

THREAT REPORT: THE FACTOR FOUR

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Subject: Threat Report — The Factor Four

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Sir,

I've pulled and updated the file on the Factor Four from Division 1 based on the recent incident at the Emerald City Museum of Natural History. Although circumstances and the quick intervention of Emerald City's new heroes safeguarded the Egyptian artifacts display, it's a sure bet we'll be seeing the Four in our backyard again. Whatever they were interested in, they didn't get it, and Professor Fathom's crew is nothing if not persistent.

The file includes all the information we've been able to get from the Atom Family (note flags on areas where analysts believe Dr. Atom has not provided us with all of the details). I also recommend getting in touch with the Special Projects Division for their input. Chances are we'll need some S.P. backup to help us put together what the Four and those other freaks at the museum were after, and what they want to do with it.

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**MUTANTS &
MASTERMINDS**
THIRD EDITION

THE FACTOR FOUR

MEMBERS: Professor Fathom, Granite, Pyre, and Sylph

BASE OF OPERATIONS: The Crystal Complex, North Pacific Ocean

MOTIVATION: Profit, power, and restoration of their human forms

The Factor Four were rivals of the original Atom Family, criminal archeologists and “adventurers” known for making a tidy profit off their finds, and caring very little about niceties like international treaties or other cultures. The Four later acquired powers using a set of mystical artifacts, becoming dangerous super-criminals. In the process, they lost their flesh-and-blood human forms, made up of pure elemental forces. Ever since, they have continued their habit of plundering historical sites, museums, and private citizens of valuable artifacts and lore, all the while looking for means to increase their powers and their mastery over them.

MOTIVATION AND GOALS

Professor Fathom was always motivated by an irrational need to be the first to discover what no one else had seen before, and to be the one to decide how to exploit it for his own benefit. Still, even the money brought in by the questionable sales of his finds was secondary to proving his skills and winning those finds in the first place.

Since their transformation into elemental beings, the Factor Four have been primarily motivated to find additional sources of arcane lore and power, which might grant them additional control over their abilities. Ultimately, they want to achieve the power to shift between their human and elemental forms at will, allowing them to retain their power but also be able to enjoy all that it can bring them. So long as Professor Fathom remains the best possible means of achieving that goal, Granite, Pyre, and Sylph remain loyal to him.



Along the way, of course, the Factor Four have no qualms about feathering their future nest with the ill-gotten gains of outright theft, plunder, and payment for mercenary work. Professor Fathom realized some time ago that it was wise to allow Granite to exercise his mercenary skills so he and Pyre can blow off steam, keeping them from becoming restive and difficult to manage.

TACTICS

Unless they significantly outclass their opponents, the Factor Four's primary goal in a confrontation is escape. This is facilitated by their new headquarters (see the following): Professor Fathom just needs a matter of moments to open a doorway back to the Crystal Complex, through which the Four cannot be followed. Granite and Pyre typically run interference, while Sylph can create an obscuring (and, if desired, suffocating) cloud to cover their retreat.

When the Factor Four feel confident that their power is equal to that of their foes, Granite and Pyre tend to serve as front-line fighters, while Sylph and Professor Fathom use their Affliction attacks against targets too quick or tough for their teammates. Against foes he cannot drown, Fathom switches to his water blasts. Sylph is fairly ineffectual against foes who do not breathe, but has been known to use her Concealment and limited Move Object effects to cause trouble, while remaining largely untouchable.

HEADQUARTERS

The Factor Four have moved into an ancient Lemurian complex they discovered in the north Pacific. Professor Fathom believes it was originally some sort of control or transportation center. The central part of the complex is a vaulted chamber made up of multi-colored crystals, which appear to act as controls to a series of gateways. They are able to connect to different points around the world, controlled by moving small, carved crystals in the chamber, and accessible by remote use of the crystals elsewhere. This allows the Factor Four to appear and disappear through dimensional "doorways" when it suits them, although the location of the doorways is somewhat dictated by the local ley line structures and is not always as convenient as they might wish.

