

A SUPER POWERED LEGENDS
ADVENTURE

DISASTER DAY!

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JEB
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DISASTER DAY!

A Super Powered Legends Adventure



BACKGROUND

The heroes are vanishing. It has been a subtle thing; unnoticed by most, thanks to the efforts of other heroes. They did not want the disappearances to cause panic in the general public or embolden villains to strike during a time of weakness. But, one by one, they have gone missing. Whether they have been captured, killed, or vanished into another dimension is unknown.

But now the Sentinels – the greatest heroes of Earth – have all but disappeared. Only Red Spider remains, as she is the coyest of their members. And now their worst fears are coming to pass. With the Sentinels and others gone, Meta villains and criminals have begun to take advantage of the situation. Crime is on the rise like never before.

And the worst is about to strike. Agents of the Horde have planted a seismic device deep within the labyrinthine storm tunnels under New York City. And today is the day they have decided to activate this device and prove to the world that the Horde is a force to be feared once again! This is but the first stage of the Horde's plan. Once they have proved their seismic devices work, they intend to hold the major cities of the United States ransom until their demands are met.

DISASTER DAY IS HERE!

ADVENTURE SYNOPSIS

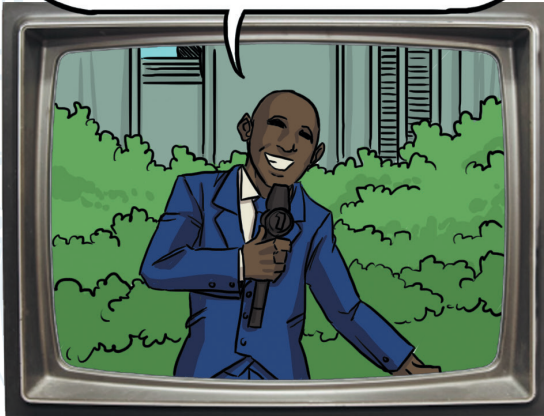
A massive earthquake strikes New York City, causing destruction and panic. The heroes have a chance to shine in helping with disaster relief efforts, daring rescues, and aiding emergency services. While they attempt to help those suffering from the earthquake's destruction, the heroes must also stop looters and criminals who are taking advantage of the chaos.

In addition, the seismic device has cracked open a rift deep below New York City that leads all the way into the subterranean Hollow Earth. Morlocks and their monstrous under-terrors have been released into the city. The heroes must stop a morlock overlord – Volcannus – who is starting to kidnap humans to be made into slaves.

Once the morlocks have been dealt with, the heroes will be informed by the authorities that the earthquake has caused damage to Riker's Island Vault – a super-maximum security

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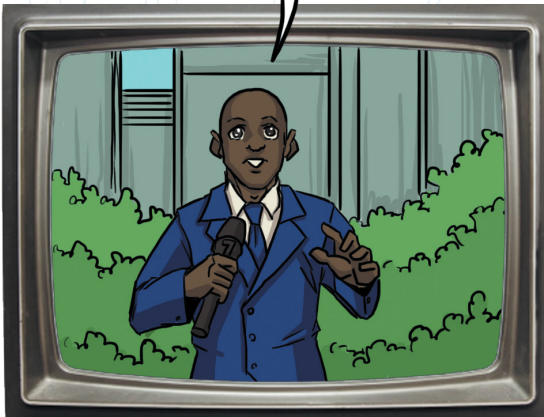
Good morning, New York!
And what a beautiful June morning it is!
Hal Rooker here, and today mark the
commemoration of the --



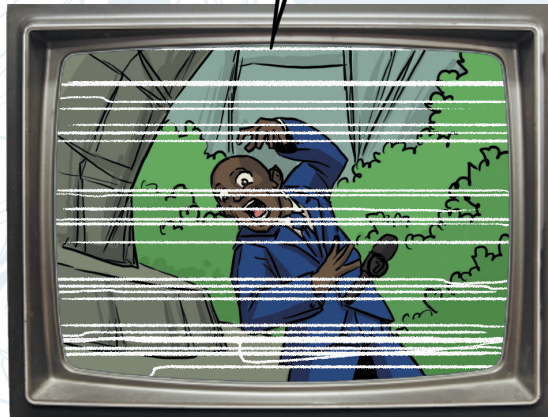
[RUMBLE]
Whoa! WHOA! Is this happening?
Is this an earthquake?



You okay Gary?
Well, folks, it seems we just had
a bit of an unusual shake-up this morning.
I'm sure some of you just felt that--

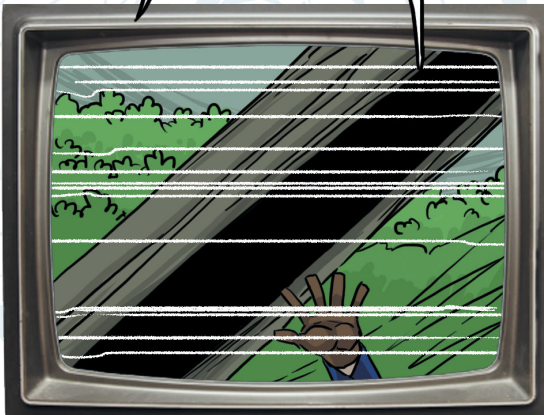


[HEAVY RUMBLE! GLASS BREAKING!]
Oh my god! What's happening?

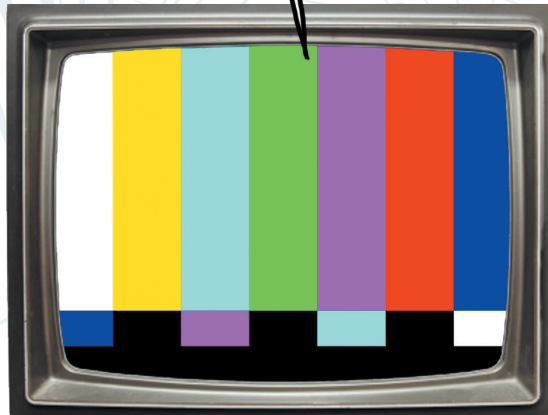


HAL!
LOOK OUT!

Oh my--



[signal tone]



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FRIENDS IN DEEDS

As each hero performs deeds to rescue the civilians of New York City, they should have a chance encounter with a person who could become important to their life. Someone they aid or rescue could become a new friend, romantic interest, or possibly a future sidekick for the hero. Here are some examples of characters the heroes could meet in these encounters:

Officer Gwendolyn Holt (PL 6)

Str 2, Sta 2, Agl 1, Dex 1, Fgt 3, Int 0, Awe 1, Pre 1

Equipment: Bulletproof vest (+4 Tgh vs. Ballistic), cell phone, handcuffs, light pistol, tonfa.

Advantages: Benefit (NYPD Officer), Equipment 3, Well Informed.

Skills: Athletics 4 (+6), Expertise: Current Events 2 (+2), Expertise: Streetwise 4 (+4), Expertise: Police Officer 4 (+4), Insight 4 (+5), Intimidation 2 (+3), Investigation 4 (+4), Perception 4 (+5), Ranged Combat: Pistols 4 (+5), Treatment 2 (+2), Vehicles 4 (+5).

Offense: Init +1, Pistol +5 (Ranged Damage 3), Tonfa +3 (Damage 3), Unarmed +3 (Damage 2).

Defense: Dodge 3, Fort 4, Parry 5, Tgh 6/2, Will 3.

Totals: Abilities 22 + Powers 0 + Advantages 4 + Skills 19 + Defenses 8 = 54

An experienced beat officer, Gwen Holt knows the streets and back alleys of her patrol district like the back of her hand. She admires heroes who use their abilities to help the local community, rather than those who seek fame and glory.

prison – resulting in dozens of meta-villains and hardened criminals to escape their cells. While several meta-criminals have already managed to escape, the heroes have a chance to capture others before they flee into the world.

When the heroes arrive to Riker’s Island, they will meet with representatives of CASTLE, who are attempting to recapture the villains. These government agents may prove to be invaluable allies to the heroes.

With the major disasters taken care of, the morlocks defeated, and meta-criminals back in their cells, the heroes can get a chance to relax, if only for a moment. The very next day, the Horde makes a broadcast, taking responsibility for the seismic devices and threatening to unleash their destructive power on other cities if the Horde’s demands are not met. CASTLE manages to trace the Horde broadcast to an island located in the Atlantic Ocean. They call on the aid of the heroes to enter the Horde base and destroy the controls to the seismic devices. As they infiltrate Horde Island, the heroes come face-to-face with the leadership of the Horde!

PART ONE: WHOLE LOTTA SHAKING GOIN’ ON!

