

STARTLING STORIES OF THE PULP ERA'S GREATEST HEROES!

LEGACY OF JUSTICE



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LEGACY OF JUSTICE: THE PULP ERA

Startling Stories of the Pulp Era's Greatest Heroes and Villains.

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ARACHNID

Quote: "You're trapped now, little fly!"

Name: Peter Webster

Occupation: Vigilante

Identity: Secret

Marital Status: Single

Known Relatives: None

Base of Operations: The City

Height: 5'11"

Weight: 197 lbs.

Hair: Brown

Eyes: Green

Distinguishing Marks: None

BACKGROUND

Peter Webster grew up in an impoverished but proud family. Peter's father worked at the shipyards and while he couldn't provide much more than shelter and food for the family, the surprisingly mature child could see that his father did everything he could for them. His mother worked hard to raise Peter and his siblings and to make the best of their hardscrabble life and small home.

Despite the hardships Peter endured as a child it did not sour his attitude – he was friendly and generous with the other children in his lower class neighborhood. Peter's parents instilled in him determination, ethics and strong character and he inherited his father's strong frame and indefatigability. It was these qualities that made the other children in the neighborhood look to Peter for protection.

Peter knew life was hard, but was quick to resist those who would bring unnecessary strife to his family and neighborhood. As the neighborhood turned bad, Peter found himself getting into more

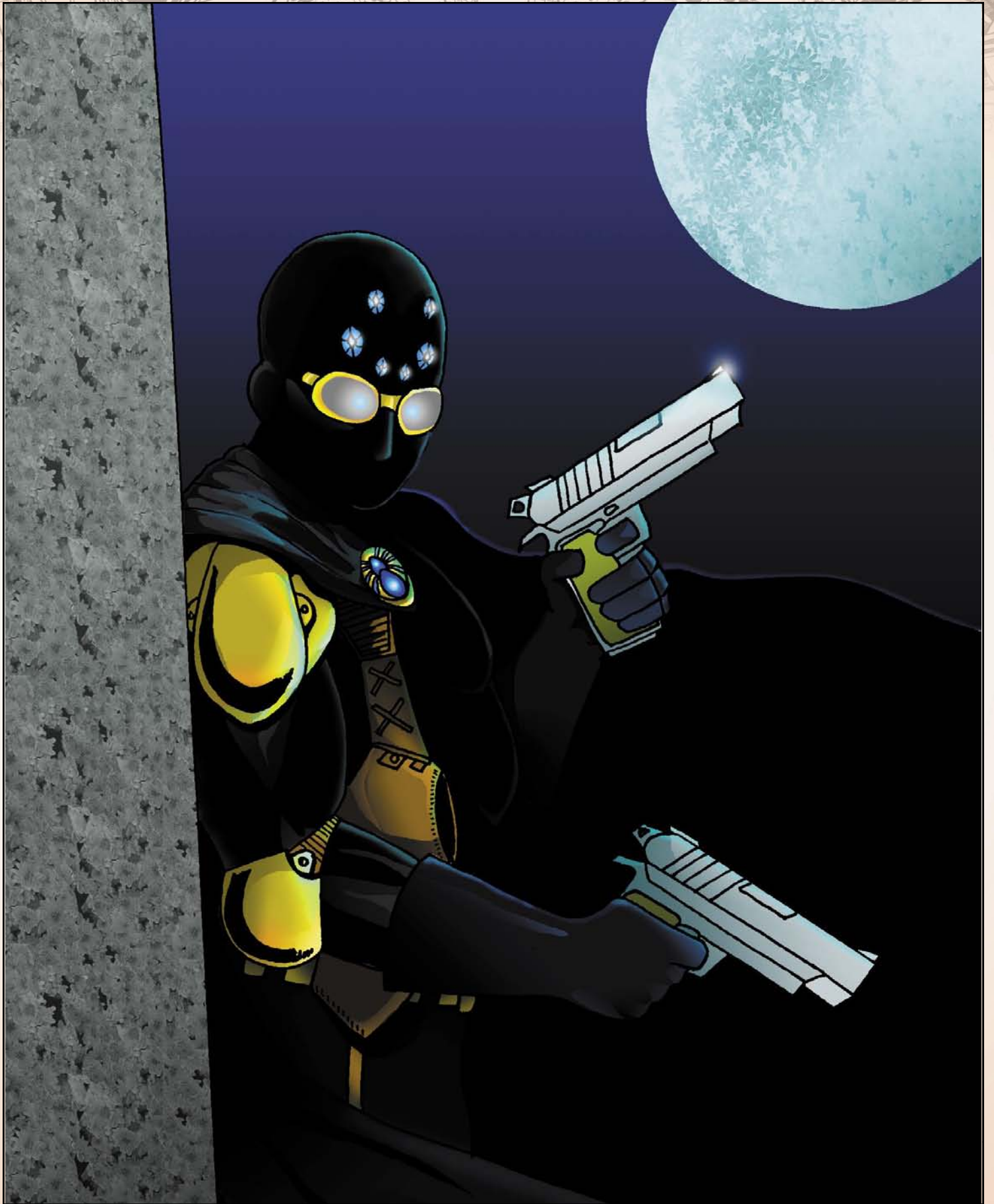
and more fights. As he grew older, the bullies he would clash with became muggers. Eventually the muggers and thieves that plagued the neighborhood were replaced with extortionists.

It was these extortionists that came calling on Peter's family, demanding "extra property tax". Peter's father refused to pay and ran the men off. One night, when Peter was walking home from his new job at the local slaughterhouse, he found his family home in flames. His parents, his brother and sisters, all perished in the blaze. The extortionists had sent their "message" and the other families in the neighborhood were quick to pay up. Peter vowed to clean up the neighborhood, to never let anything like this happen again, to anyone.

As a child Peter had always been calm and patient and would spend hours watching the spiders spin their webs between the eaves of his bedroom ceiling. This gave him the inspiration for the methods he would adopt. He would be the preternaturally patient spider, waiting for the unwitting fly to stumble into his web. He would become The Arachnid! Peter started to train secretly, and took his natural abilities to a new level. His father taught him that any good workman needs tools and Peter acquired the best tools for his new task – a pair of gleaming .45 automatics.

Peter was industrious in building his web of contacts and informants. He used guile, graft and intimidation to turn some of the lowlier criminals into his pawns. He began studying the neighborhood from above, on its rooftops. He exercised inhuman patience while he watched and waited in perfect stillness overlooking the maze of alleyways and streets he called home.

Then he sprung, sweeping the streets clean of criminals starting in the heart of the neighborhood



ARACHNID

PL8

STR +2 14

INT +2 14

DEX +4 18

WIS +1 12

CON +2 14

CHA +1 12

TOUGHNESS

FORTITUDE

REFLEX

WILL

+8/+2*

+6

+10

+6

*flat-footed

SKILLS

Acrobatics 6 (+10), Bluff 5 (+6), Climb 8 (+10), Gather Information 7 (+8), Intimidate 7 (+8), Investigate 8 (+10), Knowledge (current events) 5 (+7), Knowledge (streetwise) 8 (+10), Knowledge (tactics) 4 (+6), Notice 6 (+7), Search 6 (+8), Sense Motive 6 (+7), Stealth 8 (+12)

FEATS

Accurate Attack, All-out Attack, Attack Focus (ranged) 2, Assessment, Contacts, Defensive Roll 6, Distract 2, Dodge Focus 4, Evasion, Favored Opponent (mafia), Fearsome Presence 4, Hide in Plain Sight, Improved Critical, Improved Initiative, Master Plan, Precise Shot 2, Sneak Attack, Uncanny Dodge

POWERS

Device 4 (easy to lose) *Twin Handcannons*: (**Blast 6** [*Power Feats*: Split Attack; *Extras*: Autofire]), **Device 1** (hard to lose) *Climbing Harness*: (**Super-Movement 2** [wall-crawling, swinging])

COMBAT

Attack +6, Grapple +8, Damage +2 (unarmed), +6 (handcannons), Defense +8, Knockback -2, Initiative +8

TOTALS

Abilities 24 + Skills 21 (84 ranks) + Feats 32 + Powers 16 + Combat 20 + Saves 15 = 128 PP

and working outward in a circular pattern, like a spider making a web. As he stalked the neighborhood, hiding in the shadows, he watched for the troublemakers and when he found them he offered them a single chance to leave. Those who survived told tales of The Arachnid, a half-human monster that had claimed the area as his territory and would tolerate no other predators.

As Arachnid, Peter acted with impunity. He did the job the police and his neighbors couldn't. After he cleaned up his neighborhood, his expanded his web into more and more of the city and his elaborate network of contacts grew. Whenever Arachnid found himself in possession of illicit funds, he arranged for the money to be reinvested in the community.

The Arachnid is feared as an urban legend; a gun-toting boogeyman who knows everything that happens in his growing territory.

PERSONALITY

Peter is a warm but reserved man. He's always well informed about what's happening in the community and is happy to help his neighbors with whatever they need. As Arachnid, he takes on a spooky persona. He whispers from the shadows and then seems to come out of nowhere. While he normally comes across as cold and collected, he obviously becomes more relaxed and seems to genuinely enjoy himself as his prey realizes how much trouble they're really in.

APPEARANCE

Arachnid's primary goal is to evoke fear and be able to move without being noticed. He wears dark comfortable clothing under a cloak with a web pattern embroidered on its surface. His mask has costume jewelry sewed onto it, giving an observer the impression of multiple eyes glittering in the darkness.

POWERS & TACTICS

Arachnid fights crime using an extensive network of

contacts, an amazing familiarity with his environment, a scary motif, and a pair of high-powered automatics. While his pistols are his primary weapons he also relies on specialized climbing gear he's developed to travel the city's rooftops and access locations the opposition thinks are secure.

Once Arachnid identifies a target, he waits until his opponent is surrounded by terrain he can use against them. He then taunts them from the shadows, trying to drain as much information from them as possible. If the prey has no information that will help, Arachnid keeps the community safe and attacks quickly. He depends on his natural agility and toughness. He uses lethal force on a regular basis but he always leaves a witness. This often results in criminals traveling alone, making them easier targets but assuring their survival if they run into The Arachnid.

Weaknesses: Arachnid is very territorial; he will always focus on a local threat over a distant one and is easily baited by threats to his protected area.

CAMPAIGN USE

Arachnid is the epitome of the community-based hero. His effectiveness is directly tied to his ideals and his vision of a better world. He is also a prime example of how a "normal" hero can use superstition as a weapon in their arsenal against crime. He can be used as a shadowy protector of the rundown sections of the city, or a dangerous new vigilante who's sprung onto the scene. Whatever the case, heroes may find a potential ally or an antagonist that doesn't agree with their methods.

ROGUES GALLERY

Mafia boss Don Patelli is constantly trying to infringe on The Arachnid's territory. Patelli is a very shrewd criminal and often keeps his operations hidden away from Arachnid's notice. When Arachnid finally does discover one of Patelli's hidden operations he always blames himself for not seeing the signs

earlier, further fueling his anger. Patelli rarely leaves his palatial estate, making it difficult for Arachnid to target him directly.

December 6th, 1914

Hanly's Flying Squadron, a temperance organization founded by former Indiana Governor J. Frank Hanly, has come to the City. This is just one stop in their nationwide campaign preaching against the "devil in the bottle" and calling for the prohibition of alcohol. They stage a rally that looks more like a religious revival in the City's slum. The fiery orator attributes the crime and poverty that plagues the neighborhood to the effects of alcohol. It isn't long before elements of the criminal fraternity that preys on the slum make their move.

In an attempt to discredit the man speaking out against one of their key sources of income, they kidnap him from the hotel he's staying at and force him to imbibe significant amounts of whiskey. Once he's thoroughly drunk, they dump him back onto a busy city street and call the local paper with an anonymous tip.

The bad press and embarrassment will do little to deter the man from his heartfelt cause. He will contact any local heroes the City may have and plead with them to provide him with some protection while he has his last rally before leaving the city. Whether the heroes oblige or not, the criminals will take more severe action at the rally. They will block the side streets leading into the plaza where the rally is taking place with trucks and wagons. One group will set fire to the old buildings surrounding the plaza while another group will collapse the tent where the rally is taking place, trapping scores of people under the heavy canvas. Panic will set in and the criminals will take the opportunity to go after the rally's organizers with clubs and shotguns.

Athena

Quote: "The real crime is that they don't even have this urn classified in the right era."

Name: Morgan McDonald

Occupation: Scholar and Thief

Identity: Secret

Marital Status: Single

Known Relatives: None

Base of Operations: The City

Height: 5'6"

Weight: 139 lbs.

Hair: Brown

Eyes: Brown

Distinguishing Marks: None

BACKGROUND

Morgan McDonald was noted as exceptional from an early age. She was always at the top of her class and she even managed to get one of the few scholarships available for women when she attended college. She graduated with a doctorate in classical studies and was looking forward to a respectable career as a noted scholar. Then she hit the glass ceiling.

Morgan's exceptional skills and intellect intimidated male faculty when she applied for teaching positions. She was repeatedly encouraged to settle down and find a husband who could provide for her. Morgan decided she would need to break into the academic world with a bang and she decided how she would do it.