HEADQUARTERS: THE CRYSTAL COMPLEX • 19 POINTS

Size: Gargantuan • **Toughness:** 12 • **Features:** Dimensional Portal, Dock, Effect (Teleport 14, Portal, Extended (16,000 miles), Limited to Extended, Limited Locations), Holding Cells, Isolated, Laboratory, Power System, Sealed, Secret 3 (DC 30), Self-Repairing

HOOKS

The Tablets of Thoth: Professor Fathom has learned of ancient Egyptian alchemical texts at a museum in Emerald City and wants to acquire them for the information they might contain about the Prime Elements. As it turns out, Dr. Azoth is also interested in the tablets and dispatches his Homunculi to fetch them, bringing the two sets of villains

into conflict and putting numerous valuable museum displays in danger. If the Factor Four get the tablets, they may learn to increase their powers and attain the ability to assume human form they seek. If Dr. Azoth gets them, he may be able to use them to wrest the power of the Prime Elements from the Four, bestowing those powers to his own Homunculi!

This Old House: There's far more to the Crystal Complex than the Factor Four know, but they begin to suspect when evidence arises about them embarking on after-hours forays in various parts of the world, forays none of them can remember. All of the sites are intersections of ley lines, and the Four's activities seem intended to alter their flow in various ways. What is the force at work in the Crystal Complex and why is it influencing the Factor Four in this fashion? When reluctant members of the Four come to the heroes looking for help and then promptly turn on them with glazed looks, what do the heroes do?

PROFESSOR FATHOM

REAL NAME: Richard Calumus

OCCUPATION: Archeologist, criminal

BASE: The Crystal Complex

Dr. Richard Calumus was one of Dr. Atom's most brilliant students and an explorer at heart like his mentor. Unfortunately, he was solely interested in satisfying his own curiosity, greed, and need for achievement rather than furthering the reach of science or improving the lot of humanity. Richard's discoveries were for sale to the highest bidder, and he cared nothing for preserving unique or historical finds. For years, Calumus and his crew of assistants were the Atom Family's rivals, trying to exploit the hidden wonders of the world.



Calumus' luck ran out when he discovered the location of the fabled Prime Elements, gemstones representing each of the four ancient elements, reputed to possess mystical powers. Calumus had little interest in the stones' supposed powers, but they would command a tremendous price on the black market. He and his associates discovered the resting-place of the stones, but something unexpected happened. In a blast of magical power, the Prime Elements were invested into each of the four would-be thieves, transforming them into elemental beings.

At first, the Factor Four reveled in their new powers, until they discovered they couldn't entirely control them and their inhuman transformations were permanent. Since then, Calumus (now known as Professor Fathom) has been working to find a way to return him and his associates to their human forms (preferably while retaining their elemental power). The Factor Four also continues to explore, looking for new resources to further or fund their search.

PROFESSOR FATHOM

PL11 - 214 POINTS

Abilities: STR 1 STA 2 AGL 3 DEX 2 FGT 4 INT 8 AWE 2 PRE 2

Powers: **Engulf** (Cumulative Shapeable Area Affliction 11 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Concentration); **AE: Water Blast** (Ranged Damage 11, Accurate 4); **Liquid Form** (Concealment 2 (Visual) Limited to Underwater; Elongation 8 (1800 feet); Immunity 10 (Life Support); Insubstantial 1, Permanent; Impervious Protection 10; Swimming 5 (16 MPH))

Advantages Contacts, Defensive Attack, Equipment 4 (The Crystal Complex), Evasion, Favored Environment (Aquatic), Leadership

Skills Close Combat: Unarmed 6 (+10), Deception 6 (+8), Expertise: Archeology 8 (+16), Expertise: History 6 (+14), Expertise: Magic 6 (+14), Insight 8 (+10), Perception 4 (+6), Persuasion 6 (+8), Stealth 4 (+7), Technology 8 (+16)

Offense Initiative +3, Engulf — (Close, Cumulative Affliction 11, Dodge/Fortitude (DC 21)), Water Blast +10 (Ranged, Damage 11)

Defense Dodge 10, Parry 10, Fortitude 10, Toughness 12, Will 12

Totals Abilities 48 + Powers 95 + Advantages 9 + Skills 31 + Defenses 31 = Total 214

Complications: **Acquisitive:** Professor Fathom lusts after what he does not (and often cannot) have, drawn to acquire new things: artifacts, knowledge, and power. **Inhuman:** All of the Factor Four are no longer human and cannot pass unnoticed in human society. **Watery:** Fathom's watery form can be evaporated or frozen solid by suitable effects which incapacitate him.

Professor Fathom is cold and calculating. He looks at everything from the perspective of how it can profit him. All other considerations are irrelevant. He considers this "enlightened self-interest," but it is purely selfishness and greed. He's quite intelligent, but often blinded by his own desire to be successful. He tends to look down on his intellectual inferiors although he also understands how to manipulate them quite well. He enjoys his power, but is frustrated by his limitations.