New York City, the center of commerce, finance, media, art, fashion, research, technology, education, and entertainment in the United States, has just been struck by a powerful earthquake! Unknown to the rest of the world, agents of the criminal organization Horde have planted a device deep in the weather tunnels of New York City. Today, they activated this device, resulting in a destructive earthquake to tear through the local area. The earthquake lasts for well over one minute, causing buildings to shake and crack, fissures to erupt in the roads, power lines to collapse, vehicles to collide with one another, and gas lines to break.

Within seconds of the earthquakes final tremors, emergency service centers are flooded with calls reporting damages across the city. Far too many men, women, and children begin flocking into hospitals with injuries sustained during the disaster. With the electricity system down, looters begin taking advantage of the situation by stealing food and appliances from stores.

As emergency services are performing beyond their capabilities, it is up to a new generation of heroes to save the day.

GETTING THE HEROES INVOLVED

In the first part of this adventure, the heroes are assumed to not know each other. The GM will provide each hero with an individual scene where they can perform a heroic deed and start using their skills and powers to aid the public. If the characters do already know each other, they should feel free to cooperate in any of the following rescue scenes.

Simon Lloyd

(PL 3)

Str 0, **Sta** 0, **Agl** 0, **Dex** 1, **Fgt** 0, **Int** 4, **Awe** 1, **Pre** 0

Equipment: Camera, smart phone. **Advantages:** Equipment 1. **Skills:** Expertise: Current Events 2 (+6), Expertise: Popular Culture 2 (+6), Expertise: Science 6 (+10), Technology 6 (+10), Vehicles 2 (+3).

Offense: Init +0, Unarmed +0 (Damage 0).

Defense: Dodge 2, Fort 2, Parry 2, Tgh 0, Will 3.

Totals: Abilities 12 + Powers 0 + Advantages 1 + Skills 9 + Defenses 8 = 30

A student at Central University, Simon is a bit of a boy-genius. He's been pander to by many scientific firms attempting to gain his favor upon graduation. Simon is fascinated by heroes and is curious if there are means to scientifically acquire or transfer meta powers.

To start, find out where each of the heroes are when the earthquake occurs.

If they are at home or getting ready in their headquarters, be sure to mention how the violent tremors have damaged the structure of their living space. Objects have fallen and/or broken. Cracks have formed in the walls, ceilings, and floors. Maybe their household pet has run under a dresser and now won't come out!

- **Hazard:** Have the home-bound hero make a DC 15 Reflex check. Failure results in the hero falling prone. If they roll a natural 1 on the check, a shelf or some other heavy object collapses on them, dealing Damage 4. Heroes injured by this event should receive a Victory Point.

If one or more of the heroes was outside during the earthquake, describe the swaying buildings and bridges. They can watch as fissures erupt in the ground. People are screaming and trying to huddle for cover against falling debris and out-of-control vehicles.

- **Hazard:** A hero located outside during the earthquake must make a DC 15 Reflex check or fall prone. The GM rolls 1d20: 1-15 - No additional event; 16-18 - A collapsing telephone pole falls on the hero (Damage 5, Reflex DC 15 avoids); 19-20 - An out-of-control car crashes into the hero (Damage 5, Reflex DC 18 avoids). A hero injured by this event should receive a Victory Point.

It should become obvious to the heroes that the city is in dire need of immediate help. They will see that electrical power has gone down across the city. Damage from the earthquake can be seen everywhere. The injured limp their way to their vehicles to slowly proceed to the nearest hospital or medical clinic. The sound of emergency vehicle sirens can be heard from all directions.



Justice Porter

(PL 4)

Str 1, **Sta** 2, **Agl** 2, **Dex** 2, **Fgt** 3, **Int** 1, **Awe** 1, **Pre** 1

Powers: "Parkour" Movement 5 (Environmental Adaptation [urban], Safe Fall, Sure-Footed 2, Wall-Crawling 1); Limited to moving in urban environments (4 ranks).

Advantages: Defensive Attack, Improved Block, Power Attack.

Skills: Acrobatics 4 (+6), Athletics 4 (+5), Investigate 2 (+3), Perception 4 (+5), Sleight of Hand 4 (+6), Stealth 4 (+6), Technology 4 (+5).

Offense: Init +2, Unarmed +3 (Damage 1).

Defense: Dodge 4, Fort 4, Parry 5, Tgh 2, Will 3.

Totals: Abilities 13 + Powers 6 + Advantages 3 + Skills 13 + Defenses 8 = 42

Justice is a tough adolescent whose parents have just been killed from falling debris during the earthquake. Justice is used to being alone, as both parents would work double shifts to make ends meet. To fill her time, she would run through the parks and projects with her friends, get into fights with bullies, and dream of a hero sweeping her up into their world of excitement.

Reward: In any case, dealing favorably with members of emergency services and the general public should be rewarded with a victory point.

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A TIME FOR EACH HERO TO SHINE!

Here are some example scenarios for a GM to have a PC encounter as they move through the city. A GM should feel free to develop some additional moments for each hero to show off their powers and abilities during this time. Be sure to have each player describe how they go about saving civilians and aiding the emergency service workers of New York City.

Each of these encounters is designed for one hero to participate. The GM should either choose or randomly assign which hero encounters the scenario.

BURNING BUILDING

The earthquake has caused the gas line in an apartment building to rupture, filling the basement with natural gas. The furnace's pilot light soon ignited the gas. By the time the hero appears on the scene, the entire building is burning. Most of the building's tenants have managed to evacuate to safety. NYPD officer Avery Hochberg is on the scene, handling the tenants, but firefighters are busy with another blaze.

One of the tenants has a child who is missing. She believes that her daughter, Maddie, is in her room (apartment 305), trapped by the fire. Officer Hochberg's partner, William Yen, has gone into the burning building to retrieve the child. Unfortunately, Officer Yen has been too long in the building and Hochberg is afraid for his partner.

Time is limited. The fire is dealing Damage 6 to the building every round. The building is primarily made of reinforced wood and brick, giving it a Toughness of 5. The GM should have the building make a Toughness check each round against the fire. Each time the building fails a Toughness check, the hero will be affected by one of the hazards of the burning building (see below). If the building is destroyed by the fire, it will come down upon the hero and anyone left inside, dealing Damage 11 with falling debris.

Finding Officer Yen - Perception DC 18: Officer Yen made it to the second floor before the burning stairs collapsed under him. He fell and has burning debris on his unconscious form.

Finding Maddie - Perception DC 25: Maddie discovered a "secret passage" in her closet wall shortly after her family moved into their apartment. She uses the secret passage to hide her favorite toys. When the fire erupted throughout the building, Maddie was in the passage and quickly succumbed to smoke inhalation. A difficult Perception check will allow a hero to hear her coughing inside the wall of her apartment. A hero with a sense that Penetrates Concealment has a +5 bonus to the Perception check.

- **Hazard - Fire:** A hero engulfed in a fire must make a DC 15 Dodge check each round. A failed check results in the hero's clothing and/or hair catching fire. This inflicts Damage 1 immediately. Each subsequent round, the burning hero must make another resistance check. Failure means additional rank 1 fire Damage, up to a maximum of rank 6 Damage. Success means the fire has gone out. Once the resistance check succeeds, the hero is no longer on fire, but still has to make a check each round while engulfed. A hero on fire may automatically extinguish the flames by jumping into enough water to douse them. If no body of water is at hand, rolling on the ground or smothering the fire with blankets or similar materials grants the hero another check with a +5 circumstance bonus.

- **Hazard - Heat:** The burning building is filled with extreme heat! Heroes in hot or cold conditions must make Fortitude checks (DC 10, +1 per previous check) to avoid becoming fatigued. Fatigued heroes who fail a check become exhausted, then incapacitated, at which point the hero's condition becomes dying after another failed Fortitude check. The hero must make a Fortitude check one each minute they remain in the burning building. Heroes with Immunity (Heat) are unaffected.

- **Hazard - Smoke:** A hero breathing heavy smoke must make a Fortitude resistance check each round (DC 15, +1 per previous check, up to a maximum if rank 8) or become stunned, spending that round choking and coughing. A hero who chokes for two consecutive rounds makes a Fortitude check against Damage 1. Also, smoke obscures vision, providing concealment to characters within it.

Reward: If the hero rescues both Maddie and Officer Yen from the burning building, they should receive 1 victory point.

CLEARING THE ROADS

The earthquake resulted in several vehicles going out of control and colliding with each other. A massive pile-up has resulted in blocking a major thoroughfare through the city, preventing emergency service vehicles from reaching their destination. In this scene, one of the heroes will notice the vehicle pile-up halting the progress of several police cruisers, fire engines, and ambulances. EMTs, firefighters and police officers are working to rescue the drivers from the demolished cars.