Morgan decided to conduct her own independent research and publish her findings. She adopted the criminal identity of "Athena" to accomplish two aspects of her plan. Primarily, she steals artifacts

to further her own research. Secondly, the Athena identity allows Morgan to acquire funding for her research by selling the missing artifacts.

Ironically, as Morgan published more research and earned more notoriety she was approached by the police looking for professional advice about Athena's next possible target.

Morgan has continued to use her good standing with the police and her reputation in scholarly circles to find leads on her next target and to get her closer to the artifacts and antiquities that she so desires.

PERSONALITY

Morgan is an intelligent, dedicated, and energetic woman with a wealth of information at her disposal. While she delights in her own intellect and willfulness, she has learned to use preconception about the "weaker sex" to her advantage. She'll remain charming and demure if the situation requires it, with only the keenest observers getting the feeling that she knows a great deal more than she'll ever let on.

As Athena, she is a master thief who playfully flirts with her opposition while constantly taunting them with her superiority.

APPEARANCE

Morgan is an attractive woman with long light brown hair, kept in a bun, and brown eyes. She normally wears the clothes of a respectable professional woman (even though she doesn't get the respect she deserves). Athena wears a classically styled helmet to hide her identity. Her outfit is a dark brown toga,



ATHENA

PL7

STR +0 10

INT +4 18

DEX +5 20

WIS +3 16

CON +0 10

CHA +2 14

TOUGHNESS

FORTITUDE

REFLEX

WILL

+8/+2*

+2

+8

+11

*flat-footed

SKILLS

Acrobatics 7 (+12), Bluff 2 (+4), Climb 10 (+10), Craft (artistic) 3 (+7), Diplomacy 2 (+4), Disable Device 6 (+10), Disguise 6 (+8), Escape Artist 4 (+9), Knowledge (arcane lore) 4 (+8), Knowledge (art) 4 (+8), Knowledge (history) 6 (+10), Knowledge (theology and philosophy) 4 (+8), Notice 6 (+9), Search 6 (+10), Sense Motive 2 (+5), Sleight of Hand 2 (+7), Stealth 6 (+11)

FEATS

Acrobatic Bluff, Attack Specialization (bow), Attractive, Defensive Roll 4, Distract (bluff), Dodge Focus 4, Grappling Finesse, Hide in Plain Sight, Move-by Action, Ranged Pin, Skill Mastery (acrobatics, climb, search, stealth)

POWERS

Device 1 (hard to lose) *Armored Costume*: (**Protection 2**), **Device 3** (easy to lose) *Bow and Trick Arrows* (array): (**Blast 6, Stun 6, Super-Movement 1** [swinging; *Flaws*: Action (standard action)], **Trip 6**)

COMBAT

Attack +4, +6 (bow), Grapple +9, Damage +0 (unarmed), +6 (blast), Defense +8, +4 (flat-footed), Knockback -2, Initiative +5

TOTALS

Abilities 28 + Skills 20 (80 ranks) + Feats 17 + Powers 13 + Combat 16 + Saves 13 = 107 PP

covering matching pants. She wears a bow and quiver over her shoulder to store her thieves' tools.

POWERS & TACTICS

Athena is gifted with a sharp intellect and an amazing level of willpower. Her sense of purpose has allowed her to train herself in the arts of stealth and thievery making her the rival of cat burglars around the world. Athena uses a variety of thieves' tools and has a bow with trick line arrows allowing her to more easily traverse the city unnoticed.

Athena will employ subterfuge as necessary. She has learned how to disguise herself and with her considerable intellect and knowledge can pass herself off as a person from various walks of life. She will use this ability to put get close to the item she has targeted and put into motion some clever plan to distract those around her.

Athena studies her targets very carefully and normally strikes in the dead of night, but if an artifact will be easier to steal in broad daylight she's more than willing. If forced to fight, Athena will try to confuse and disorient her opponent so she can make her escape. If cornered she will feign surrender in an attempt to escape when her pursuers let down their guard.

Weaknesses: Athena is not a petty thief interested in money. When she targets an artifact it's because she needs that artifact to continue her research. She will abandon a target before she would ever risk damaging it.

CAMPAIGN USE

Athena is a noble rogue. Her intentions are good and ultimately harmless. She has resorted to crime because society will not let her achieve her full potential. She can be the foil for an archeologically minded hero in her civilian and villainous identity.

September 9th, 1915

The first true study of Easter Island begins in March 29th, 1914. The expedition's leader, Katherine Routledge along with her husband William Scoresby Routledge, catalogue the giant statues there and excavate over thirty of them. After a German convoy establishes a signal station on the neutral island, Katherine intervenes when a native rebellion occurs against the sheep ranch where the interloping Germans established their post. She mediates and befriends a native medicine woman and visionary named Angata.

After leaving the island in August of 1915, the Routledges travel to America to spend some time with friends and colleagues at a stately home in the countryside, bringing their newfound friend Angata along. During this time, Katherine's long-time "condition" returns; an ailment typified by auditory hallucinations and "hearing voices", something that she has attempted to address in the past through consultations with mesmerists and spiritualists. Her husband believes she has fallen under the spell of the "witch doctor" Angata and seeks help from the heroes whom he is introduced to through a mutual acquaintance.

The reality is that Angata, though her beliefs and practices may horrify the "civilized" men and women of the West, is perfectly innocent and is only seeking to use her skills to ease whatever it is that is troubling her new friend. The truth is the thief of antiquities Athena has targeted the Routledges. The couple has brought back various items of interest from Easter Island that she believes would yield better results through her own research. She has hidden various phonographic devices throughout the house all set on timers that will serve to agitate Katherine's delusions and paranoia. Athena will build up these "hallucinations" to a fever pitch, allowing the blame to fall on the islander woman. When the household is completely distracted she will make her way into the home to steal the Polynesian artifacts in the Routledges' room. The items are heavy and can't be easily moved, but she has bribed the local milkman to help her make good her escape.

Should the security of the home be too great, Athena will disguise herself as a Medium from the City, and claim to be sent by Katherine's family to aid her against the "dark spirits" that plague her, to exorcize the unclean forces that she brought back with her from that savage island. She will produce a forged telegram to prove her authenticity and attempt to wheedle her way into Katherine's good graces. She will claim the spirits are associated with the items the Routledges brought back with them and use her foreknowledge of the artifacts to make predictions and have "visions" about their appearance and location within the house. Once she has the items in hand, she'll stage a fake séance and seek to distract everyone assembled long enough to escape with the items in the family's car.

BOSS KHAN

Quote: "Feed him to the sharks, then slaughter the sharks and feed them to his family."

Name: Khan Li

Occupation: Crime boss

Identity: Secret

Marital Status: Single

Known Relatives: None

Base of Operations: The City

Height: 5'1"

Weight: 132 lbs.

Hair: Black

Eyes: Brown

Distinguishing Marks: None

BACKGROUND

Khan Li was born to Chinese peasants who sought to instill their child with the hope for a better life. They immigrated to America when Li was very young. Li's parents hoped their fortunes would change in the land of plenty and had a naïve understanding of what America held for them. The family was treated as second-class citizens and the hopes instilled in Li by his parents were soon dashed as the family discovered they would be relegated to poverty in America as well.

The family persevered and Li acclimated himself to his new country. As he watched his parents toil throughout his childhood, his hatred for occidentals grew. Li determined that to rise above his impoverished background he would need to circumvent everything that was holding him back; he would need to flout the law and take what he wanted.

Over the next several years, Khan Li cultivated a relationship with the elements of organized crime that had emigrated to America from China. He fell in with the ancient Chinese criminal fraternity known as the Triads. This was all a means to an end however. Li learned what he could and made enough money to begin building his own crime syndicate. His intention was to wage war against the established European-bred leadership of the United States.

The man now known as Boss Khan has become a sadistic and cruel megalomaniac. His criminal syndicate is an elaborate and complex organization with strict protocols and procedures to insure loyalty and security within its ranks. Boss Khan has never gone to jail but if he did he has sufficient infrastructure to keep his organization running for years while he is behind bars.

PERSONALITY

Boss Khan is a cold and heartless man with a twisted sense of humor and a smug air of superiority. When necessary he can put on a façade of geniality, but it usually rings false. Khan regards people as potential victims of his criminal organization or as useful pawns. He has no other use for people and considers no man his equal.

APPEARANCE

Boss Khan is physically small even by Asian standards. He likes to wear expensive custom-tailored pinstriped suits and he maintains a long traditional skull lock that extends from his head to his waist in a tight coil.



BOSS KHAN

PL4

STR +1 12

INT +5 20

DEX +0 10

WIS +3 16

CON +1 12

CHA +2 14

TOUGHNESS

FORTITUDE

REFLEX

WILL

+1

+4

+2

+10

SKILLS

Bluff 8 (+10), Concentration 4 (+7), Diplomacy 8 (+10), Gather Information 6 (+8), Intimidate 8 (+10), Knowledge (streetwise) 8 (+13), Knowledge (tactics) 4 (+9), Notice 6 (+9), Search 2 (+7), Sense Motive 6 (+9)

FEATS

Benefit 2 (wealth), Connected, Contacts, Equipment 2, Improved Defense 2, Master Plan, Minions 9 (twenty-five 75 PP fanatical minions), Set-Up, Startle

EQUIPMENT

Light Pistol

COMBAT

Attack +4, Grapple +5, Damage +1 (unarmed), +3 (pistol), Defense +4, Knockback -0, Initiative +0

TOTALS

Abilities 24 + Skills 15 (60 ranks) + Feats 29 + Powers 0 + Combat 16 + Saves 12 = 96 PP

POWERS & TACTICS

Boss Khan is an organizational genius and an intimidating leader. He avoids physical confrontation, instead depending on elite fighters hand picked from his illegal fighting competitions. His most trusted and powerful lieutenants are each given a code name derived from the animals of the Eastern Zodiac.

Boss Khan usually carries a small pistol hidden on

his person. His choice of vehicles alternates between fast and luxurious.

Weaknesses: Boss Khan is insane. He is compelled to taunt his enemies and demonstrate his superiority. He assumes his opponents are always less intelligent than he is. If it weren't for his natural organizational skills Boss Khan would have been imprisoned years ago.

CAMPAIGN USE

Boss Khan is primarily a way to introduce plots with a flavor of the Far East. He can also serve as a way to introduce issues of racism, subversive politics, and/or the intrigue of a vast criminal conspiracy.

THE ZODIAC

The Zodiac is a collection of cold-blooded killers culled from Boss Khan's pit fighting rings and taken from the ranks of his empire. These men and women are his most efficient and loyal enforcers and they administer the day-to-day operations of Khan's criminal syndicate. Also at any given time, Khan is sure to be attended by at least four or five of the members of the Zodiac who rotate out between their duties as Khan's bodyguards and the lieutenants in his organized crime operation.

The Zodiac are all practiced in a particular form of martial arts and are named for the Chinese astrological sign that is most appropriate for their persona, physicality or martial abilities. Once named, Boss Khan will only refer to his lieutenants by their assigned astrological name. When they are selected, the members of the Zodiac also undergo ritual tattooing during which they receive, forever imprinted on their bodies, a representation of their new role in life and a reminder of to whom that new life belongs.

What follows are six of the Zodiac members, the remaining members (Rooster, Dog, Pig, Dragon and Horse) can be developed as desired.

Monkey

No one is quite sure if Monkey is utterly mad or simply faking it. He chatters to no end about complete inanities before unleashing sudden and unexpected violence. Khan values him for his martial prowess and the unparalleled acrobatic skills that make him an ideal spy.

Monkey, PL 5/Minion Rank 5

Abilities: Str 16, Dex 16, Con 12, Int 10, Wis 10, Cha 10

Skills: Acrobatics 10 (+13), Climb 6 (+9), Escape Artist 2 (+5), Intimidate 2 (+2), Notice 4 (+4), Stealth 8 (+11)

Feats: All-out Attack, Attack Focus (melee) 4, Defensive Roll 4, Fast Overrun, Improved Critical (strike) 2, Improved Disarm, Improved Grab, Improved Overrun, Instant Up, Move-by Action

Powers: *"Monkey Steals the Peach"*: **Strike 5** (*Extras:* Penetrating, Linked to Nauseate), **Nauseate 5** (*Extras:* Linked to Strike)

Combat: Attack +1, +5 (melee), Grapple +8, Damage +3 (unarmed), +5 (strike), Defense +4, Knockback -2, Initiative +3

Saving Throws: Toughness +5, +1 (flat-footed), Fortitude +3, Reflex +5, Will +2

Totals: Abilities 14 + Skills 8 (32 ranks) + Feats 17 + Powers 20 + Combat 10 + Saves 6 = 75 PP

Snake

Snake's deep-set eyes and slow, languid movements live up to his namesake. He's noted for his skill with disguise and his quick and decisive combat style. Snake is most often found at Khan's side serving as his bodyguard, as the other members of the organization are unsettled by the man's low, whispering tone and unblinking, unflinching demeanor.