Professor Fathom's body is made up of water under his mental control. He can reshape his watery form as desired, flow through any small opening, and blast water with the force of a geyser. He's very resistant to harm since most physical attacks tend to pass right through him and he has no need to eat, breathe, or sleep. His life force is sustained by mystical energy. Professor Fathom is vulnerable to having his form evaporated into steam or frozen. This is just a "special effect" of Fathom being incapacitated by a heat or cold attack, and he recovers normally as his body condenses or thaws.

GRANITE

REAL NAME: William Cole
OCCUPATION: Mercenary
BASE: The Crystal Complex

Bill Cole has always been a tough guy, now more than ever. When he first began working for Dr. Calumus, Cole was just a bruiser, in charge of lifting heavy things and removing obstacles (living or otherwise) from the doctor's way. Cole knew how to take orders from his military

days and how to handle himself in a fight. He liked the money and he also liked Sylvie McAllister a lot, although he knew she was Dr. Calumus' girl, so he kept his distance.



The power of the Prime Earth transformed Cole into a hulking creature of solid rock with the strength and endurance of a mountain. Although he's stronger and tougher than ever, Granite is isolated beneath his rocky exterior, but he keeps following Professor Fathom's orders like a good soldier, knowing his boss will fix everything eventually.

Cole was a simple-minded brute and his transformation into Granite has only enhanced this aspect of his personality. He's contemptuous toward things and people that can't harm him, and lashes out at things that can. He's loyal to Professor Fathom because Dr. Calumus is so much smarter than he is, and because Granite is sure he knows the right thing to do. He'd do almost anything for Sylph, even if it meant going against the others.

Granite is a massive figure of solid stone. He's tremendously strong and resistant to injury. He's also immune to things like suffocation, doesn't need to eat or sleep, and can ignore intense heat and cold. In fact, Granite doesn't feel much of anything these days. His typical approach to a problem is to smash his way through it unless Professor Fathom or Sylph tells him otherwise

PYRE

REAL NAME: Jack Connors
OCCUPATION: Pilot, criminal
BASE: The Crystal Complex

Jack Connors was always a hotshot when it came to anything that moved fast: planes, cars, or women. He hooked up with Dr. Calumus when he needed a driver and pilot able to handle any vehicle and go anywhere. The money was good, and Jack didn't particular care where it



came from or what he had to do to get it. He just liked the lifestyle. Things changed when Jack was infused with elemental fire and became Pyre, Master of Flame.

"Hot-headed" fits Pyre to a T. He's quick tempered and passionate, with a thirst for peril and excitement. His new form limits his entertainment options, and he uses danger and combat to help him to feel alive. Pyre is quick to take action, although Professor Fathom can restrain him (even momentarily douse him, if need be).

Pyre constantly radiates heat and flames flicker all around him, obscuring his features. He can damp down the heat

GRANITE

PL10 · 115 POINTS

Abilities: STR 13* STA 7* AGL -1 DEX 0 FGT 5 INT -1 AWE 0 PRE 0

Powers: **Shockwave** (Burst Area Damage 10, Limited: Both Granite and targets must be touching the ground)
AE: Groundstrike (Burst Area Affliction 10 (Resisted by Fortitude; Vulnerable, Defenseless, Resisted by Fortitude), Instant Recovery, Limited Degree, Limited: both Granite and targets must be touching the ground); **Rock Form** (Enhanced Strength 5; Growth 4, Permanent; Immunity 10 (Life Support); Protection 7; Impervious Toughness 10)

Advantages Close Attack 2, Improved Hold, Power Attack, Takedown

Skills Expertise: Paramilitary 6 (+5) **INT**imidation 6 (+8)*, Ranged Combat: Throwing 8 (+8)

Offense Initiative -1, Unarmed +7 (Close, Damage 13)

Defense Dodge 6*, Parry 6*, Fortitude 12, Toughness 14, Will 7

*Includes Growth modifiers.

Totals Abilities 20 + Powers 56 + Advantages 5 + Skills 10 + Defenses 24 = Total 115

Complications: **Follows Orders:** Granite obeys orders like a good soldier. **Inhuman:** All of the Factor Four are no longer human and cannot pass unnoticed in human society. **Loves Sylph:** Granite would do virtually anything for Sylph and tries to protect her.

he emits slightly and uses special heatproof gloves to handle things, but he can't touch most things for long without burning or melting them. At its normal level, Pyre's fiery aura is enough to melt or vaporize many weapons before they can strike him. He can project bolts of flame from his hands or his mouth. By projecting a jet of flame behind him, Pyre can fly through the air. He strikes at foes with blasts of flame from a distance, or tries to grapple them with his burning form.