When the hero arrives on the scene, have them make a DC 20 Perception check (the hero may receive a +2 or +5 circumstance bonus, if they have any appropriate Sense powers). Success will reveal a sparking wire underneath one of the smashed vehicles about to ignite

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leaking fuel! Worse yet, the emergency workers have yet to evacuate the injured passengers – a mother and her preschool-aged son – from that vehicle.

There are seven cars in the pile-up that need to be moved to allow the emergency vehicles to pass. The average vehicle weighs 2 tons, requiring a Strength 7 to lift or carry. The only vehicle that still has passengers in it is the one about to explode! The other six passengers are by the ambulance, receiving care for their minor injuries.

- **Hazard - Fire Eruption:** From the time the hero arrives on scene, they only have 3 rounds to notice the hazard and rescue the passengers from the vehicle. On the fourth round, the wire will ignite the fuel, causing a fire to erupt around the car. The car starts to take Damage 8 each round it remains in the flames (the car has Toughness 7, due to the collision damage). If the car takes any damage from the fire, it will explode, dealing Burst Area Damage 8. This may result in a chain reaction of explosions, as other cars are damaged by the flame.

Reward: A hero will receive 1 victory point for helping clear the vehicles from the road. If the hero rescues the mother and her child from the car before they are slain in the explosion, the hero receives a second victory point.

COLLAPSING BRIDGE

One of the heroes will come across a suspension bridge that is straining under its own weight. The bridge suffered damage from the earthquake and is now unsafe. That has not stopped commuters from using it, and now the bridge is starting to collapse.

When the hero arrives on the scene, a DC 10 Perception check will reveal the supports straining under their own weight and chunks of concrete starting to crack and shatter under the passing vehicles. On the next round, the bridge starts to fall apart. On this section of the bridge, there are six cars in danger, each containing one or two passengers. In addition, a school bus full of children on their way to PS127 is in the danger area.

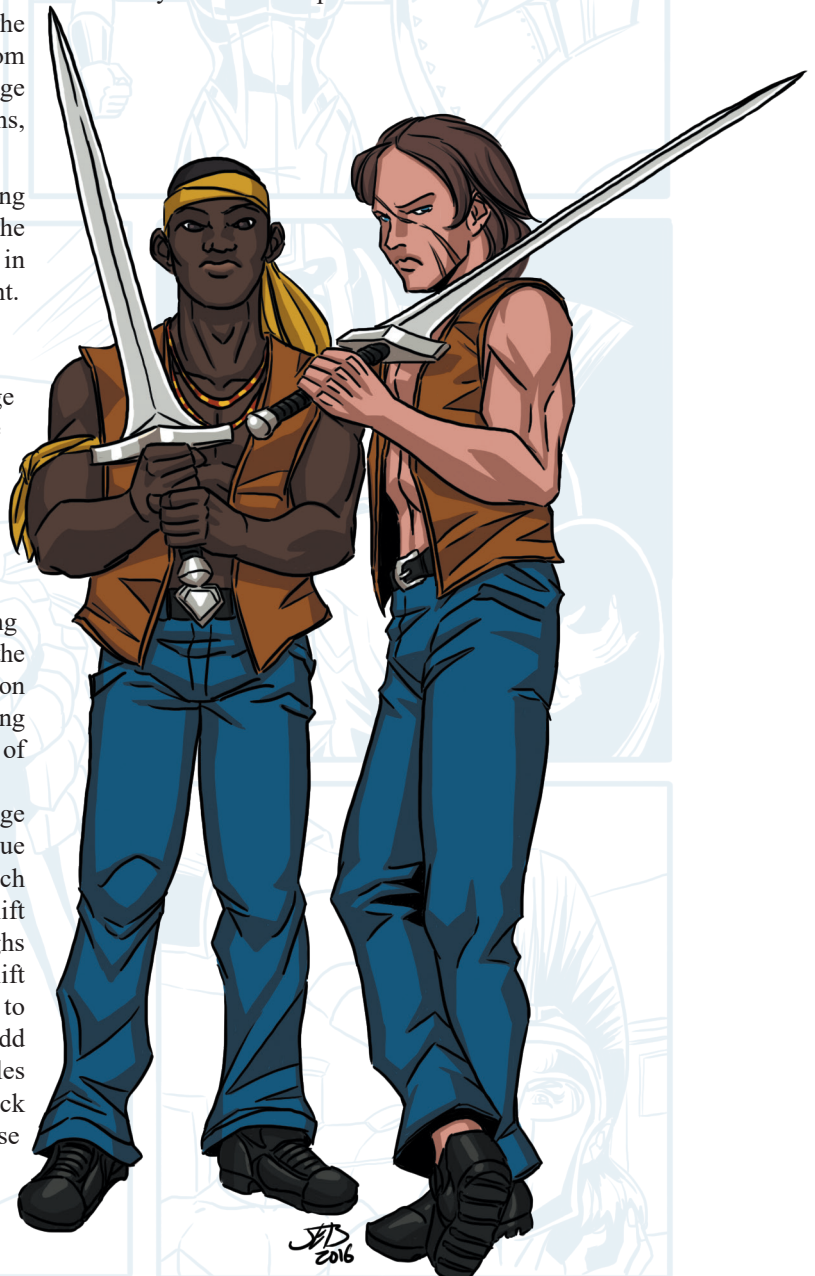
- **Hazard - Collapsing Bridge:** Once the bridge starts to collapse, the hero has 5 rounds to rescue any cars or passengers from the danger zone. Each car weighs 2 tons, requiring a 7 Strength to lift or carry. The school bus full of children weighs a total of 18 tons, requiring a 10 Strength to lift and move. If the hero spends 1 round attempting to repair the breaking bridge supports, they can add 3 rounds to their total time to rescue the vehicles from the danger zone. A DC 15 Technology check or DC 17 Strength check is required to create these temporary repairs.

Reward: The hero should receive 1 victory point for rescuing the passengers from the collapsing bridge.

LOOTERS

In this scene, one of the heroes encounters a strip mall damaged from the earthquake. The windows of all the storefronts have been shattered by the tremors and unscrupulous individuals are taking advantage of the situation by helping themselves to stolen property. Some of the looters are bystanders, but the majority belong to a local gang: The Swords.

For the most part, this scene is intended to be a role-playing encounter, and not a combat scene. The bystanders will drop their stolen good and run as soon as they see the hero approaching. However, the Swords will attempt a display of bravado against the new hero. They think they have the manpower to scare off this unknown



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costumed PC and will attempt to make Intimidate check to drive the hero off.

The Swords can be convinced to leave the shops alone with a DC 20 Persuasion check (they start as Unfriendly). Alternatively, a hero can attempt to a DC 14 Intimidate check to scare them off. Any display of meta powers will add a +2 circumstance bonus to the hero's check.

- **Enemies - Sword Gang Members:** There are a total of 9 Swords gang members at the strip mall. If the hero is unable to coerce the Swords to leave the area, they will draw their weapons and attack the hero. All of the Swords are minions. If the hero defeats more than half their number, the rest will flee.

Reward: If the hero can coerce the Swords to disperse without resorting to violence, award the hero 1 victory point.

SUBWAY TUNNEL RESCUE

The hero who encounters this scene watches as the street above a major subway tunnel collapses. They can access the subway from the collapsed street or through a nearby tunnel entrance (through which bystanders are fleeing the scene). The concrete has fallen onto a subway train. Most of the passengers had already been evacuated, following the violent earthquake. However, the subway driver was attempting to escort a handicapped woman off the train when the street collapsed onto their car. Now the two are trapped and threatened to be crushed by tons of falling concrete!

The Swords are one of the street gangs of New York City. Like most gangs, they perform a variety of crimes, including assault, burglary, selling drugs, and theft. Whereas most gangs use knives and pistols as their preferred weapons, the Swords are named after theirs. The founders of the Swords were inspired by the robber barons and warlords of ancient folklore. And while the Swords are criminals they also hold themselves to a sense of honor. Criminals or other gangs who perform crimes on Swords territory are dealt with harshly.

Those who have paid protection money to the Swords will find their family, home, and property are actually protected from criminal elements. Anything tagged with a Swords marking is considered "off limits." All such tags must first be approved by the Swords' leader: Damocles. The Swords are made aware of what tags are official. Those who attempt to falsify a Swords tag will soon find their property destroyed or stolen.