Snake, PL 5/Minion Rank 5

Abilities: Str 12, Dex 18, Con 14, Int 12, Wis 12, Cha 12

Skills: Acrobatics 4 (+8), Concentration 4 (+5), Disguise 8 (+9), Escape Artist 4 (+8), Notice 4 (+5), Survival 4 (+5)

Feats: Acrobatic Bluff, Defensive Roll 1, Dodge Focus 4, Elusive Target, Grappling Finesse, Improved Initiative 2, Trance

Powers: *"Serpent Strikes the Heel"*: **Strike 5** (*Extras:* Penetrating, Linked to Trip), **Trip 5** (*Extras:* Linked to Strike, *Flaws:* Touch Range)

Combat: Attack +5, Grapple +9, Damage +1 (unarmed), +5 (strike), Defense +7, +3 (flat-footed), Knockback -1, Initiative +12

Saving Throws: Toughness +3, +2 (flat-footed), Fortitude +4, Reflex +10, Will +4

Totals: Abilities 20 + Skills 7 (28 ranks) + Feats 11 + Powers 8 + Combat 16 + Saves 11 = 73 PP

Ox

Ox is a hulking man with enormous muscles that ripple beneath his scarred and weathered skin. A longtime champion of Khan's bloody pit fights, Ox was allowed to retire and become Khan's personal bodyguard. He is a powerful combatant who has seen so much bloodshed and suffered through so much violence that he seems inured to it and enacts Boss Khan's commands to kill with slow, measured efficiency.

Ox, PL 5/Minion Rank 5

Abilities: Str 18, Dex 10, Con 18, Int 10, Wis 10, Cha 10

Skills: Climb 4 (+8), Intimidate 8 (+8), Notice 4 (+4), Search 4 (+4), Survival 4 (+4), Swim 4 (+8)

Feats: All-out Attack, Diehard, Endurance 2, Improved Grapple, Improved Pin, Interpose, Power Attack

Powers: **Device 1** (easy to lose) *Iron Hammer*: (Strike 3 [*Power Feats:* Mighty]), **Immovable 1** (*Power Feats:* Innate), **Protection 3** (*Power Feats:* Innate)

Combat: Attack +3, Grapple +7, Damage +4 (unarmed), +7 (iron hammer), Defense +3, Knockback -3, Initiative +0

Saving Throws: Toughness +7, Fortitude +10, Reflex +2, Will +2

Totals: Abilities 16 + Skills 7 (28 ranks) + Feats 8 + Powers 9 + Combat 12 + Saves 10 = 62 PP

Rat

True to his name in spirit and form; Rat is a conniving and sneaky man with pointed features and a pronounced overbite. He is Khan's chosen assassin and when in his presence is often lurking in the shadows waiting to the best moment to strike at his master's enemies.

Rat, PL 5/Minion Rank 5

Abilities: Str 10, Dex 18, Con 12, Int 12, Wis 16, Cha 10

Skills: Acrobatics 8 (+12), Bluff 8 (+8), Climb 8 (+8), Disable Device 6 (+7), Escape Artist 4 (+8), Gather Information 2 (+2), Notice 8 (+11), Search 4 (+5), Sense Motive 4 (+7), Stealth 8 (+12), Survival 4 (+7)

Feats: Attack Focus (ranged) 4, Defensive Roll 4, Dodge Focus 4, Hide in Plain Sight, Improved Aim, Improved Critical 3 (blowgun), Sneak Attack, Uncanny Dodge (sight)

Powers: **Device 4** (easy to lose) *Blowgun*: (**Blast 3** [*Extras*: Linked to Paralyze, Penetrating; *Flaws*: Action – Full Action], **Paralyze 5** [*Extras*: Linked to Blast])

Combat: Attack +1, +5 (ranged), Grapple +1, Damage +0 (unarmed), +3 (blowgun), Defense +5, Knockback –2, Initiative +4

Saving Throws: Toughness +5, +1 (flat-footed), Fortitude +2, Reflex +6, Will +6

Totals: Abilities 18 + Skills 16 (64 ranks) + Feats 19 + Powers 12 + Combat 4 + Saves = 75 PP

Sheep

This seemingly demure girl also serves, along with Snake, as Boss Khan's personal bodyguard. Most people outside of the organization mistake her to be Khan's courtesan or concubine. Underestimating her martial prowess would be a terrible mistake as she is as ruthless and well trained as any other member of the Zodiac. She wears robes with long sleeves that are covered in silk scarves. She uses her clothing to grapple her opponents, pull the weapons from their hands, and misdirect their attacks against her.

Sheep, PL 5/Minion Rank 5

Abilities: Str 10, Dex 18, Con 12, Int 14, Wis 10, Cha 10

Skills: Acrobatics 8 (+12), Bluff 4 (+4), Diplomacy 8 (+8),

Escape Artist 4 (+8), Notice 8 (+8), Sense Motive 8 (+8), Stealth 4 (+8)

Feats: Acrobatic Bluff, Attack Focus (melee) 3, Defensive Roll 4, Evasion 2, Improved Initiative, Interpose, Uncanny Dodge (visual)

Powers: **Device 2** (hard to lose) *Flowing Robes*: (**Enhanced Feats 5** [Grappling Finesse, Improved Disarm, Improved Grab, Improved Pin, Redirect], **Strike 3** [*Power Feats*: Extended Reach])

Combat: Attack +2, +5 (melee), Grapple +9, Damage +0 (unarmed), +3 (strike), Defense +5, Knockback –2, Initiative +8

Saving Throws: Toughness +5, Fortitude +5, Reflex +8, Will +4

Totals: Abilities 14 + Skills 11 (44 ranks) + Feats 13 + Powers 8 + Combat 14 + Saves 12 = 72 PP

Tiger

Known amongst his fellow members of the Zodiac as Smiling Tiger, this older man was a great warrior in his native land and while the fortune he sought in the west has turned sour, he remains pragmatic about his lot in life. Tiger is the only member of the Zodiac that Boss Khan will solicit advice from. He is fond of the old saying, "When an old tiger senses its end, is when it fights the fiercest."

Tiger, PL 5, Minion Rank 5

Abilities: Str 16, Dex 16, Con 16, Int 12, Wis 16, Cha 10

Skills: Acrobatics 4 (+7), Bluff 4 (+4), Concentration 4 (+7), Diplomacy 4 (+4), Medicine 4 (+7), Notice 8 (+11), Sense Motive 4 (+7)

Feats: All-out Attack, Attack Focus (melee) 4, Defensive Roll 2, Fearless, Improved Critical 3 (strike), Instant Up, Power Attack

Powers: "Tiger's Claw": **Strike 3** (*Power Feats*: Mighty)

Combat: Attack +1, +5 (melee), Grapple +4, Damage+3, +5 (strike), Defense +5, Knockback –2, Initiative +3

Saving Throws: Toughness +5, +3 (flat-footed), Fortitude +7, Reflex +7, Will +7

Totals: Abilities 26 + Skills 8 (32 ranks) + Feats 13 + Powers 4 + Combat 12 + Saves 12 = 75 PP

Dr. Orphic

Quote: "Surrender now! Or I, Dr. Orphic, will torment you with horrors beyond imagination!"

Name: Belmonte Finchston

Occupation: Archeologist, Entertainer

Identity: Secret

Marital Status: Single

Known Relatives: None

Base of Operations: The City

Height: 5'9"

Weight: 177 lbs.

Hair: Black

Eyes: Brown

Distinguishing Marks: None

BACKGROUND

Belmonte Finchston was a renowned vocal virtuoso by the age of twelve. Not willing to simply let his talent be lost as he went through puberty he spent hours each day preserving both his childhood voice and developing his adult voice. By the time Belmonte was ready to enter college, he had a near inhuman vocal range. In college, Belmonte turned from the world of entertainment and discovered a deeper calling in the field of archeology.

He applied the same dedication he'd previously used in developing his vocal talent on his interest in archeology. As a graduate project, Belmonte led an archeological expedition to a remote region of Greece. Unfortunately his team abandoned the project after months without a discovery. Then, late one day, as Belmonte toiled away refusing to believe his research had led him astray, he made a discovery. He uncovered an ancient subterranean library. He

had discovered the Library of Orpheus.

As Belmonte examined the scrolls he realized he couldn't share the secrets within them. The legendary Orpheus had discovered the secrets of enchanting people with his voice; a power that could not be trusted in the hands of the greedy. Belmonte vowed to use the powers of Orpheus to help people and keep the world safe from evil. He smuggled the scrolls found in the Library of Orpheus back to the United States and adopted the vigilante identity of Dr. Orphic.

By day Belmonte Finchston is a respected socialite renowned for his knowledge of Greek history and myth. By night, Dr. Orphic is a mysterious, ghostlike crime fighter who seems to appear from nowhere and prey on the greatest fears of his evil victims.

PERSONALITY

Dr. Orphic is a dramatic individual willing to sacrifice an element of surprise simply to make sure his target knows that he is responsible. In his civilian identity, Belmonte seems filled with nervous anticipation. He always seems to be struggling to keep a secret but he also enjoys keeping that secret.

APPEARANCE

Dr. Orphic appears in garish robes like those of a classical sorcerer with Greek symbols embroidered across its surface. His face is hidden behind a classic Greek theatre mask.

POWERS & TACTICS

The Orphic texts have taught Belmonte to use his amazing vocal range to mesmerize and control his



victims, tricking them into ignoring him or into seeing elaborate illusions that exist only in their befuddled minds.

Despite his investigative skills, Belmonte would rather study the Orphic texts than solve a mystery. Instead Dr. Orphic targets public criminals who have avoided the grip of law enforcements through technicalities and the occasional petty criminal he stumbles across. Dr. Orphic will follow his prey while invisible and then when they feel safe and relaxed he will reveal himself and torment his victim with illusions until they run to the authorities begging to be incarcerated.

Weaknesses: Dr. Orphic's greatest weaknesses are his pride and his curiosity.

CAMPAIGN USE

Dr. Orphic is a source of a mystical feel in an otherwise realistic setting. He can also act as the braggart hero, the kind of hero who fights evil and says he's an upstanding citizen, but in reality his love of fame casts a shadow on his intentions.

ROGUES GALLERY

Dr. Orphic has become enthralled with the female cat burglar Athena. In addition to her thematic theft of Greek artifacts, Dr Orphic is also intrigued by her obvious knowledge of the classical world and her amazing strength of will, which allows her to escape his hypnotic illusions.

DR. ORPHIC

PL8

STR +0 10

INT +3 16

DEX +1 12

WIS +3 16

CON +1 12

CHA +3 16

TOUGHNESS

FORTITUDE

REFLEX

WILL

+6/+1*

+4

+4

+11

*flat-footed

SKILLS

Bluff 4 (+7), Concentration 4 (+7), Craft (artistic) 4 (+7), Diplomacy 4 (+7), Gather Information 4 (+7), Investigate 4 (+7), Knowledge (arcane lore) 4 (+7), Knowledge (art) 6 (+9), Knowledge (history) 8 (+11), Language (Greek) 1, Notice 5 (+8), Perform (singing) 12 (+15), Sense Motive 4 (+7)

FEATS

Benefit (wealth), Defensive Roll 5, Fascinate (perform)

POWERS

Illusion 8 (auditory, visual; *Flaws:* Phantasms), **Invisibility 10** (all visual senses)

DRAWBACKS

Power Loss (must be able to sing to use Illusion and Invisibility; Uncommon)

COMBAT

Attack +4, Grapple +4, Damage +0 (unarmed), Defense +4, Knockback -2, Initiative +1

TOTALS

Abilities 22 + Skills 16 (64 ranks) + Feats 7 + Powers 96 + Combat 16 + Saves 14 - Drawbacks 1 = 170 PP

Don Patelli

Quote: "I don't believe in the kiss of death. I believe in the kiss of cutting off your legs and having a couple of mental patients spend the night with your wife."

Name: Mario Patelli

Occupation: Crime boss

Identity: Public

Marital Status: Single

Known Relatives: None

Base of Operations: The City

Height: 5'9"

Weight: 183 lbs.

Hair: Black

Eyes: Brown

Distinguishing Marks: None

BACKGROUND

Mario was the only son of Sicilian immigrants Luigi and Maria Patelli. Luigi worked as a meat packer and Maria worked from the home, doing laundry for neighbors while she raised Mario.

As a child, Mario witnessed his parents working themselves to the bone and never getting a break. By age thirteen, he had become head of a local street gang. On his eighteenth birthday he became a made man and quickly earned a reputation for being a cold-blooded professional hit man. By twenty-five, he had taken over the local crime family after the previous Don had tried to off Mario for sleeping with his daughter. Mario killed the Don instead.

Don Patelli is a murderer and a businessman. He stays in his expansive estate and rarely leaves to maintain some distance between himself and his operations. His crime family is extremely loyal to

him knowing he is capable of doing things worse than killing them.

PERSONALITY

Don Patelli appears to be a friendly, family oriented man until you disappoint him. When He gets angry he doesn't yell or scream, he becomes ice cold and exudes a sense of total control as he gives detailed descriptions of exactly how he will punish you.

APPEARANCE

Mario's dark hair and eyes frame his average appearance. Don Patelli is a simple man and dresses like a simple businessman. He's not afraid to get his hands dirty and often rolls up the sleeves of his white shirt when "getting down to business."

POWERS & TACTICS

Don Patelli is a charismatic and capable leader, but he's also a formidable combatant after fighting his way to his position of power. He is a self-made man and isn't attracted to shiny machines. Even as a hit man he preferred to beat his targets unconscious with his bare hands before he actually killed them.

