblocks of Warden's creation.



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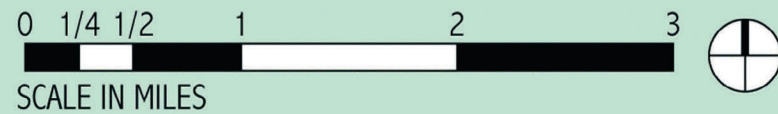
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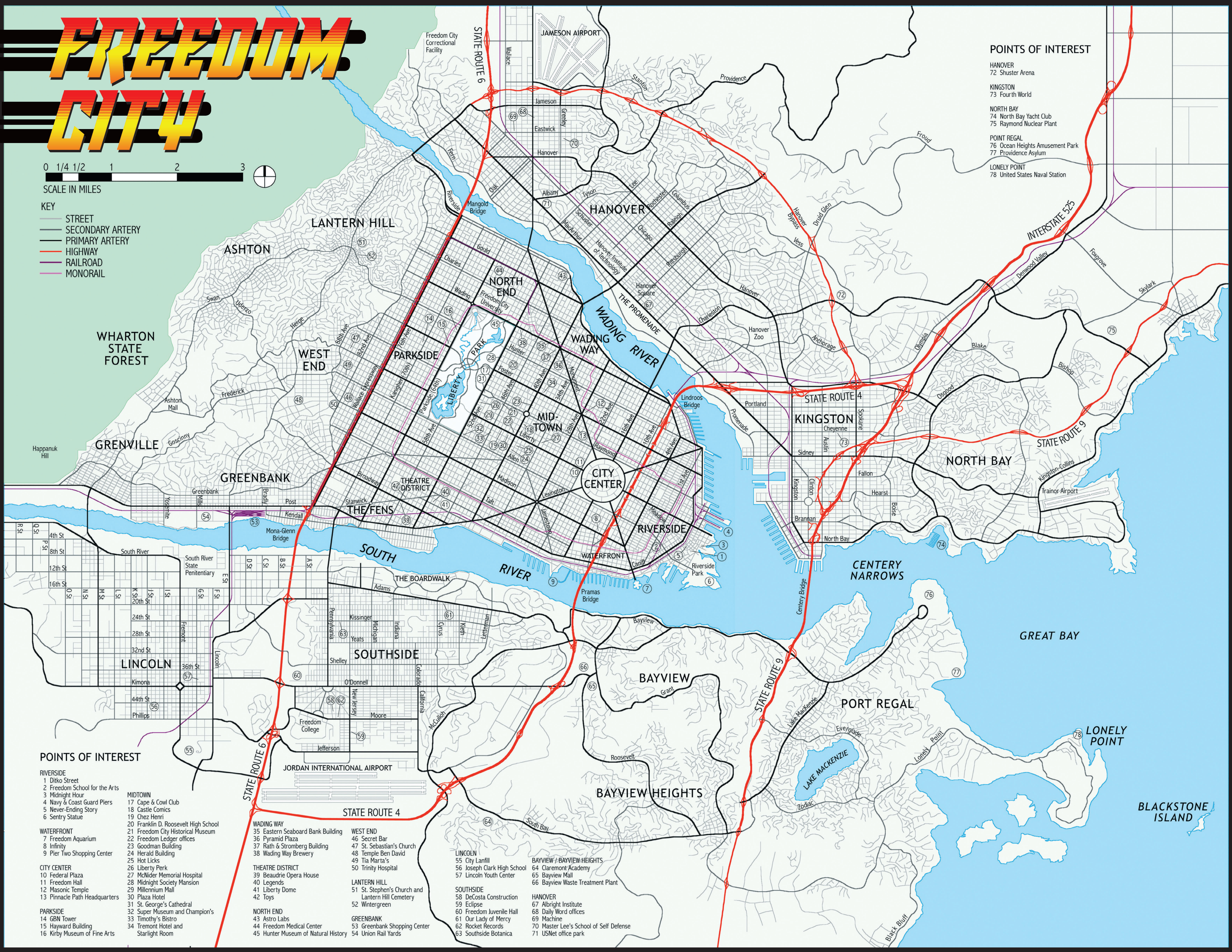
# FREEDOM CITY 4



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