Swords Gang Member (9) PL 5

Str 2, **Sta** 2, **Agl** 1, **Dex** 1, **Fgt** 2, **Int** 0, **Awe** 0, **Pre** -1

Equipment: Leather jacket (+1 Toughness), sword (Strength-based Damage 3, Improved Critical), cell phone

Advantages: Equipment 1;

Skills: Athletics 4 (+6), Close Combat (Sword) 2 (+4), Expertise (Criminal) 2 (+2), Expertise (Current Events) 2 (+2), Expertise (Hobby) 4 (+4), Expertise (Streetwise) 4 (+4), Intimidation 4 (+3), Stealth 2 (+3), Vehicles 4 (+5)

Offense: Init +1, Sword +4 (Damage 5/19-20), Unarmed +2 (Damage 2)

Defense: Dodge 3, Fort 4, Parry 4, Tgh 3, Will 2

Totals: Abilities 14 + Powers 0 + Advantages 1 + Skills 13 + Defenses 8 = 36

- **Hazard - Shifting Concrete:** Moving on the falling concrete is difficult, imposing a -1 rank penalty to a hero's ground speed. Moving on the shifting surface requires a DC 15 Acrobatics check. Failure means the hero loses their balance and falls 15 feet downwards (Damage 3).
- **Hazard - Buried:** The fallen concrete is crushing the subway car, dealing Damage 8 each round (the subway car has Toughness 11 when the street first collapses onto it). If the subway car is destroyed, the occupants within are crushed as well.

Reward: The hero receives 1 victory point if they manage to successfully rescue the driver and passenger from the collapse.

ATTACK OF THE MORLOCKS!

The earthquake has caused massive fissures to open across the city. Some of these fissures go deep into the Hollow Earth, allowing the dreaded morlocks access to the surface world from their subterranean realm. Once the heroes have individually dealt with one of the above scenarios, they will have an hour or two to recover from any injuries they sustained from the previous scenes before they collectively engage in this encounter. This scene should be the first time the heroes meet and fight together against a common foe.

A GM can lay the seeds for this encounter by having the heroes witness the morlocks emerging during any of the above scenes. Perhaps the hero who rescued the bystanders from the subway tunnel collapse saw a morlock emerge from a pile of rubble.

Morlocks have never had such unfettered access to the surface world. Their leader, Volcannus, is not going to let this opportunity pass him by. He decides to quickly invade the surface city, stealing valuable “shinies” and kidnapping men, women, and children to be made into slaves. Civilians captured by the morlocks are placed in tightly-packed cages on the backs and sides of the morlocks’ beasts of burden: the Undererrors (dinosaurs that have evolved to subterranean life in the Hollow Earth).

MORLOCKS?

In ancient times, when Atlantis sank below the oceans, the disaster caused great tidal waves across the world. Many humans fled into caves that went deep underground. Some of these went into the Hollow Earth -- a vast subterranean realm! The humans that stayed in Hollow Earth evolved into a new race of beings better adapted to underground survival. They became the first morlocks.

The morlocks have a hunter-gatherer society ruled by the strong. Some morlocks are affected by the strange radiations emitted in the Hollow Earth, resulting in mutations and super-human powers. These mutant morlocks often become the rulers of their tribes.

ENCOUNTER 1-1: MORLOCK SLAVE PARTY

When the PCs first encounter the raiding morlocks, they will collectively come across a slaver party capturing bystanders off the street and placing them inside cages. There are plenty of cars, fallen light posts, street signs, and other debris that can be utilized as improvised weapons during this scene.

Enemies: There are nine morlock hunters with blowguns and nets assaulting the bystanders. They are commanded by a leader who is riding on a triceratops underterror with a cage. The cage currently contains four bystanders crying out for help.

Morlock Hunters (9) (Minions)

PL 4

Str 2, **Sta** 2, **Agl** 2, **Dex** 1, **Fgt** 2, **Int** 0, **Awe** 1, **Pre** -1

Powers: Enhanced Stealth 8 (Limited to rocky or underground areas); Protection 1; Senses 12 (accurate ultra-hearing; olfactory [accurate, acute, extended, tracking])

Equipment: Blowgun with poison darts (Ranged Affliction 5 [fatigued, exhausted, asleep]; resisted and overcome by Fort, Progressive), net (Grabbing 2, Entangling)

Advantages: Equipment 5

Skills: Athletics 4 (+6), Close Combat (Nets) 2 (+4), Expertise (Hollow Earth) 6 (+6), Insight 2 (+3), Intimidation 4 (+3), Perception 6 (+7), Ranged Combat (Blowgun) 2 (+3), Stealth 2 (+4, +12 in rocky and underground areas)

Offense: Init +2, Blowgun +3 (Ranged Affliction 5), Net +4 (Grab 2); **Defense:** Dodge 2, Fort 2, Parry 5, Tgh 3, Will 4; **Totals:** Abilities 18 + Advantages 5 + Defenses 6 + Powers 15 + Skills 13 = 57. **Complications:** The hearing and olfactory senses of a grimlock are incredibly acute. A grimlock is Defense Impaired against attacks that affects these senses.

Tactics: When the heroes arrive, the morlock hunters will attempt to incapacitate them with their poison darts and nets.



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Morlock Huntmaster

PL 8

Str 4, **Sta** 4, **Agl** 4, **Dex** 3, **Fgt** 4, **Int** 2, **Awe** 3, **Pre** 1

Powers: Enhanced Stealth 8 (Limited to rocky or underground areas); Protection 3; Senses 12 (accurate ultra-hearing; olfactory [accurate, acute, extended, tracking])

Equipment: Bone armor (Protection 2), stone war club (Strength-Based Damage 3)

Advantages: Animal Empathy, Equipment 1

Skills: Athletics 4 (+8), Close Combat (Club) 2 (+6), Expertise (Hollow Earth) 6 (+8), Expertise (Riding) 6 (+8), Insight 2 (+5), Intimidation 4 (+5), Perception 6 (+9), Stealth 2 (+6, +14 in rocky and underground areas)

Offense: Init +4, Blowgun +6 (Ranged Affliction 7)

Defense: Dodge 4, Fort 4, Parry 7, Tgh 9, Will 6; **Totals:** Abilities 50 + Advantages 2 + Defenses 6 + Powers 16 + Skills 13 = 87.

Complications: The hearing and olfactory senses of a grimlock are incredibly acute. A grimlock is Defense Impaired against attacks that affects these senses.

Tactics: If the heroes attack, the huntmaster will strike back with his stone club and direct his underterror to charge and trample any downed hero. While the huntmaster sits on the back of the triceratops, he has partial cover (thanks to the underterror's neck plate) against attacks from the front of the dinosaur (-2 penalty to heroes' attack checks).

Triceratops Dinosaur

PL 9

Str 7, **Sta** 7, **Agl** 0, **Dex** 0, **Fgt** 5, **Int** -4, **Awe** 2, **Pre** 1

Powers: Affliction 8 (Hindered, Prone; Resisted by Parry; Shapeable Area, Limited Effect, Limited to movement path) Linked Damage 8 ("trample" Shapeable Area, Limited to movement path); AE - Strength-Based Damage 3 ("horns" Improved Critical 2); Enhanced Defense 3 ("neck plate" Dodge 1, Parry 2); Growth 8 (Innate, Permanent); Senses 2 (acute olfactory, low-light vision); Speed 1

Advantages: Diehard, Great Endurance, Power Attack

Skills: Athletics 4 (+11), Close Combat (Horns) 2 (+7), Expertise (Survival) 10 (+6), Intimidation 8 (+13), Perception 4 (+6)

Offense: Init +0, Horns +7 (Damage 8/18-20), Trample (Area Affliction + Damage 8), Unarmed +5 (Damage 7)

Defense: Dodge 1, Fort 11, Parry 7, Tgh 7, Will 6;

Totals: Abilities 4 + Advantages 3 + Defenses 16 + Powers 36 + Skills 14 = 73.

Complications: Triceratops cannot speak and has no hands. Dinosaurs are susceptible to changes in temperatures. They do not survive well in cold environments. In Intense Cold, dinosaurs are Impaired; in Extreme Cold, dinosaurs are Disabled.

Development: This is not the only slave hunting party in the city. As they are being defeated, the morlocks will taunt the heroes with jibes such as: "The surface world will soon belong to the morlocks!" "We are but the first of many; Volcannus has many parties collecting your weak for our slave pits!" A DC 16 Intimidation check or DC 20 Persuasion check will have the morlocks reveal the following information:

- The morlock overlord Volcannus led the morlocks to raid the surface world after the great ground quake.
- Volcannus seeks to collect slaves and "shinies" before he returns to his kingdom in the Hollow Earth.



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- Volcannus has great power. He can transform himself into indestructible stone and burn his enemies with hellfire!
- Volcannus is located at the nearby city park.

In the unlikely event that the heroes are defeated, they will be collected with the other bystanders, placed in the cage, and eventually taken to Volcannus for his approval.

Rewards: Heroes that defeat the morlock hunting party receive 1 victory point. Those heroes who make an effort to free the captured citizens or to evacuate the hunted bystanders in the area receive a second victory point.