These days, he prefers to have his thugs do his dirty work, but if an opponent insists on engaging him directly, he will attack with ferocity attempting to capture or knock out his opponent rather than kill them. Once he has an opponent captured he will torture them and use them to send a message to anyone who opposes him, often by leaving their mutilated corpse in a very public location.

Weaknesses: Don Patelli is a businessman above being a criminal. If he the cost becomes too high, he will abandon a project until he can think of a new way to approach it. Disrupting one of his projects is



DON PATELLI PL7

STR	+4	18	INT	+2	14
DEX	+2	14	WIS	+2	14
CON	+3	16	CHA	+3	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6	+11	+6	+8

SKILLS

Bluff 4 (+7), Diplomacy 8 (+11), Gather Information 6 (+9), Intimidate 8 (+11), Knowledge (streetwise) 10 (+12), Language (Italian) 1, Notice 6 (+8), Search 4 (+6), Sense Motive 6 (+8), Stealth 3 (+5)

FEATS

All-out Attack, Attack Focus (melee) 2, Benefit (wealth) 2, Contacts, Connected, Defensive Attack, Elusive Target, Fearless, Improved Block 2, Improved Initiative, Master Plan, Minions (twenty-five 30 PP minions), Power Attack, Takedown Attack 2

POWERS

Protection 3 (*Power Feats: Innate*), **Strike 2** (*Power Feats: Mighty*)

COMBAT

Attack +6, +8 (melee), Damage +4 (unarmed), +6 (strike), Defense +4, Knockback -3, Initiative +6

TOTALS

Abilities 32 + Skills 14 (56 ranks) + Feats 24 + Powers 7 + Combat 20 + Saves 18 = 115 PP

much more effective than trying to actually go after him.

CAMPAIGN USE

Don Patelli is a stereotypical mobster; a family man

who feels justified in all of his criminal actions. His extortion and smuggling rackets are juxtaposed with the orphanages and churches he regularly donates large amounts of money to. He can be the “big shot” man about town; generous with people around him who can turn cold if you get in his way. Heroes might discover he holds more influence in town and has a larger criminal empire than they ever suspected if they try to bring the man to justice.

December 29th, 1916

Grigori Rasputin arrives in the City, smuggled aboard a Russian cargo ship. While he is presumed dead in his native country, supposedly murdered by two Romanov family members, the recovered body was in fact that of a double.

Don Pattelli funded the Mad Monk’s exodus from Siberia, after having learned of the man’s reputation from two Russian hitmen in his employ. He hopes to employ Rasputin as an advisor and agent, using his mesmeric powers and charisma in the service of the Pattelli crime family.

Rasputin’s first assignment is to ingratiate himself with some of the families in the city. Mysticism and fortune telling is very much in vogue amongst the city’s upper crust and a charismatic figure like Rasputin should have no time becoming somewhat of a sensation in town. His first target is the Dunaway family, many of whose members are judges, lawyers and policemen in the city.

Calling himself the Great Korovin, Rasputin wins the trust of the matriarch of the Dunaway clan. She is desperate to make contact with her late husband in the great beyond, and Rasputin obliges with a phony séance. Rasputin, pretending to channel Old Man Dunaway, tells the widow the old hanging judge’s final wishes. He wants her and the family to see that every vigilante or so-called costumed crimefighter is taken off the street.

Meanwhile, Don Pattelli and his organization will move forward with their smuggling and extortion plans, confident that the Dunaway family’s attention will be focused elsewhere.

Fury

Quote: "You couldn't hit a girl if you tried!"

Name: Amanda Eirecartt

Occupation: Socialite

Identity: Secret

Marital Status: Single

Known Relatives: Andrew (brother)

Base of Operations: The City

Height: 5'7"

Weight: 135 lbs.

Hair: Brown

Eyes: Hazel

Distinguishing Marks: None

BACKGROUND

Amanda Eirecartt was raised in a manner accustomed to royalty. Her father had worked his way up from a clerk in a county court house to be one of the biggest Rail Barons in the United States. While her brother Andrew was trained to take over the business, Amanda was pampered and provided with all the excitement a wealthy family can offer its prized only daughter.

However, Amanda hated her family. She hated the luxury she was provided on a daily basis. She respected her father's rise from poverty, but secretly found his obsession with wealth repellent. She admired Andrew for his natural ability to handle finances, but resented the attention he received from their father. Amanda was most disgusted with her mother though. Helen Eirecartt was a horrible mother; she only cared for her children when they made her look like a good mother and otherwise ignored them.

As Amanda grew up she became enamored with

the exotic people her family hired as servants. The family cook, Chan, was from distant China and was an amazing person filled with a great deal of wisdom. Much to her mother's annoyance, and her father's amusement, Amanda spent more and more time with Chan.

One day, when coming home from the grocery store, a street hoodlum jumped Amanda and Chan. Amanda watched in amazement as the frail old cook defeated the mugger with his bare hands. As she and Chan hurried home, she begged the old cook to teach her how he fought. He eventually relented and taught Amanda all he knew of the martial arts and their associated philosophies. By the time Amanda reached adulthood she had gained a mastery of the forbidden martial arts that she had practiced in secret all those years. She had become a superb athlete and fighter under Chan's tutelage.

Amanda is now an embarrassment to her family. She is an attractive spinster who refuses to settle down and marry a decent husband. By day Amanda is a socialite, but by night she escapes the oppression she associates with luxury by becoming the masked vigilante known as Fury.

Fury is a defender of the downtrodden and the oppressed. She lurks on rooftops and hides in alleyways waiting for muggers, flesh mongers, and extortionists to rear their ugly heads. She descends upon them with unparalleled fighting ability to dispense her unique form of punishment.

PERSONALITY

Amanda is an outspoken woman. She often walks with a swagger and has been known to even smoke cigars. Men often find her alluring, believing they can tame her but are ultimately defeated by her



quick wit and stubborn tenacity. Amanda promotes civil rights and equality and is often shunned for her tolerant attitudes. As Fury, Amanda is an energetic figure always looking for a fight. She's happy to play devil's advocate for an intellectual thrill but derives her real pleasure from physically pummeling bad guys and hoodlums while taunting them.

APPEARANCE

Amanda is an attractive socialite who dresses in all the latest fashions her mother buys. As Fury, she dons a mask to conceal her identity and wears a simple costume of high quality riding pants, boots, and a simple but durable blouse.

POWERS & TACTICS

Amanda is an amazing martial artist in an era when martial arts are very rare. Fury uses very direct tactics. As soon as she sees a target, she rushes to engage them. She'll use her quick wit to throw them off guard and then close with a series of devastating attacks. Fury will only fight defensively if she needs time to figure out how to defeat her opponent. She relies on her own skills in combat and has developed a disdain for guns. She considers them to be inferior to the effectiveness of the human body as a weapon.

Weaknesses: Fury is an angry person; the passion she uses to fuel herself in combat is a result of the lack of respect she feels from normal society. This anger gets in the way of dealing with people on a personal level.

CAMPAIGN USE

Fury is a feminist in a time when women have only just gained the right to vote. She is also a gifted and highly trained martial artist in a time when the fighting systems of the East are virtually unknown in the West. Fury can be used to introduce various themes and provide the campaign with historical context by exploring the women's suffrage movement, racism, and the early American social class hierarchy.

FURY

PL7

STR +1 12

INT +1 12

DEX +4 18

WIS +1 12

CON +1 12

CHA +2 14

TOUGHNESS

FORTITUDE

REFLEX

WILL

+6/+1

+5

+12

+7

*flat-footed

SKILLS

Acrobatics 8 (+12), Diplomacy 4 (+6), Escape Artist 4 (+8), Intimidate 4 (+6), Notice 6 (+7), Ride 4 (+8), Search 6 (+7), Sense Motive 4 (+5), Stealth 4 (+8)

FEATS

Acrobatic Bluff, All-out Attack, Attractive, Benefit (wealth) 1, Defensive Attack, Defensive Roll 5, Dodge Focus 2, Elusive Target, Evasion, Improved Block 2, Improved Critical (strike) 2, Improved Defense 2, Improved Disarm, Improved Initiative, Improved Throw, Instant Up, Move-by Action, Uncanny Dodge (visual)

POWERS

Martial Arts (array): *Lightning Punch: Strike 6* (Power Feats: Mighty; Extras: Autofire), *Spinning Backfist: Strike 7* (Power Feats: Mighty, Split Attack), *Sweep: Trip 8* (Extras: Knockback; Flaws: Range - Touch)

COMBAT

Attack +8, Grapple +9, Damage +1 (unarmed), +6 (lightning punch), +7 (spinning backfist), Defense +6, +4 (flat-footed), Knockback -3, Initiative +8

TOTALS

Abilities 20 + Skills 11 (44 ranks) + Feats 24 + Powers 15 + Combat 24 + Saves 18 = 112 PP

On a team she can act as a social conscience as well as provide some needed muscle.

ROGUES GALLERY

Fury's greatest foe is The Strangler. The Strangler preys on young women traveling unescorted on the street at night. He kills indiscriminately, targeting

rich and poor, young and old. He always toys with his victims before killing them, usually tricking them into believing they can escape only to be waiting for them when they arrive home later. Fury has battled The Strangler many times, but he is a superior fighter. He does not kill Fury because he knows she suffers more when he leaves her alive and makes good his escape.

December 14th, 1923

In September of 1923, the Great Kanto Earthquake struck, causing devastation in Tokyo, Yokohama and other outlying prefectures. What no one knows is that the earthquake was caused by the underground tunneling of the subterranean empire of the Dero. For weeks after the devastation there were reports of "strange pale men" who stalked through the rubble, only to disappear back into the earth when confronted.

Eirecartt Railways has been aggressively laying new tracks and expanding their rail empire. Their newest project is to tunnel through Eagle Mountain, to connect the railways leading out of the City with the major arteries that connect the rest of the state. Amanda Eirecartt has taken an interest in the project, much to her father's chagrin. She has visited the worksite and spoken to the foremen on behalf of the immigrant workers who have been toiling in dangerous conditions.

On the morning of the 14th, the workers break through to a cavernous opening under the mountain. Work is halted after reports of "strange animals" attacking the laborers. The laborers are found badly beaten and inexplicably deaf. Amanda appears on the scene that night in her guise as Fury. She explores the cavern and discovers that it leads into a network of oddly shaped tunnels that bore deep under the city.

She also discovers a small army of strange animalistic humanoids that are capable of using their voices to shatter rock. Fury attempts to involve the authorities who only laugh at her claims of underground monsters. She then seeks out the other heroes in the City to help her put a stop to the underground menace.

Should the tunneling be allowed to continue, the City will surely see the same devastation as that wrought by the Great Kanto Earthquake.

The Dero

The Dero are short, pale-skinned humanoids with milky, sightless eyes. They use their voices to echolocate and can project sonic blasts that they use to tunnel through the earth. They travel underground, tunneling from one cave system to another, in their endless search for food. They've been known to break through to the surface on occasion to hunt for animals, or kidnap humans for their miscegenistic rituals.

Typical Dero, PL 4

Str 10, Dex 10, Con 12, Int 8, Wis 8, Cha 6

Skills: Acrobatics 2 (+2), Climb 4 (+4), Intimidate 4 (+2), Notice 5 (+4), Search 3 (+2), Stealth 4 (+4), Survival 4 (+3), Swim 4 (+4)

Feats: Blind-Fight, Environmental Adaptation (underground)

Powers: **Blast 4** (*Power Feats:* Alternate Power – **Burrowing 2**; *Extras:* Linked to Dazzle), **Dazzle 4** (auditory; *Extras:* Linked to Blast), **Super-Senses 4** (blindsight)

Combat: Attack +4, Grapple +4, Damage +0 (unarmed), +4 (blast), Defense +4, Knockback -0, Initiative +0

Saves: Toughness +1, Fortitude +6, Reflex +2, Will +2

Drawbacks: Disability (blind; Uncommon, Minor), Power Loss (must be able to speak to use powers; Uncommon)

Totals: Abilities -6 + Skills 8 (30 ranks) + Feats 2 + Powers 17 + Combat 16 + Saves 10 – Drawbacks 2 = 45 PP

JUDGE

Quote: "Court is in session, evildoer!"

Name: Edward Loch

Occupation: Assistant District Attorney

Identity: Secret

Marital Status: Single

Known Relatives: None

Base of Operations: The City

Height: 5'10"

Weight: 185 lbs.

Hair: Blond

Eyes: Blue

Distinguishing Marks: None

BACKGROUND

Edward Loch always had a keen interest in justice. As a child he was troubled by displays of dishonesty and bad sportsmanship. He would do what he could to set things right and placed a great deal of faith in teachers and adults to keep children on the "straight and narrow". Even on the playground, the young Edward would seek to uphold the ideals of fair play and honesty. This made him very unpopular with some students and something of a hero to the school's outcasts. His quiet demeanor made him a keen observer and even as a child he would see what others had missed and pick up on the subtleties of interpersonal relationships.

Edward went on to become a promising young law student. He loved the law and judicial system and dedicated himself to putting criminals, the scourge of humanity, behind bars. After passing the bar exam, Edward joined the city's District Attorney's office as an assistant D.A.

From his new vantage point in the D.A.'s office,

Edward came to realize the crime on the streets was aided and abetted by the corruption that surrounded him. He came to the grim understanding that the authorities, the system, that he had put his faith in was hopelessly flawed. Dirty cops and bribed judges left the justice system little hope of success. Edward struggled against the corruption he found, but he found he couldn't trust his superiors – there wasn't anyone he could turn to.