SYLPH

REAL NAME: Sylvia McAllister

OCCUPATION: Technician, criminal

BASE: The Crystal Complex

Sylvia McAllister always had a tendency to get involved with the wrong sort of men, and her worst move was when she got involved with Richard Calumus. She was drawn to his intellect, his natural charisma, and particularly to the way he went after what he wanted.

Sylvia became Dr. Calumus' assistant and eventually his lover. She was transformed along with Calumus and his other associates by exposure to the Prime Elements. Her relationship with Professor Fathom is no longer physical, but Sylvie is more dependent on him than ever.

Sylph is vain, catty, and cruel toward most people. She fawns over Professor Fathom and wants to please him. She knows Granite is attracted to her and that she can twist



PYRE

PL10 · 166 POINTS

Abilities: STR 0 STA 1 AGL 3 DEX 3 FGT 4 INT 0 AWE 1 PRE 1

Powers: **Fire Form** (Reaction Damage 8; Immunity 15 (Fire Damage, Life Support); Impervious Protection 5, Limited to Weapons that Melt or Burn); **Flame Blast** (Ranged Damage 10); **Rocket Flight** (Flight 7 (250 MPH))

Advantages Defensive Roll 4, Move-by Action, Ranged Attack 4, Second Chance (Vehicles checks), Taunt

Skills Deception 6 (+7), Expertise: Mechanic 5 (+5), Insight 4 (+5), Perception 4 (+5), Ranged Combat: Flame Blast 3 (+6), Vehicles 10 (+13)

Offense Initiative +3, Flame Blast +10 (Ranged, Damage 10), Unarmed +6 (Close, Damage 8, fiery aura)

Defense Dodge 10, Parry 10, Fortitude 8, Toughness 10/6*, Will 8 *Without Defensive Roll.

Totals Abilities 26 + Powers 86 + Advantages 11 + Skills 16 + Defenses 27 = Total 166

Complications: **Hot-Tempered:** Pyre has a temper as hot as his namesake and is easily provoked. **Inhuman:** All of the Factor Four are no longer human and cannot pass unnoticed in human society. **Thrill-Seeker:** Excitement is Pyre's drug of choice and how he feels the most alive.

SYLPH

PL9 · 142 POINTS

Abilities: STR 0 STA 0 AGL 2 DEX 1 FGT 2 INT 0 AWE 0 PRE 1

Powers: **Gaseous Form** (Concealment 2 (Visual), Partial, Permanent; Concealment Attack 2 (Visual), Shapeable Area 2; Flight 4 (30 MPH); Immunity 10 (Life Support), Immunity 20 (Energy effects, Half Effect); Insubstantial 2, Permanent); **Suffocation** (Shapeable Area Cumulative Affliction 9 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Concentration); **Whirlwind** (Move Object 1)

Advantages Attractive, Improved Initiative

Skills Deception 8 (+9), Perception 6 (+6), Persuasion 8 (+9), Technology 6 (+6)

Offense Initiative +6, Suffocation — (Close, Affliction 9, Dodge/Fortitude DC 19)

Defense Dodge 9, Parry 6, Fortitude 9, Toughness 0, Will 8

Totals Abilities 12 + Powers 86 + Advantages 2 + Skills 14 + Defenses 28 = Total 142

Complications: **Inhuman:** All of the Factor Four are no longer human and cannot pass unnoticed in human society. **Sensualist:** Sylph, above all of the Four, longs to *feel* once again and to enjoy being human once more. **With the Winds:** Sylph is a follower, not a leader, and looks to Prof. Fathom for guidance.

him around her little finger (and Pyre, too, if she turns on the charm). She enjoys her power, but would give it up in an instant in order to live the life of sensual luxury she really wants. She misses sensation, the benefits of having a physical body, and would do anything, even betray her teammates, in order to get it.

Sylph's body has been transformed into a gaseous state. She can pass through any opening that is not airtight and is largely immune to physical harm. She can fly through the air and is capable of using her inert gaseous form to suffocate opponents by enveloping them, either to render them unconscious or to kill them by cutting off their oxygen long enough. She can likewise whip up a cloud like a thick fog to obscure the activities of her associates.

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