ENCOUNTER 1-2: THE FIERY MENACE OF VOLCANNUS!

The morlock overlord Volcannus is directing his hunting parties to collect slaves and valuables in the area from New York City's Central Park. There is a massive fissure here, leading to the labyrinthine storm tunnels beneath NYC and the caves of Hollow Earth below that.

Enemies: When the heroes arrive, they will witness Volcannus – a morlock much larger than any they have previously seen – gloating over the valuables and slaves his servitors have collected. Dozens of morlocks are packing treasures onto the triceratops underterrors. Meanwhile, a pair of hungry-looking theropod underterrors (allosauruses) follow Volcannus like loyal pets.

Allosaurus Dinosaurs (2) PL 9

Str 7, **Sta** 3, **Agl** 2, **Dex** 0, **Fgt** 5, **Int** -3, **Awe** 2, **Pre** 1

Powers: Strength-Based Damage 3 (“bite” Improved Critical); Growth 5 (Innate, Permanent); Movement 1 (Sure-Footed); Protection 5, Senses 5 (acute, extended, tracking [olfactory], low-light vision); Speed 2

Advantages: Fast Grab, Improved Initiative

Skills: Athletics 2 (+9), Close Combat (Natural Weapons) 2 (+7), Expertise (Survival) 8 (+5), Intimidation 8 (+11), Perception 8 (+10), Stealth 8 (+5)

Offense: Init +6, Bite +7 (Damage 10/19-20), Unarmed +5 (Damage 7)

Defense: Dodge 7, Fort 10, Parry 6, Tgh 8, Will 5;
Totals: Abilities 14 + Advantages 2 + Defenses 20 + Powers 29 + Skills 18 = 83

Complications: Allosaurus cannot speak and has no hands. Dinosaurs are susceptible to changes in temperatures. They do not survive well in cold environments. In Intense Cold, dinosaurs are Impaired; in Extreme Cold, dinosaurs are Disabled.

Tactics: These underterrors are hungry and will attempt to attack and eat anything they can. They obey the commands of Volcannus, but if their master is otherwise occupied, they will attack any moving thing that catches their attention: a hero, a civilian, or even a morlock!

Morlock Hunters (24) (Minions; see Encounter 1-1)

Tactics: The morlocks attempt to aid Volcannus in fighting the heroes, using their dart guns at range. If Volcannus is defeated, the morlocks will attempt to flee to Hollow Earth through the nearby fissure.

Triceratops Dinosaurs (3) (see Encounter 1-1)

Tactics: These underterrors have been weighed down with so many treasures and slave cages that they will not engage in battle. If attacked, they will attempt to flee.

Volcannus PL 10

Strength 10/4*, **Stamina** 10/4*, **Agility** 2, **Dexterity** 4

Fighting 4, **Intellect** 2, **Awareness** 2, **Presence** 1

*in normal or fire form

POWERS

Carbon Body Transformation: Array (54 points)

- **Burning Charcoal Form:** Reaction Damage 9; Flight 6 (150 mph); Immunity 6 (Fire Damage, Heat); Sustained - 54 points
- **Coal Form:** Elongation 2; Enhanced Stamina 6; Enhanced Strength 6; Impervious Toughness 6; Sustained - 1 point
- **Diamond Form:** Enhanced Stamina 6; Enhanced Strength 6; Immunity 30 (Fortitude Effects); Impervious Toughness 10; Quirk (Volcannus is hindered in diamond form); Sustained - 1 point

Fire Bolts: Ranged Damage 10 - 20 points

ADVANTAGES

Daze (Intimidation), Improved Initiative, Startle

SKILLS

Athletics 2 (+12), Close Combat (Unarmed) 6 (+10), Expertise (Hollow Earth) 6 (+8), Intimidation 10 (+11), Perception 2 (+4), Ranged Combat (Fire Bolts) 6 (+10)

OFFENSE

Initiative +6

Fire Bolts +10 (Ranged, Damage 10)

Unarmed +10 (Close, Damage 10)

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DEFENSE

Dodge 8, Parry 10, Toughness 10/4*

Fortitude 12/6*, Will 8

*in normal or fire form

POWER POINTS

Abilities 46 + Advantages 3 + Defenses 20 + Powers 76 + Skills 16 = 161 Total

COMPLICATIONS

Arrogance: Volcannus believes himself to be an indestructible “living god.”

Motivation: Volcannus seeks to accumulate wealth and power, allowing him to conquer the entirety of Hollow Earth. Once this subterranean realm is under his control, he goal is to move to the surface world with plans of domination.

Tactics: Volcannus will seek to battle the biggest hero he can see. He blasts them with fire, until they come into melee, at which time he assumes his diamond form for maximum invulnerability. Otherwise, he tends to fight in coal form or, if mobility is required, his fire form. Volcannus does not submit in battle and will only accept defeat – that of his opponent of himself – as victory. He does not kill his enemies. Rather he captures them and attempts to break their will in his slave pits.

Rewards: The heroes will receive 1 power point and 1 victory point for defeating Volcannus and his morlocks. Any heroes that participated in releasing captured bystanders from cages and evacuating them to safety during the combat will receive an additional victory point.

Development: When Volcannus is defeated, any surviving morlocks will sound out a trumpet call, alerting all the hunting parties (assuming any remain) that their overlord has been beaten. All morlocks will then flee into the Hollow Earth through the nearest fissure. If possible, morlocks at the site of Volcannus’ defeat will plead with the heroes to take their beaten master back to Hollow Earth with them. Whatever the heroes decide, the remaining morlocks will attempt to flee.

Should the heroes decide to keep and imprison Volcannus for attacking the surface world, they will need to contact the authorities. In this case, they will need to get in touch with either the NYPD or CASTLE (see Part 2, below), which will segue into the next part of the adventure.

In the unlikely event of the heroes being defeated by Volcannus, they will eventually awaken to find themselves in the slave pits of Volcannus, deep in Hollow Earth. Any quests in this subterranean realm are beyond the scope of this adventure. The GM is encouraged to develop an underworld inspired by tales such as Jules Verne’s Journey to the Center of the Earth. Hollow Earth is filled with the ruins of ancient civilizations, dinosaurs, morlocks, and bizarre phenomena.



PART TWO: BREAKOUT AT RIKERS ISLAND!

OFFICERS NEED ASSISTANCE

Shortly after Volcannus and his morlock forces are defeated and driven off, the heroes will be approached by NYPD Captain Stephen Sachs. He will thank the heroes for their efforts in keeping peace around the city and for defeating the morlocks. Should Volcannus remain in the heroes' custody, he will agree to sequester the morlock leader until CASTLE can take the villain off his hands. He'll then put in a call to CASTLE, when the heroes will overhear the following:

Over the NYPD radio, you can hear the crackle of distortion and gunfire. Through the din comes a woman's voice: "This is CASTLE Lieutenant Abrams! Rikers Island has been compromised! The prisoners are escaping! All available CASTLE personnel to Rikers Island immediately!"

A DC 10 Expertise (Current Events) or Expertise (Law Enforcement) check will let a hero know that CASTLE is the Committee of Advanced Strategy, Technology, and Law Enforcement; the United States government's organization for policing and cataloguing meta-related crimes and threats. It will also inform them that Rikers Island has a super-maximum level prison facility located one mile off the shore of New York City. Not only does it house hardened criminals, but also has the necessary facilities to contain meta-powered criminals.

With the threat of a massive breakout at Rikers Island and the worst of the earthquake damage in NYC contained for the moment, Captain Sachs will ask the heroes to assist CASTLE personnel at the prison. Before the heroes leave, Sachs passes along his card, in case the heroes ever need to get ahold of him in the future.

Travel to Rikers Island should be quick, as it is only 8 miles east of Central Park. The GM should feel free to have the heroes encounter any additional after-earthquake cleanup details they can think of before arriving to Rikers Island.

Upon arrival, the heroes can see that the various buildings on Rikers Island have suffered damage from the earthquake. Large cracks have formed in the building walls, and several gaps can be seen. Prisoners in bright orange jumpsuits can be seen fighting with corrections officers and CASTLE agents or simply attempting to flee.

There are two methods of egress from the island. The first is the bridge connecting to the mainland. The second is a ferry that launches off the western shore of the island. When

the heroes arrive, escaped prisoners are using both in their efforts to flee incarceration. If the heroes do not split their efforts, one of these groups will succeed in their escape.

ENCOUNTER 2-1: RIKERS ISLAND BRIDGE

The prisoners running along the bridge are following in the wake of the meta-villain Triceratops, who has smashed down walls and a barricade of police cars with his super-strong charge. Behind him, other prisoners have overpowered the stunned corrections officers, grabbing the C.O.s' weapons, and running along behind the villain.