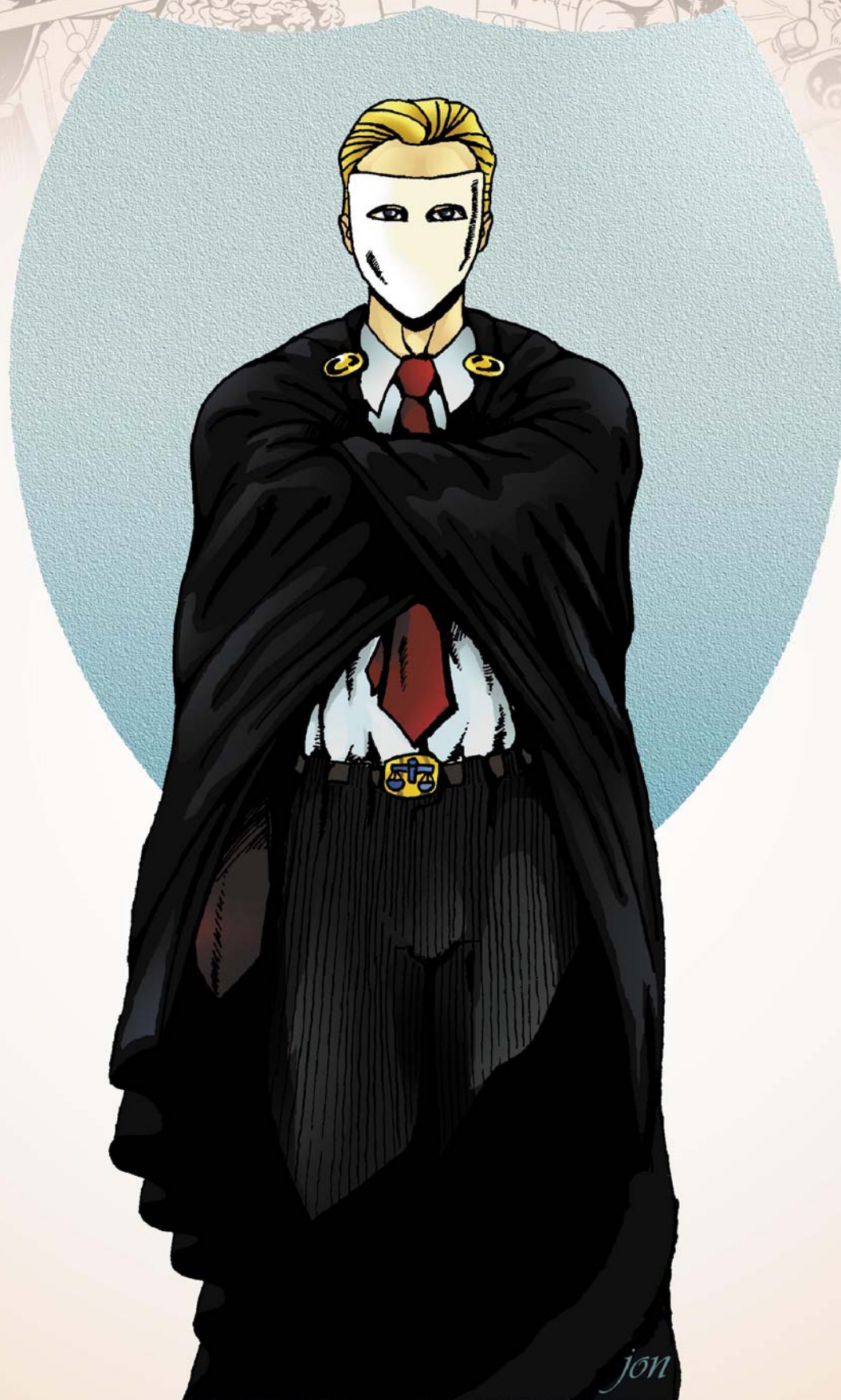
After much soul searching, Edward came the conclusion that he must act alone. Inspired by the dime novels of his youth, he crafted an identity for himself as a costumed adventurer. He donned a mask and, armed only with his amazing intellect, Edward Loch became Judge.

In his pursuit to uncover the real seeds of evil, Judge has become one the world's greatest living detectives. He digs past the petty criminals and uncovers the real masterminds and kingpins responsible. After collecting enough evidence, Judge exposes the vile figures and District Attorney Edward Loch sends them to jail.

PERSONALITY

Edward is a dedicated but unassuming individual. He's bland and quiet, except when he's speaking in front of a jury. In front of a jury he becomes a powerful figure, capable of intimidating some of the toughest crime bosses in the city.

By contract, Judge is energetic, openly taunting his opponents and charming informants with a blend of humor and cavalier abandon. Despite his normally bright disposition, Judge can easily inspire fear in his opponents by detailing their dirty secrets and demonstrating a disturbing awareness of their past.



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APPEARANCE

Edward Loch is an attractive if unassuming man. He has an average build with thick blond hair and blue eyes. He often has a determined look on his face and usually appears lost in thought. It is when confronting witnesses on the stand, or criminals on the streets that his gaze takes on a piercing intensity. As Judge, Edward wears a stylish but simple suit covered by flowing judge's robes that are secured at the neck with a golden clasp. He wears a featureless white facemask to conceal his identity.

POWERS & TACTICS

Judge is an intelligent and dedicated man. He has an in depth understanding of human nature and an amazing ability to research, collect, and analyze data. He normally uses stealth and secrecy to collect evidence, but if he has to confront a potential informant, or if an opponent corners him, he'll resort to taunting his opponent so he can catch them off guard. He will attempt to subdue any opponent quickly and if this is impossible, he'll flee the scene with the information he's collected. Judge relies in his own natural abilities to fight crime. He will occasionally use a camera to collect evidence, but more often he simply steals the evidence he needs to build a case.

Weaknesses: Judge is a capable fighter, but he relies heavily on his ability to avoid trouble, rather than his ability to win a fight.

CAMPAIGN USE

Judge is a peerless detective. While his mental prowess is normally focused on the pursuit of crime bosses he could be a valuable ally in dealing with any problem that requires mental agility.

ROGUES GALLERY

Judge's greatest adversary is Boss Khan. Khan runs one of the largest crime syndicates in the United States and has enshrouded himself in an elaborate organization of loyal followers. He is very good

at keeping his own hands clean and leaving all "criminal" actions to his underlings. Boss Khan is amazingly adept at avoiding any connection between himself and his crimes.

JUDGE

PL6

STR	+1	12	INT	+4	18
DEX	+1	12	WIS	+2	14
CON	+1	12	CHA	+1	12

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+1	+5	+5	+10

*flat-footed

SKILLS

Acrobatics 4 (+5), Bluff 10 (+11), Concentration 4 (+6), Diplomacy 10 (+11), Disable Device 4 (+8), Drive 4 (+5), Escape Artist 4 (+5), Gather Information 10 (+11), Intimidate 4 (+5), Investigate 12 (+16), Knowledge (behavioral sciences) 8 (+12), Knowledge (civics) 10 (+14), Knowledge (current events) 8 (+12), Knowledge (streetwise) 8 (+12), Notice 8 (+10), Profession (lawyer) 8 (+10), Search 8 (+12), Sense Motive 10 (+12), Stealth 10 (+11)

FEATS

Assessment, Attack Focus (melee) 2, Connected, Contacts, Defensive Attack, Defensive Roll 5, Distract (bluff), Dodge Focus 2, Eidetic Memory, Improved Initiative, Jack-of-All-Trades, Skill Mastery (bluff, investigate, notice, stealth), Taunt, Well-Informed

COMBAT

Attack +4, +6 (melee), Grapple +5, Damage +1 (unarmed), Defense +6, +4 (flat-footed), Knockback -3, Initiative +5

TOTALS

Abilities 20 + Skills 36 (144 ranks) + Feats 20 + Powers 0 + Combat 16 + Saves = 108 PP

The Strangler

Quote: "This will hurt your family much more than it hurts you."

Name: Reginald Monroe

Occupation: Socialite

Identity: Secret

Marital Status: Single

Known Relatives: None

Base of Operations: The City

Height: 6'0"

Weight: 188 lbs.

Hair: Blond

Eyes: Blue

Distinguishing Marks: None

BACKGROUND

Reginald Monroe was born into a very rich and powerful family. The Monroes were American aristocracy, old money. They could trace their family line back to the American Revolution and Reginald had many cousins who would be considered royalty in parts of Europe. Reginald grew up in the lap of luxury, secure in his family's wealth and influence.

The social demands placed on Reginald kept him busy for the early years of his adulthood. He was the city's most eligible bachelor and his parents sought to arrange a marriage for him that would be of strategic value to the family's businesses and would increase their social cachet. Instead of fulfilling his "duty" to his family, Reginald fell in with a group of thrill seeking heirs and heiresses. During this time he traveled the world, experimented with opium, tried his hand at car racing, stalked game in Africa, and generally pursued any activity that gave him that frisson of the new and untried. Each successive thrill only made Reginald crave something more intense, more thrilling.

Reginald grew bored with his life of decadence until he killed a prostitute in a fit of rage. As he strangled the life from her, he felt invigorated and more alive than he's ever felt before. The simple act of taking this gutter urchin's life made him feel more powerful than all his wealth and influence ever had.

Unlike many psychopaths who target people who won't be missed, The Strangler targets women who have large families and many friends so that his crimes have as much impact as possible. He will spend month's searching for the right target and planning for the perfect time to kill his victim – usually right before they are expected to attend a social function where they will be immediately missed. The Strangler often gives his prey the illusion they will be able to escape him before revealing his total control over the situation.

When not acting on his dark impulses, Reginald is a lighthearted socialite known for his generous donations to many noble causes. The Monroe fortune insulates him from the need to have a real profession; nonetheless he is a financial genius with both long and short-term business opportunities.

PERSONALITY

The Strangler is a cold-hearted manipulator who derives as much pleasure from the lives he ruins as he does from choking the life out of an innocent victim. Reginald finds his daily life is becoming more and more the façade instead of his Strangler persona. He is always charming and always talkative and generous with both friends and strangers. He gives the impression of being the perfect example of the erudite and graceful socialite while maintaining just the hint of aloofness and detachment. Behind that mask he is of course constantly looking for a new victim and using his charm to discover the details of every young



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lady's social calendar.

APPEARANCE

Reginald is a tall blonde with blue eyes and classic good looks. As The Strangler, Reginald wears a wide brimmed hat and a dark overcoat that helps him hide in shadows. He also wears a high metal collar around his neck and a mask to conceal his identity.

POWERS & TACTICS

The Strangler is an intelligent criminal who depends on his intellect more than his physical abilities. Whenever The Strangler acts on one of his plans he has an elaborate set of contingencies in place to insure his escape. His crimes are so well planned if he is discovered it should be assumed he has planned to be discovered. He will use traps and distractions to taunt his attacker while he escapes. When cornered, The Strangler is a capable fighter drawing strength from his insane sense of purpose until he has the opportunity to escape.

The Strangler uses elaborate set-ups to prepare an area for a variety of possibilities. Trap doors will reveal unknown escape routes, paid decoys will lead pursuers away, planted explosives will go off surprising unsuspecting heroes. These are just a few of his more common tricks.

Weaknesses: The Strangler is a manipulator obsessed with inflicting pain on innocents. His single-minded devotion to one goal means that he would rather abandon his plans than risk failure.

CAMPAIGN USE

The Strangler is a perfect tool for exploring true evil. His crimes have no monetary motivation and his victims are selected based on their relationships rather than any personal quality making it hard to identify his next possible target. The Strangler should be used very sparingly though since his special abilities to avoid capture can be very frustrating and his defeat usually involves saving his victim rather than actually capturing him.

THE STRANGLER PL4

STR	+1	12	INT	+4	18
DEX	+2	14	WIS	+1	12
CON	+2	14	CHA	+4	18

TOUGHNESS	FORTITUDE	REFLEX	WILL
+4/+2	+7	+7	+7

*flat-footed

SKILLS

Acrobatics 4 (+6), Bluff 8 (+12), Climb 4 (+5), Concentration 4 (+5), Craft (mechanical) 6 (+10), Craft (structural) 6 (+10), Diplomacy 8 (+12), Disable Device 8 (+12), Disguise 4 (+8), Drive 8 (+10), Escape Artist 4 (+6), Gather Information 4 (+8), Intimidate 4 (+8), Investigate 4 (+8), Knowledge (behavioral sciences) 4 (+8), Knowledge (technology) 8 (+12), Medicine 4 (+5), Notice 8 (+9), Ride 4 (+6), Search 4 (+8), Sense Motive 8 (+9), Sleight of Hand 4 (+6), Stealth 8 (+10), Survival 4 (+5), Swim 4 (+5)

FEATS

All-out Attack, Assessment, Attractive, Benefit (wealth) 2, Chokehold, Connected, Defensive Roll 2, Fearless, Improved Grab, Improved Grapple, Improved Pin, Inventor, Master Plan, Rage, Sneak Attack 2

COMBAT

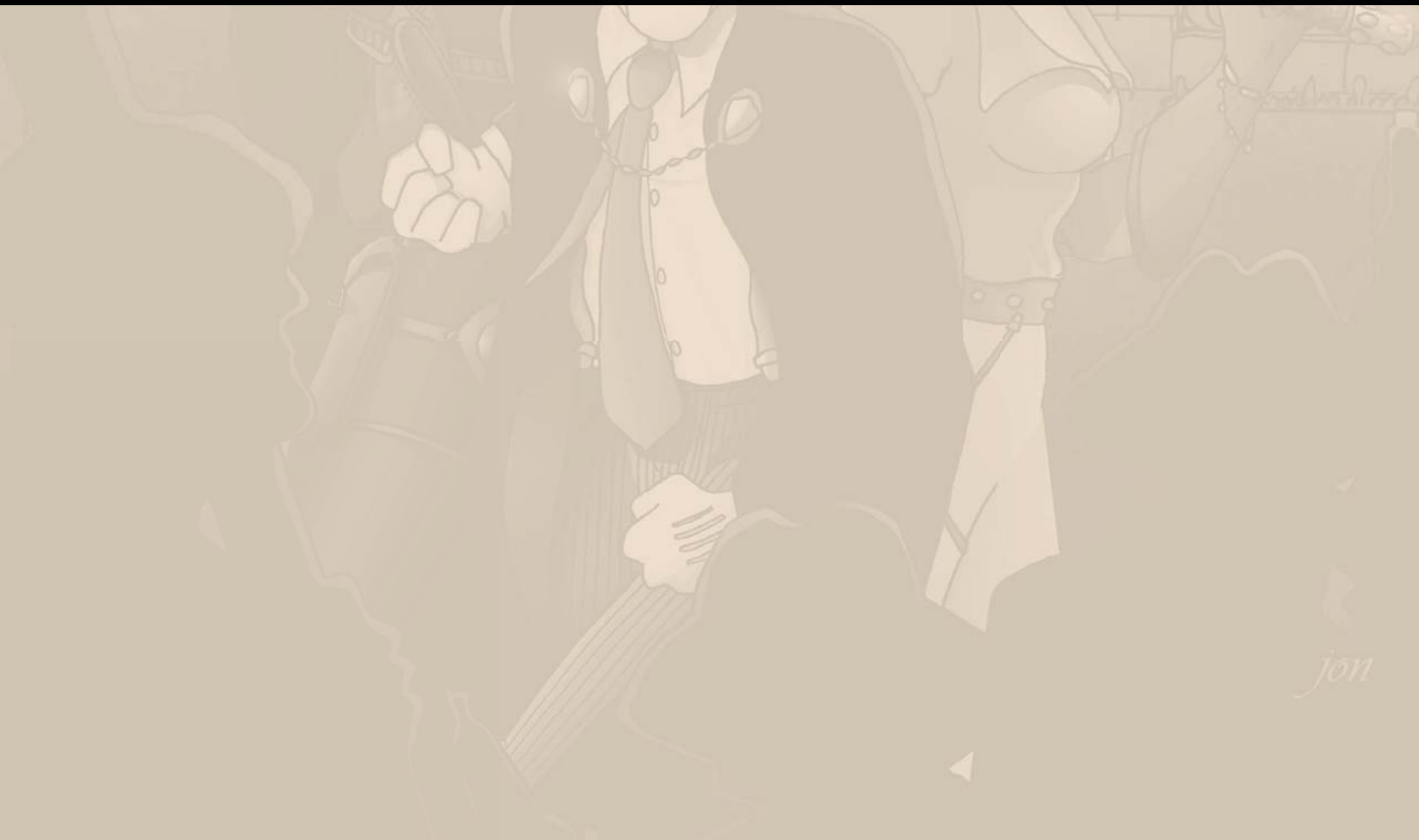
Attack +4, Grapple +5, Damage +1 (unarmed), Defense +4, Knockback -2, Initiative +2

TOTALS

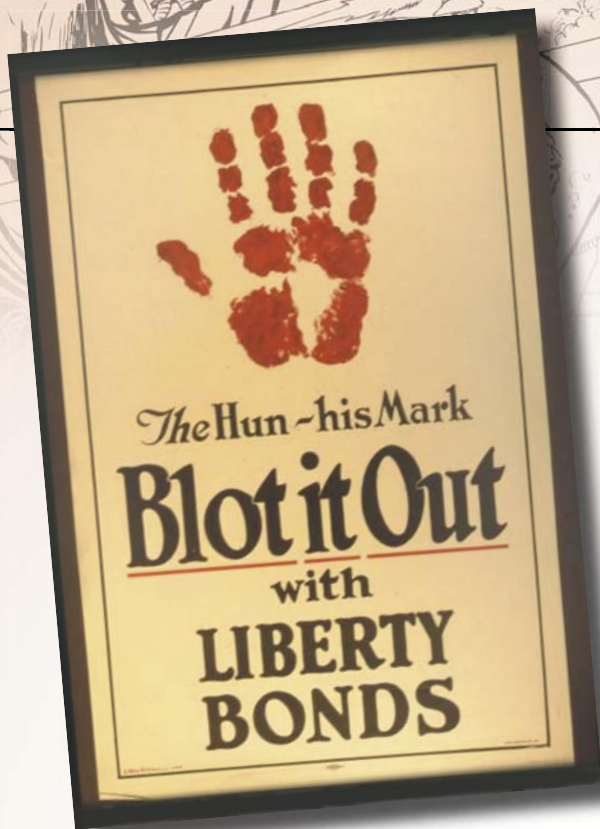
Abilities 28 + Skills 34 (136 ranks) + Feats 18 + Powers 0 + Combat 16 + Saves 16 = 112 PP



TIMELINE



jon



February 2nd, 1912

A young attorney by the name of Edward Loch realizes that in order to really fight crime and corruption he needs to fight in the streets as well as the courthouse. Adopting the costumed identity of "Judge" he begins his war on crime.

April 15th, 1912

The Titanic sinks.

June 4th, 1912

Socialite Amanda Eirecartt adopts the persona "Fury" at first her crime fighting escapades are purely for her own amusement but she soon finds she is able to make a difference in the lives of those who are oppressed by crime and corruption.

October 6th, 1912

Peter Webster's family home is burned to the ground by the mafia after his father refuses to pay them protection money.

January 8th, 1913

Cutting all ties with his family, Peter Webster

becomes "Arachnid" and starts establishing his web of influence.

April 10th, 1913

Judge finally tracks down the man behind a massive smuggling ring. He confronts Boss Kahn and manages to disrupt the smuggling operation but can't gather enough evidence to bring the nefarious mastermind to Justice. A deep rivalry forms between the two.

June 28th, 1914

Archduke Ferdinand is assassinated setting World War I into motion.

July 12th, 1914

Fury starts to investigate the psychotic stalker known as "The Strangler." After a drawn out fight she forces the madman to go into hiding. In the process "The Strangler" becomes obsessed with Fury and devotes himself to "killing her soul" through the death of the innocents she tries to protect.

January 25th, 1915

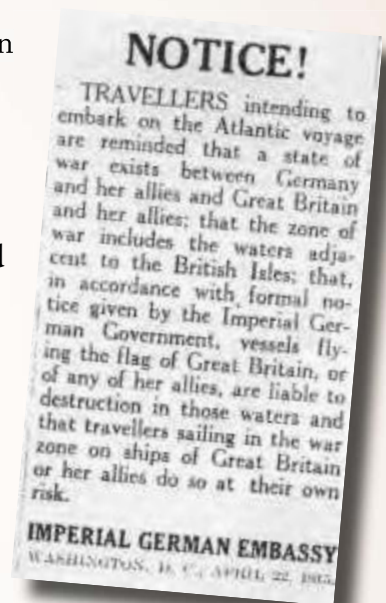
First Transcontinental Telephone Conversation.

May 12th, 1915

The Lusitania is sunk.

October 14th, 1915

Arachnid fights Don Patelli





December 16th, 1916

Boss Kahn and Don Patelli form the National Crime Syndicate

March 18th, 1917

Judge, Fury, and Arachnid form The Leviathan of Justice after cooperatively disrupting the National Crime Syndicate

April 2nd, 1917

The U.S. enters World War I

October 15th, 1917

World War I: At Vincennes outside of Paris, Dutch dancer Mata Hari is executed by firing squad for spying for Germany.

December 26th, 1917

United States president Woodrow Wilson uses the Federal Possession and Control Act to take control of nearly all American railroads under the United States Railroad Administration so they can be more efficiently used to transport troops and materials for the war effort.

March 23rd, 1918

The giant German cannon, the so-called Paris Gun, begins to shell Paris from 114 km (75 miles) away

May 20th, 1918

Arachnid and Judge fight spies

October 8th, 1918

World War I: In the Argonne Forest in France, US Corporal Alvin C. York almost single-handedly kills 25 German soldiers and captures 132.

November 11th, 1918

World War I ends: Germany signs an armistice agreement with the Allies in a railroad car outside of Compiègne in France.

June 28th, 1919

The Treaty of Versailles is signed, ending World War I.

July 22nd, 1919

Dr. Orphic becomes a crime fighter.

October 28th, 1919

The U.S. Congress enacts the National Prohibition Act

December 24th, 1919

Dr. Orphic joins the Leviathan of Justice

January 17th, 1920

Prohibition begins.

June 26th, 1920

Fury travels to Europe.

August 26th, 1920

The 19th Amendment gives women in the U.S. an equal vote.

April 28th, 1921

Dr. Orphic crosses paths with the cat burglar Athena.

January 17th, 1923

Juan de la Cierva invents the autogyro, a rotary-winged aircraft with an unpowered rotor.

April 26th, 1924

Harry Grindell Matthews demonstrates his "death ray" in London but fails to convince British War Office

November 27th, 1926

Vesuvius erupts.

January 7th, 1927

Trans-Atlantic telephone service established between New York and London.

October 29th, 1929

"Black Tuesday", Investors loose \$14 Billion on 16,410,030 shares traded on the New York Stock Exchange.

February 5th, 1932

The evil British mystic known as "Rowan" publicly defeats Dr. Orphic. He resigns from the Leviathan to devote himself to more mystical studies vowing to return when he "has conquered the mysteries of the

occult."

December 5th, 1933

21st Amendment to the United States Constitution repeals the 18th Amendment - ending Prohibition.

May 29th, 1934

Boss Kahn tricks the Judge into framing an innocent young immigrant for murder. He can't bring himself to admit his mistake to Fury or Arachnid.

December 21st, 1934

Wracked with guilt Judge is filled with self-doubt and makes several critical errors. After leading the Leviathan on multiple failed investigations, Judge insists the Leviathan of Justice disband before it's reputation is destroyed.





ARCHETYPES



jon



PEERLESS DETECTIVE

PL 8

STR	+1	12	INT	+11	32
DEX	+1	12	WIS	+6	22
CON	+2	14	CHA	+3	16
TOUGHNESS		FORTITUDE	REFLEX		WILL
+6/+2*		+4	+2		+9

*flat-footed

SKILLS

Bluff 10 (+13), Diplomacy 6 (+9), Drive 4 (+5), Gather Information 10 (+13), Intimidate 4 (+7), Investigate 13 (+24), Knowledge (behavioral sciences) 8 (+19), Knowledge (history) 10 (+21), Knowledge (streetwise) 8 (+19), Knowledge (theology and philosophy) 10 (+21), Language (choose any two) 2, Notice 13 (+19), Search 13 (+24), Sense Motive 13 (+19), Stealth 4 (+5)

FEATS

Benefit (wealth), Connected, Contacts, Defensive Roll 4, Eidetic Memory, Skill Mastery (Investigate, Notice, Search, Sense Motive), Ultimate Skill (Investigate), Well Informed

POWERS

Quickness 2 (x5; *Power Feats*: Innate; *Flaws*: Limited to mental tasks)

COMBAT

Attack +4, Grapple +6, Damage +1 (unarmed), Defense +6, Knockback -3, Initiative +1



Totals: Abilities 48 + Skills 32 (128 Ranks) + Feats 11 + Powers 3 + Combat 20 + Saves 6 = 120 PP



SHADOWY VIGILANTE

PL 8

STR	+1	12	INT	+4	18
DEX	+4	18	WIS	+3	16
CON	+3	16	CHA	+3	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8/+4*/+3**	+6	+6	+7

*flat-footed, **without armor

SKILLS

Acrobatics 4 (+8), Bluff 6 (+9), Climb 6 (+7), Diplomacy 4 (+7), Disguise 6 (+9), Drive 4 (+8), Escape Artist 6 (+10), Gather Information 10 (+13), Intimidate 10 (+13), Investigate 4 (+8), Knowledge (streewise) 6 (+10), Language (choose four) 4, Notice 6 (+9), Search 4 (+8), Sense Motive 6 (+9), Stealth 10 (+14)

FEATS

Attack Focus (ranged) 4, Connected, Contacts, Defensive Roll 4, Dodge Focus 4, Equipment 3, Fearless, Fearsome Presence 2, Hide in Plain Sight, Improved Critical (heavy pistol) 2, Improved Initiative, Master Plan, Minions (five 30 PP minions), Sneak Attack