Enemies: Triceratops is followed by 18 escaped prisoners.

Escaped Prisoners (18) (Minions) PL 3

Str 2, Sta 2, Agl 1, Dex 1, Fgt 2, Int 0, Awe 0, Pre -1

Equipment: Tonfa (Strength-Based Damage 2, Improved Defense)

Advantages: Equipment 1

Skills: Athletics 4 (+6), Expertise (Current Events) 2 (+2), Expertise (Hobby) 4 (+4), Expertise (Streetwise) 4 (+4), Intimidation 4 (+3), Stealth 2 (+3), Vehicles 4 (+5)

Offense: Init +1, Tonfa +2 (Damage 4), Unarmed +2 (Damage 2)

Defense: Dodge 2, Fort 4, Parry 2, Tgh 2, Will 0

Totals: Abilities 14 + Powers 0 + Advantages 1 + Skills 13 + Defenses 3 = 31 points

Tactics: The prisoners are no fools. They know that if they stay to fight the heroes, all they will get is a one-way ticket back to a jail cell. The prisoners will attempt to flee, while Triceratops battles the heroes.

Triceratops PL 10

Strength 12, Stamina 10, Agility 4, Dexterity 2

Fighting 6, Intellect 3, Awareness 2, Presence 1

POWERS

Triceratops Armor: Removable (-4 points)

Armor: Impervious Toughness 10 - 10 points

Big and Heavy: Enhanced Athletics 8 (Limited to resisting slams and trips) - 2 points

Horns: Penetrating 6 with Unarmed (Limited to Charges and Slams) - 3 points

Ramming Speed!: Enhanced Protection 2 (Impervious 2; Limited to personal Slams); Speed 5 (60 mph) - 7 points

ADVANTAGES

Benefit (Alternate Identity), Connected, Language 1 (English [Spanish is native]), Move-By Action

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SKILLS

Athletics 0 (+12, +20 resist slam/trip), Close Combat (Unarmed) 2 (+8), Deception 6 (+7), Expertise (Streetwise) 6 (+9), Intimidation 6 (+7), Perception 2 (+4)

OFFENSE

Initiative +4

Unarmed +8 (Close, Damage 12)

DEFENSE

Dodge 6, **Parry** 8, **Toughness** 10 (12 vs. slams)

Fortitude 12, **Will** 8

POWER POINTS

Abilities 80 + Advantages 4 + Defenses 12 + Powers 18 + Skills 11 = 121 Total

COMPLICATIONS

Enemy: Recluse.

Infamy: Triceratops is known to be a dangerous criminal villain. He is also known to be rather stupid and easily manipulated. This is a ruse, however; he likes to play the stupid fool to keep his potential employers and enemies off-guard.

Tactics: Triceratops' tactics are very simple, charge into a hero and attempt to slam them with his horns. If

he battles any heroes with no apparent travel powers, he will attempt to slam them so that the hero is pushed off the bridge and falls into the water far below (the bridge is 50 feet over the water, dealing Damage 6 from a fall). If the battle seems to be going against Triceratops, he will attempt to flee by running at full speed away from the heroes (using Athletics to increase his Speed each round).

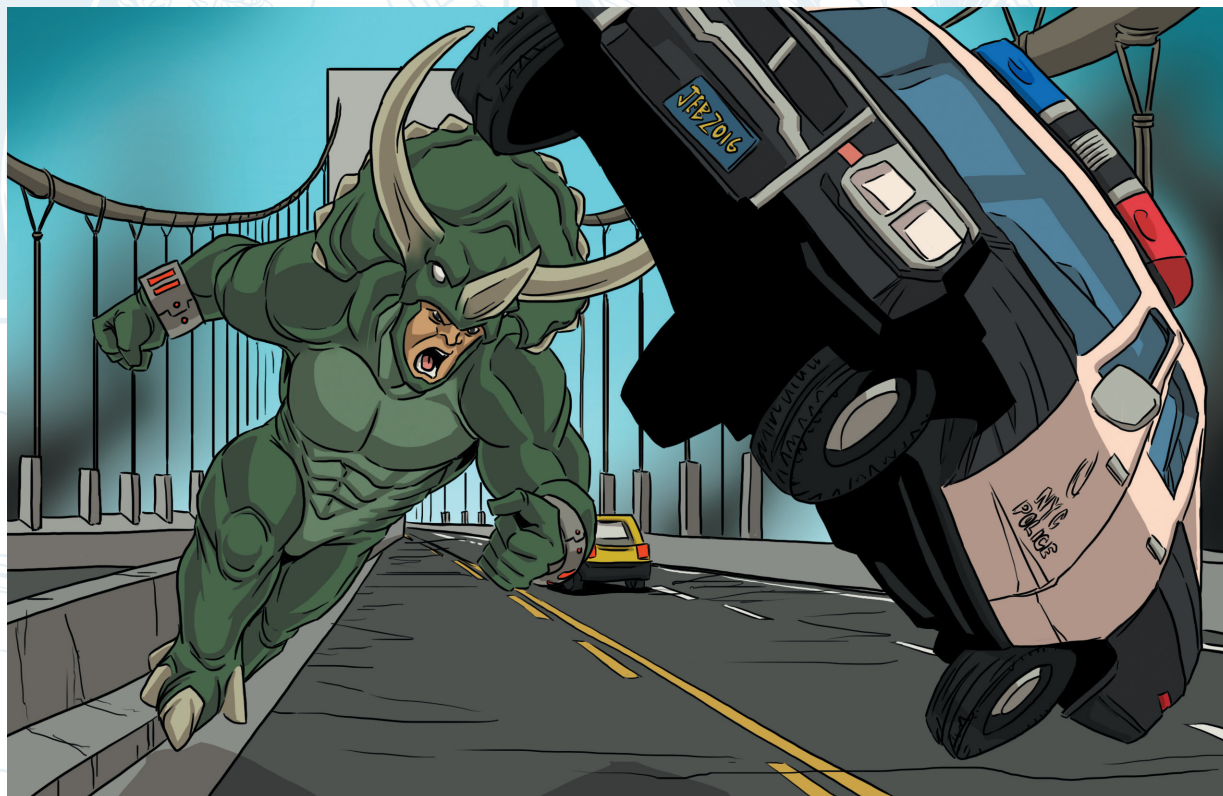
Development: If the heroes examine Triceratops, they will see that he is wearing a damaged pair of high-tech manacles. A DC 15 Technology check will identify the manacles as meta-power dampening shackles. These shackles are beyond repair and must be replaced by a CASTLE agent.

If Triceratops succeeds in escaping the heroes, he will eventually join up with his fellow meta-criminals of the Cartel.

Rewards: Capturing Triceratops and the escaping prisoners will gain the heroes 1 victory point.

ENCOUNTER 2-2: FERRY FUGITIVES

From Rikers' western shore, several escaped prisoners are making their way to New York City using a captured ferry. The prisoners have dragged along several bystanders and the ferry's crew in their escape attempt. They will use these hostages as collateral, should any heroes attempt to stop the prisoners' escape.



DISASTER DAY!

Enemies: There are twenty seven escaped prisoners on the ferry. At the helm of the ferry is Jimmy “Two Shoes” Batwicki; a mafia hitman who lead this group to the ferry. Jimmy managed to wrest a CASTLE blaster rifle from an agent during his escape, making him a dangerous foe.

Escaped Prisoners (26) (Minions; see Encounter 2-1)

Tactics: The escaped prisoners attempt to fend off heroes by taking one of the bystanders as hostage; using them as a human shield.

Jimmy “Two Shoes” Batwicki **PL 8**

Str 2, Sta 2, Agl 2, Dex 4, Fgt 5, Int 1, Awe 1, Pre 1

Equipment: CASTLE blaster rifle (Ranged Damage 8), tonfa (Strength-Based Damage 2, Improved Defense); **Advantages:** Equipment 4, Improved Aim; **Skills:** Deception 6 (+7), Expertise (Criminal) 6 (+7), Perception 5 (+6), Ranged Combat (Guns) 3 (+7), Stealth 8 (+10); **Offense:** Init +2, Rifle +7 (Ranged Damage 8), Tonfa +5 (Damage 4), Unarmed +5 (Damage 2); **Defenses:** Dodge 9, Fort 5, Parry 9, Tgh 2, Will 7; **Totals:** Abilities 36 + Powers 0 + Advantages 5 + Skills 14 + Defenses 20 = 75 points.

Tactics: Jimmy is ruthless; he is completely willing to threaten and kill hostages (including the other escaped prisoners) to make his own escape. Once the heroes appear on the scene, he has one of the other escaped prisoners man the helm while he kneels in the bridge (gaining partial cover) and shoots at the heroes.

Development: The danger to the bystanders is quite real in this scene. Several innocents may be injured, and it is up to the heroes to find a way to prevent this from happening. If the heroes are patient, they can wait until the ferry has reached the eastern shore of New York City. At this time, the prisoners will scatter, leaving behind their hostages.

Reward: If they manage to succeed in preventing any hostages from being harmed, the heroes will gain 1 power point and 1 victory point.

MEETING CASTLE

Thanks to the heroes, the CASTLE agents and corrections officers will have some time to rally. They will gladly take any recaptured prisoners off the hands of the heroes and direct them to Lieutenant Abrams. The CASTLE officer is grateful to the heroes for their assistance and will ask if they are willing to aid in recapturing Rikers Island from the prisoners remaining inside.

“We have a serious situation inside. The earthquake damages not only the structure, but also the meta-power dampener in the basement. The meta-criminals housed here had regained their abilities. While many have already made their escape, some have remained and are holding the warden and staff hostage. My commander, Captain Mitchell, took a team into the facility to recover the hostages. He radioed in that he encountered opposition and we have not heard from him since. I was about to lead in another team, but then all the prisoners started flooding out of the buildings.

“Can you lend us your help?”

MISSION OBJECTIVES

Entering the prison facility is not difficult, as the structure is riddled with holes and similar breaches. Lieutenant Abrams can provide a current map of the facility.

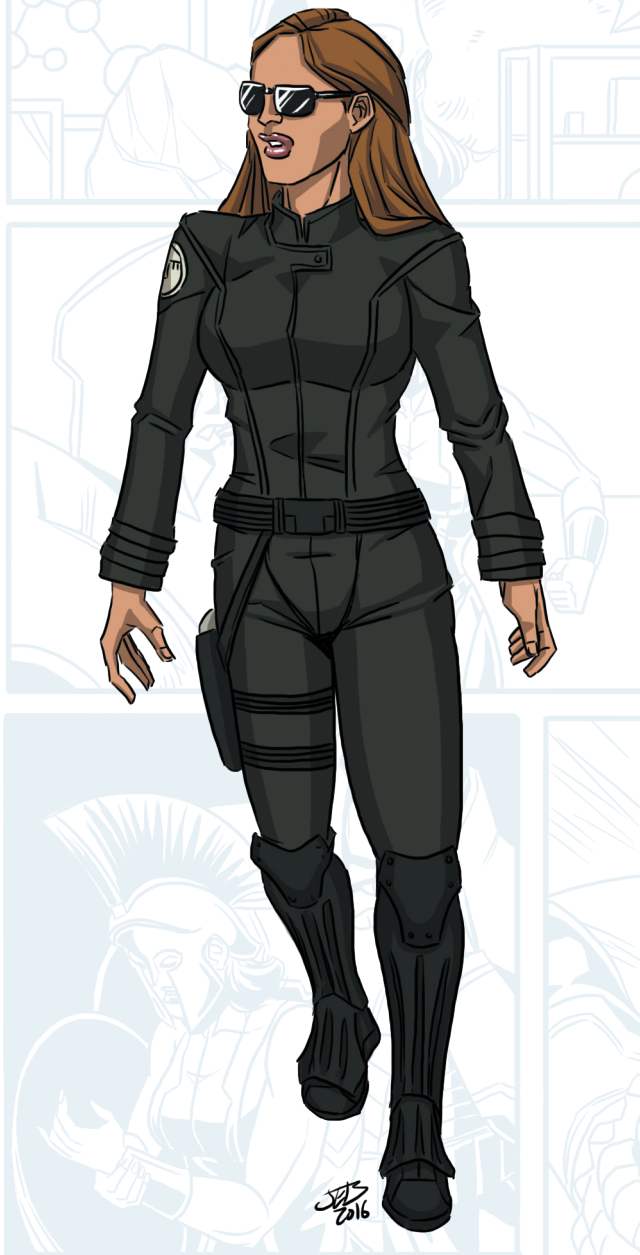
1. Abrams proposes that before any other action is made against the prisoners inside the facility, the heroes should make a foray into the basement and see if the meta-dampening device can be reactivated. The agent hopes that most of the remaining meta-criminals have yet to remove their dampening manacles and that they can be made powerless before a confrontation.
2. Prisoners still within the facility need to be captured and detained. Most of the criminals in the facility are normal humans, so the heroes are encouraged to use minimum necessary force.
3. Any correctional officers or staff still within the facility need to be evacuated to the CASTLE perimeter. The warden and his staff are being held in the warden’s office by several prisoners, several of whom are assumed to be meta-criminals. They are demanding freedom and a means of escape from Rikers Island in exchange for the release of their hostages.

In any case, as the planning session between Agent Abrams and the heroes comes to an end, the voice of one of the female prisoners will be heard over the prison intercom:

“Attention pigs! We have your warden, as well and a number of other soft and squishy-looking members of her staff. If you want them to live longer than the next hour, you’re going to give us a way off this island. We want a transport helicopter. And for every hour you delay, we OFF one of these hostages. Don’t mess with us! Give us what we want, and everyone lives!”

With a shortened time table, the heroes will be forced to make a quick decision about their next course of action.

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CASTLE Lieutenant Sheila Abrams PL 7

Str 2, Sta 3, Agl 4, Dex 4, Fgt 6, Int 4, Awe 3, Pre 3

Equipment: CASTLE Armor (Protection 3; Subtle), CASTLE Blaster Pistol (Ranged Damage 5), Commlink; **Advantages:** Accurate Attack, Benefit (CASTLE Security Clearance), Defensive Attack, Equipment 3, Improved Disarm, Improved Grab, Improved Hold, Improved Trip, Inspire 3, Leadership; **Skills:** Athletics 6 (+8), Close Combat (Unarmed) 2 (+8), Expertise (Current Events) 6 (+10), Expertise (Military) 6 (+10), Insight 6 (+9), Intimidation 2 (+5), Investigation 6 (+10), Perception 2 (+5), Persuasion 6 (+9), Ranged Combat (Firearms) 2 (+6), Technology 2 (+6), Treatment 2 (+6), Vehicles 6 (+10); **Offense:** Init +4, Blaster +6 (Ranged Damage 5), Unarmed +8 (Damage 2); **Defenses:** Dodge 6, Fort 5, Parry 8, Tgh 6, Will 5; **Totals:** Abilities 58 + Powers 0 + Advantages 14 + Skills 27 + Defenses 8 = 107 points.

Sheila Abrams – the only daughter in a family of police officers – is a career CASTLE officer. She was content to serve her country quietly at a desk, until fate forced her onto the front lines one fateful day. Her post was assaulted by robotic soldiers of Nekrotron – an evil artificial intelligence – seeking advanced technology from the agency’s laboratory. Sheila rallied the CASTLE forces in the building and held her position until the Sentinels arrived and destroyed Nekrotron. Since that day, Abrams has been a field officer, aiding heroes with tactical support.

If the player characters make a good impression on her, they may be seeing more of Lt. Abrams over the course of this campaign. Assuming the heroes form a team and seek official sanctioning from the government, Lt. Abrams will be assigned as their CASTLE liaison.

ENCOUNTER 2-3: OH RATS!

When the heroes make their foray into the Rikers Island Penitentiary, their first encounter will be in the Mess Hall. This large room lives up to its name. The tables and benches have been overturned and piled up to form barricades along the windows. Food trays and garbage are scattered across the floor. And there are rats everywhere! The vermin are eating everything in sight; gorging themselves on the leftovers discarded by the prisoners.

Enemy: Normally, rats aren’t a major problem in the prison. The work programs help keep the facility clean and free of vermin. However, one of the prisoners held on Rikers Island is here with his “friends.” He is Mammal Master, a meta gifted with the ability to control

the action of tiny mammals. While he is widely regarded as a joke of a villain, Mammal Master is quite dangerous when he can acquire a swarm of his tiny little friends.

Mammal Master (PL 7)

Strength 2, Stamina 2, Agility 2, Dexterity 2

Fighting 3, Intellect 4, Awareness 2, Presence 1

POWERS

Mammal ESP: Remote Sensing 5 (Hearing and Visual; Medium - tiny mammals, Simultaneous) - 15 points

Mammal Speech: Comprehend 2 (Animals; Limited to tiny mammals) - 2 points

Mammal Swarm Shield: Protection 4; Sustained - 4 points

DISASTER DAY!