POWERS

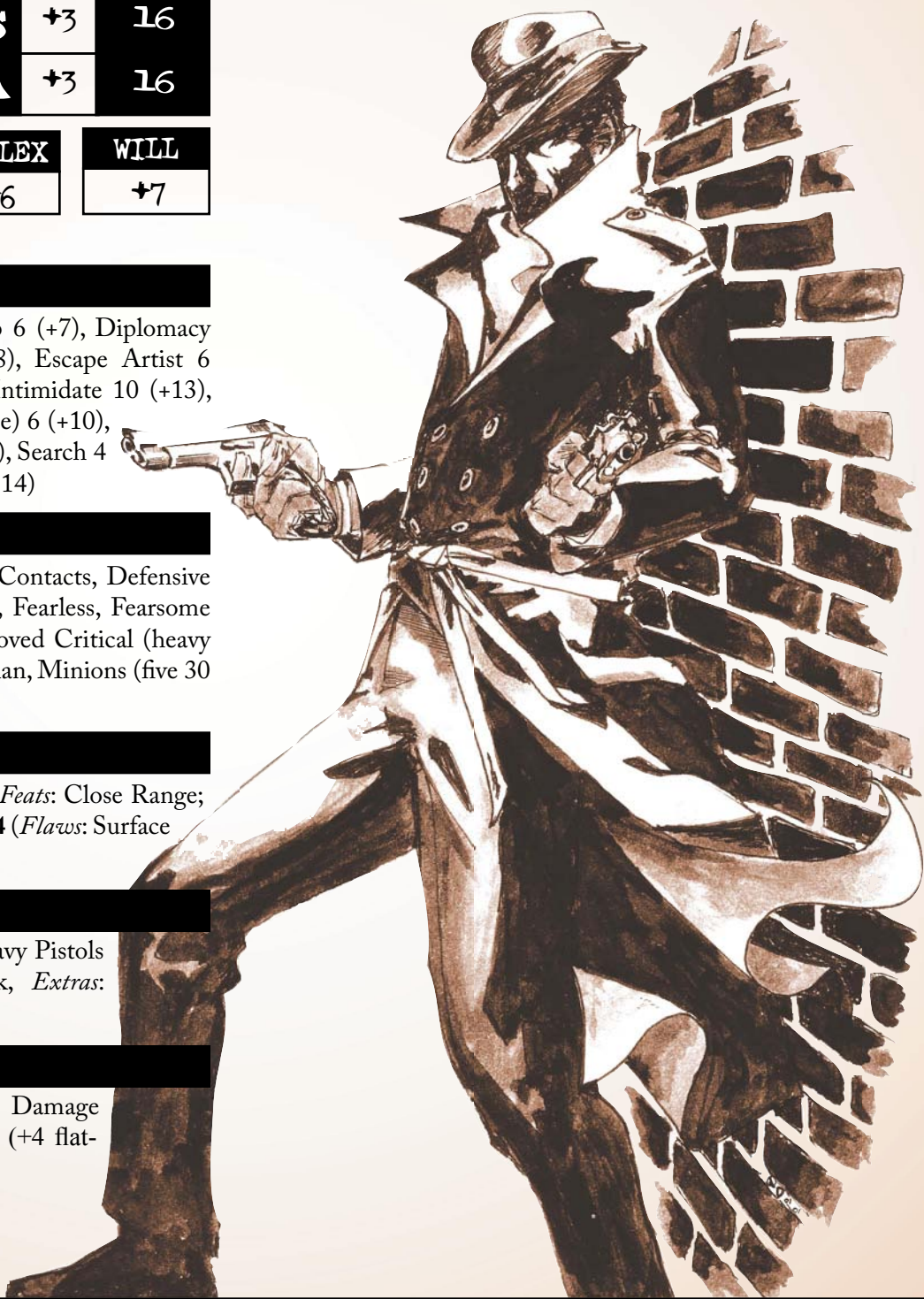
Concealment 4 (Visual Senses; *Power Feats*: Close Range; *Flaws*: Passive, Tiring), **Mind Reading 4** (*Flaws*: Surface Thoughts Only)

EQUIPMENT

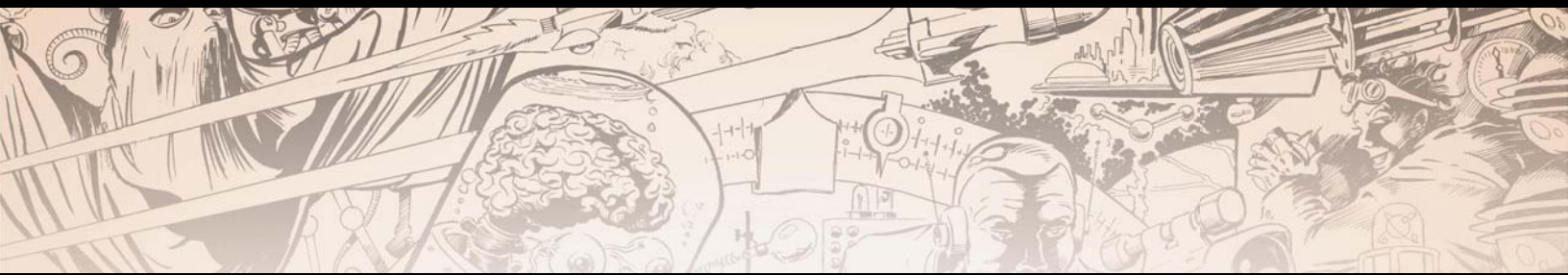
Armored Overcoat (**Protection 1**), Heavy Pistols (**Blast 4** [*Power Feats*: Split Attack, *Extras*: Autofire])

COMBAT

Attack +4, +8 (ranged), Grapple +5, Damage +1 (unarmed), +4 (pistol), Defense +8 (+4 flat-footed), Knockback -4, Initiative +8



Totals: Abilities 36 + Skills 24 (96 Ranks) + Feats 30 + Powers 5 + Combat 16 + Saves 9 = 120 PP



MAN OF ACTION

PL 8

STR	+7	24/18	INT	+1	12
DEX	+3	16	WIS	+1	12
CON	+3	16	CHA	+3	16
TOUGHNESS			REFLEX		
+10			+8		
FORTITUDE			WILL		
+8			+6		

SKILLS

Acrobatics 8 (+11), Bluff 4 (+7), Climb 8 (+15), Diplomacy 2 (+5), Disable Device 4 (+5), Drive 6 (+9), Gather Information 2 (+5), Intimidate 6 (+9), Notice 6 (+7), Pilot 4 (+7), Search 6 (+7), Sense Motive 4 (+5), Stealth 8 (+11), Survival 10 (+11), Swim 6 (+13)

FEATS

All-out Attack, Beginner's Luck, Diehard, Dodge Focus 4, Endurance 2, Equipment 2, Evasion 2, Inspire 2, Jack-of-All-Trades, Power Attack, Takedown Attack 2, Uncanny Dodge 2 (visual, auditory)

POWERS

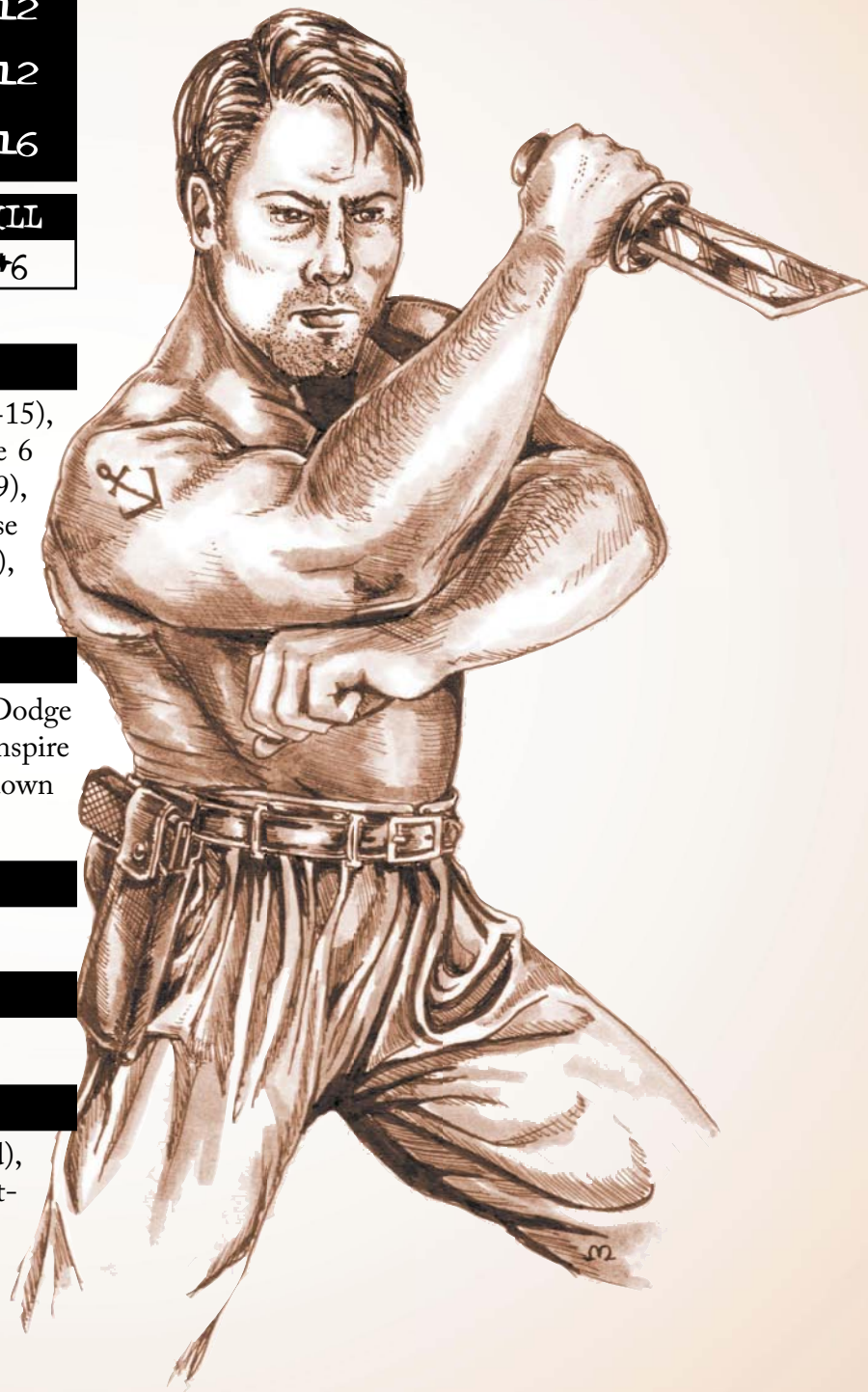
Enhanced Strength 6, Protection 7

EQUIPMENT

Flashlight, Knife, Light Pistol

COMBAT

Attack +8, Grapple +15, Damage +7 (unarmed), +8 (knife), +3 (light pistol), Defense +6 (+2 flat-footed), Knockback -5, Initiative +3



Totals: Abilities 30 + Skills 21 (84 ranks) + Feats 21 + Powers 13 + Combat 20 + Saves 15 = 120 PP



MESMERIST

PL 8

STR	+0	10	INT	+1	12
DEX	+1	12	WIS	+4	18
CON	+1	12	CHA	+5	20

TOUGHNESS	FORTITUDE	REFLEX	WILL
+5/+1*	+2	+2	+12

*flat-footed

SKILLS

Bluff 8 (+13), Concentration 12 (+16), Diplomacy 6 (+11), Escape Artist 10 (+11), Knowledge (theology and philosophy) 8 (+9), Notice 8 (+9), Profession (stage magician) 6 (+10), Search 8 (+9), Sense Motive 6 (+10), Sleight of Hand 12 (+13)

FEATS

Defensive Roll 4, Distract, Fascinate (Bluff), Trance

POWERS

Mind Control 10 (*Extras:* Conscious; *Flaws:* Sense-Dependent [Requires Eye Contact]), **Fatigue 6** (*Extras:* Ranged [perception], Sleep; *Flaws:* Sense-Dependent [Requires Eye Contact]), **Mental Transform 6** (*Extras:* Continuous; *Flaws:* Sense-Dependent [Requires Eye Contact]), **Immunity 3** (cold, heat, starvation and thirst; *Flaws:* Suffer Half Normal Effects, Only Usable While in Trance)

COMBAT

Attack +2, Grapple +2, Damage +0 (unarmed), Defense +4, Knockback -2, Initiative +1



Totals: Abilities 24 + Skills 21 (84 Ranks) + Feats 7 + Powers 45 + Combat 12 + Saves 11 = 120 PP



HARDBOILED DETECTIVE

PL 8

STR	+3	16	INT	+4	18
DEX	+2	14	WIS	+3	16
CON	+4	18	CHA	+2	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8/+4*	+8	+6	+10

*flat-footed

SKILLS

Bluff 8 (+10), Diplomacy 8 (+10), Disguise 4 (+6), Drive 8 (+10), Gather Information 8 (+10), Intimidate 10 (+12), Investigate 12 (+16), Knowledge (streetwise) 10 (+14), Notice 10 (+13), Profession (private investigator) 6 (+9), Search 10 (+14), Sense Motive 10 (+13), Sleight of Hand 4 (+6), Stealth 8 (+10)

FEATS

Attack Specialization (pistol), Connected, Contacts, Defensive Roll 4, Equipment 2, Diehard, Favored Opponent (gangsters) 2, Luck 2, Quick Draw, Ultimate Save (Fortitude)

EQUIPMENT

Binoculars, Handcuffs, Heavy Pistol

COMBAT

Attack +6, +8 (pistol), Grapple +9, Damage +3 (unarmed), +4 (pistol), +6 (pistol versus gangsters), Defense +6, Knockback -4, Initiative +2



Totals: Abilities 36 + Skills 29 (116 ranks) + Feats 16 + Powers 0 + Combat 24 + Saves 15 = 120 PP



TWO-FISTED ARCHAEOLOGIST

PL 8

STR	+3	16	INT	+5	20
DEX	+3	16	WIS	+2	14
CON	+2	14	CHA	+2	14
TOUGHNESS			FORTITUDE		
+6/+2*			+6		
REFLEX			WILL		
+8			+6		

*flat-footed

SKILLS

Acrobatics 4 (+7), Bluff 6 (+8), Climb 4 (+7), Craft (mechanical) 4 (+9), Diplomacy 8 (+10), Disable Device 6 (+11), Drive 2 (+5), Gather Information 4 (+6), Knowledge (current events) 6 (+11), Knowledge (earth sciences) 8 (+13), Knowledge (history) 8 (+13), Knowledge (theology and philosophy) 8 (+13), Language (Classical Greek, Hebrew, Latin, Old Egyptian, Persian, Sanskrit) 6, Medicine 2 (+4), Notice 8 (+10), Profession (archaeologist) 6 (+8), Search 4 (+9), Sense Motive 6 (+8), Survival 4 (+6), Swim 4 (+7)

FEATS

Ambidexterity, Attack Specialization (whip) 2, Connected, Defensive Roll 4, Dodge Focus 4, Equipment 2, Luck 2, Second Chance (falling, triggering traps), Seize Initiative, Ultimate Save (Reflex), Well-Informed

POWERS

Device 3 (whip, easy to lose): **Strike 6** (*Power Feats*: Extended Reach 3, Improved Disarm 2, Alternate Powers – **Trip 6** (*Power Feats*: Extended Reach 3; *Flaws*: Range [Touch]), **Super-Movement 1** (swinging; *Flaws*: Action [Standard Action])

EQUIPMENT

Binoculars, Knife, Light Pistol

COMBAT

Attack +4, +8 (whip), Grapple +7, Damage +3 (unarmed), +3 (pistol), +4 (knife), Defense +8 (+4 flat-footed), Knockback –3, Initiative +3



Totals: Abilities 34 + Skills 27 (108 ranks) + Feats 21 + Powers 9 + Combat 16 + Saves 13 = 120 PP



QUEEN OF THE JUNGLE

PL 8

STR	+1	12	INT	+0	10
DEX	+5	20	WIS	+1	12
CON	+2	14	CHA	+2	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+2*	+6	+10	+4

*flat-footed

SKILLS

Acrobatics 10 (+15), Climb 10 (+11), Handle Animal 10 (+12), Notice 8 (+9), Ride 6 (+11), Search 2 (+2), Stealth 9 (+14), Survival 13 (+14), Swim 4 (+5)

FEATS

All-out Attack, Attack Focus (melee) 2, Defensive Roll 4, Dodge Focus 5, Elusive Target, Equipment 1, Evasion 2, Favored Environment (jungle), Improved Disarm 2, Improved Initiative, Move-by Action, Track, Uncanny Dodge (visual, auditory, olfactory)

POWERS

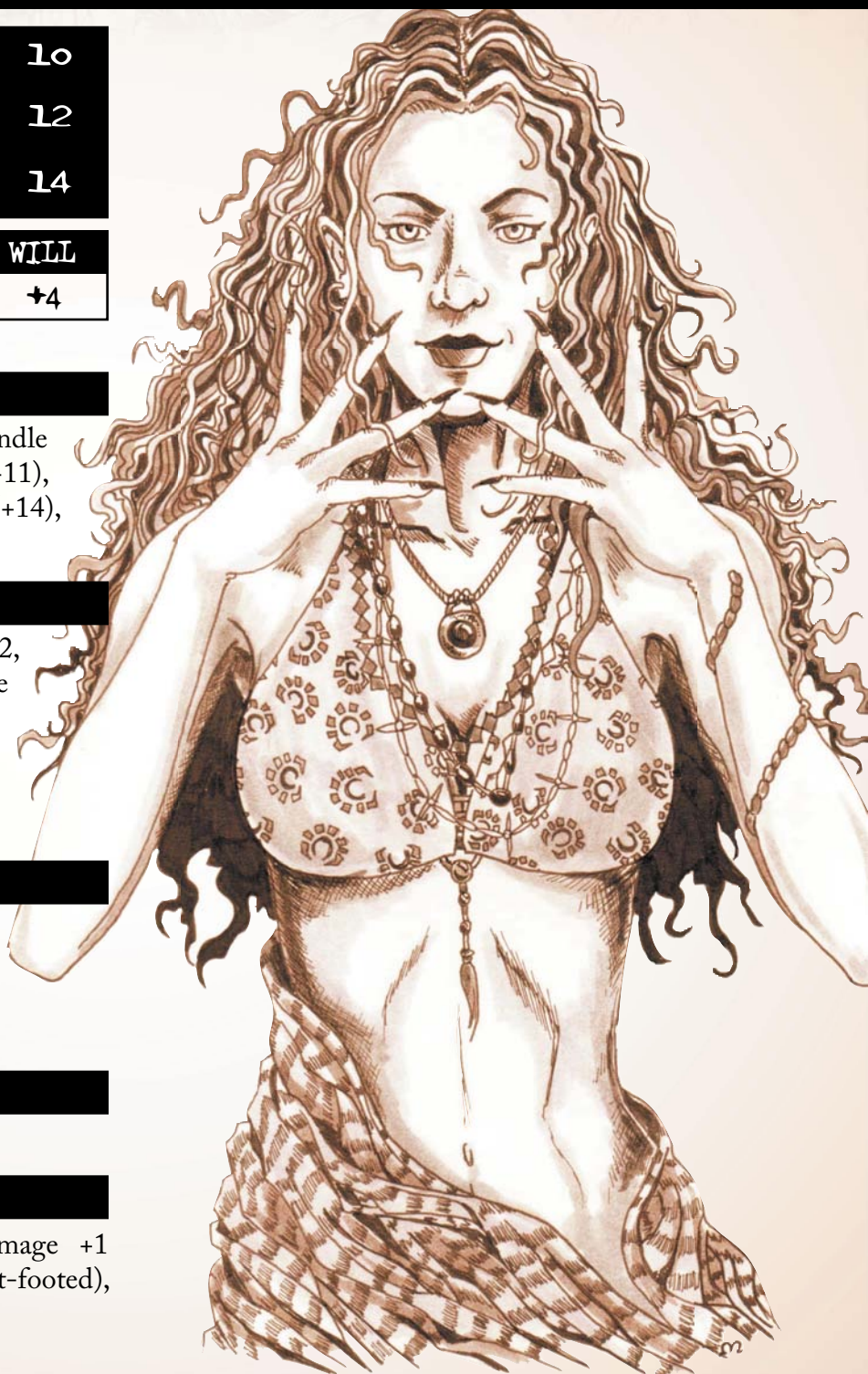
Animal Control 10, **Comprehend 2** (animals), **Super-Movement 2** (swinging, trackless; *Flaws*: Only Usable in the Jungle), **Super-Senses 1** (danger sense)

EQUIPMENT

Knife

COMBAT

Attack +4, +6 (melee), Grapple +7, Damage +1 (unarmed), +2 (knife), Defense +9 (+4 flat-footed), Knockback -3, Initiative +9



Totals: Abilities 22 + Skills 18 (72 ranks) + Feats 25 + Powers 27 + Combat 16 + Saves 12 = 120 PP



FEMME FATALE

PL 8

STR	+0	10	INT	+4	18
DEX	+3	16	WIS	+2	14
CON	+1	12	CHA	+6	22
TOUGHNESS			FORTITUDE		
+4/+1*			+4		
REFLEX			WILL		
+6			+6		

*flat-footed

SKILLS

Bluff 5 (+11), Diplomacy 5 (+11), Disguise 4 (+10), Gather Info 6 (+12), Knowledge (art) 4 (+8), Language (choose two) 2, Notice 6 (+8), Perform (dance) 6 (+12), Perform (singing) 6 (+12), Search 6 (+10), Sense Motive 4 (+6), Sleight of Hand 6 (+9)

FEATS

Attractive 2, Benefit (alternate identity), Contacts, Defensive Roll 3, Distract (bluff), Equipment 3, Fascinate (perform), Master Plan, Minions 5 (one 75 point minion), Set-Up, Skill Mastery (Bluff, Diplomacy, Perform [dance, singing]), Sneak Attack 2, Taunt

POWERS

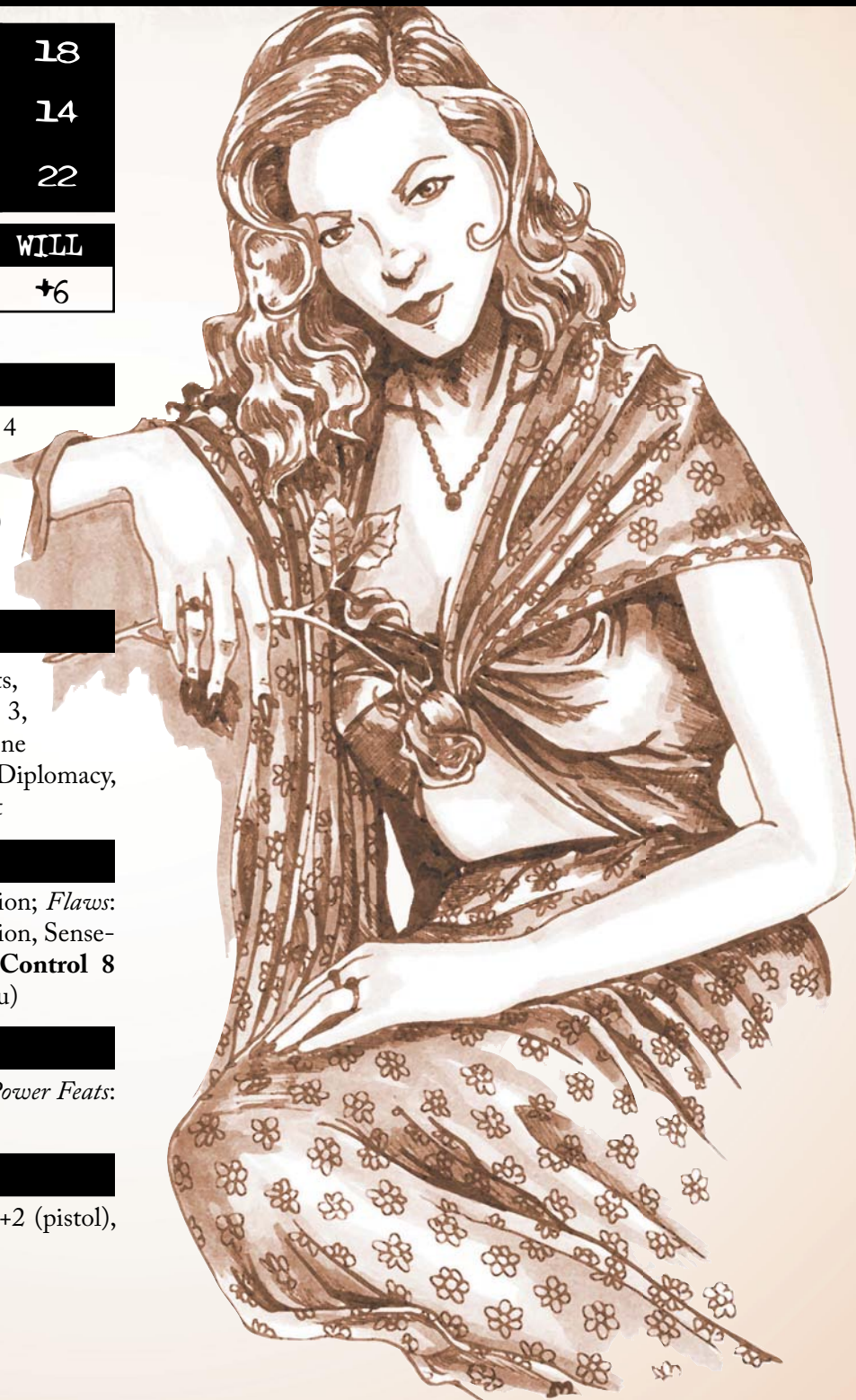
Emotion Control 8 (*Extras*: Continuous Duration; *Flaws*: love only, only you can be the object of the emotion, Sense-Dependent [Requires Eye Contact]), **Mind Control 8** (*Extras*: Conscious; *Flaws*: Target Must Love You)

EQUIPMENT

Hold-out Pistol, Sap, Sleep Drops (**Fatigue 6** [*Power Feats*: Triggered, Sedation; *Flaws*: Must Be Ingested])

COMBAT

Attack +4, Grapple +4, Damage +0 (unarmed), +2 (pistol), Defense +6, Knockback -2, Initiative +3



Totals: Abilities 32 + Skills 15 (60 ranks) + Feats 23 + Powers 20 + Combat 20 + Saves 10 = 120 PP

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