Swarm of Rats: Array (42 points)

- **Swarm Confusion:** Ranged Shapeable Area Affliction 7 (Dazed and Impaired, Hindered and Disabled); Resisted and Overcome by Will; Area 3 [120-ft area], Concentration, Extra Condition, Limited to Two Degrees - 42 points
- **Swarm Attack:** Ranged Shapeable Area Damage 7 - 1 point
- **Swarm Obscurement:** Ranged Shapeable Area Visual Concealment 4 Attack - 1 point

ADVANTAGES

Animal Empathy, Set-Up, Taunt

SKILLS

Deception 6 (+7), Expertise (Animal Handler) 6 (+10), Intimidate 4 (+5), Perception 2 (+4), Sleight of Hand 6 (+8), Vehicles 2 (+4)

OFFENSE

Initiative +2

Swarm Attacks Area (Ranged, Affliction or Damage 7)

Unarmed +3 (Close, Damage 2)

DEFENSE

Dodge 4, Parry 5, Toughness 6

Fortitude 8, Will 4

POWER POINTS

Abilities 36 + Advantages 4 + Defenses 12 + Powers 65 + Skills 13 = 130 Total

COMPLICATIONS

Coward: Xander looks for easy money with minimal danger. He will run from any direct confrontations.

Power Loss: Without suitable tiny mammals in the area, Mammal master cannot use his Swarm powers.

Prejudice: Xander Dipsee is a meta.

Tactics: When the heroes enter the cafeteria, Mammal Master will become aware of their intrusion, thanks to his ability to perceive through the senses of the rats. Mammal Master will set his rats to attack the heroes while he attempts to make his escape during the battle.

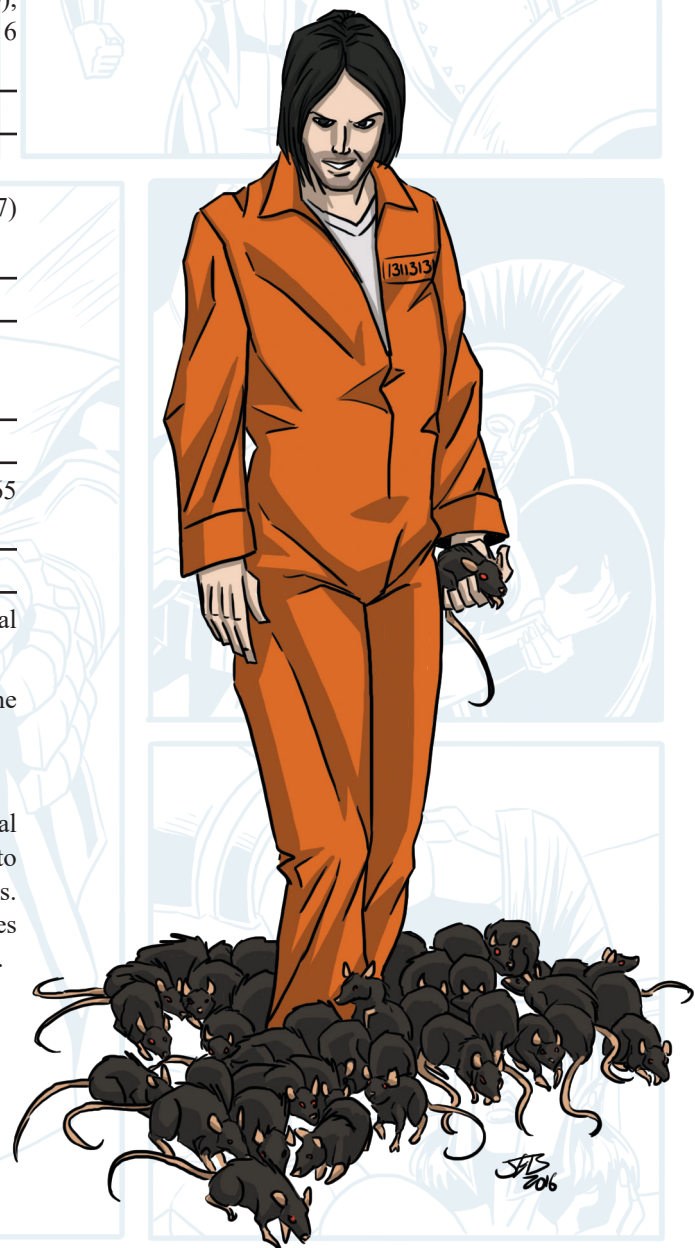
Development: Mammal Master wears a working pair of Meta-dampening manacles. If the MDD is repaired (see below), he will become Powerless.

Reward: If the heroes capture Mammal Master and return him to his cell (or directly turn him over to CASTLE), they receive a Victory Point.

ENCOUNTER 2-4: THE BASEMENT

If the heroes attempt to access the basement level and repair the Meta-Dampening Device, they will discover that the stairwell to the basement is currently filled with fallen debris. This debris is stone (Toughness 5) and 20 feet thick. Attacking the wall of debris will be slow-going. Heroes with super-strength or burrow powers will have an easier time of handling the blockage.

On the other side of the debris wall is CASTLE Agent Wilson Lang. He was a member of Captain Mitchell's squad and was attempting to repair the MDD when the stairwell tunnel filled with debris. If the heroes attempt to attack or move the stone blockage, the noise of their action will be heard by Agent Lang, who will call out for help. His pleas can be heard through the debris



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Agent Wilson Lang PL 6

Str 2, **Sta** 3, **Agl** 0, **Dex** 2, **Fgt** 3, **Int** 4, **Awe** 3, **Pre** 1

Equipment: Broken Commlink, CASTLE Armor (Protection 3, Subtle), CASTLE Blaster Pistol (Ranged Damage 5), MDD Repair Kit; **Advantages:** Equipment 2, Teamwork; **Skills:** Expertise (Military) 6 (+10), Ranged Combat (Pistols) 2 (+4), Technology 6 (+10), Treatment 2 (+6), Vehicles 2 (+4); **Offense:** Init +0, Blaster +4 (Ranged Damage 5), Unarmed +3 (Damage 2); **Defenses:** Dodge 2, Fort 5, Parry 5, Tgh 6, Will 5; **Totals:** Abilities 36 + Powers 0 + Advantages 3 + Skills 9 + Defenses 8 = 56 points.

wall with a successful DC 17 Perception check. Lang is currently uninjured, but he was worried that he was going to be trapped in the basement with no way out.

Once the heroes have bypassed the wall of debris, they can find the MDD and attempt to repair it. The Meta-Dampening Device was damaged during the earthquake. It is a complicated machine; requiring 8 hours (time rank 12) and a DC 20 Technology check to repair. The tools carried by Agent Lang are specially designed to repair the MDD and will add a +5 equipment bonus to all Technology checks to repair the machine.

If the heroes manage to successfully repair the Meta-Dampening Device, any villains in the penitentiary still wearing their special manacles will become Powerless.

Reward: If the heroes succeed in repairing the MDD before their time is up, they receive 1 Victory Point.

ENCOUNTER 2-5: CAPTAIN MITCHELL'S SQUAD

If the heroes investigate the prison infirmary, they will discover the fate of Captain Mitchell's squad. While sweeping through this area, the CASTLE agents encountered one of the escaped villains – Edward Hyde. He was making use of the infirmary's pharmaceuticals to recreate the formula that transforms him into his sinister alter ego. Currently, all six members of Mitchell's squad are injured and unconscious, having been thrown around the room by Hyde.

Enemy: Edward Hyde is still in the infirmary, using the chemicals found here to make more of his serum for future use, as well as a number of improvised chemical weapons. Hyde has not yet killed any of the CASTLE agents. However, once he is finished making more of his formula, he intends to finish them off permanently.

Edward Hyde (PL 11)

Strength 11/2*, **Stamina** 10/4*, **Agility** 3, **Dexterity** 2
Fighting 6/4*, **Intellect** 6, **Awareness** 3, **Presence** 3

*human form

POWERS

Hyde Formula: Enhanced Athletics 4 (Limited to resisting slams and trips); Enhanced Defense 8 (Dodge 4, Parry 4); Enhanced Fighting 2; Enhanced Stamina 8; Enhanced Strength 9; Immunity 3 (Cold, Heat, Poison); Impervious Toughness 9 – 59 points

ADVANTAGES

Daze (Intimidation), Inventor

SKILLS

Athletics 0 (+11, +15 vs. slams and trips), Close Combat (Unarmed) 4 (+10), Expertise (Chemistry) 6 (+12), Intimidation 6 (+9), Perception 2 (+5), Treatment 6 (+12)

OFFENSE

Initiative +3

Unarmed +10 (Close, Damage 11)

DEFENSE

Dodge 9/5*, **Parry** 12/4*, **Toughness** 10/4*

Fortitude 12/6*, **Will** 9

*human form

POWER POINTS

Abilities 54 + Advantages 2 + Defenses 12 + Powers 59 + Skills 12 = 139 Total

COMPLICATIONS

Addiction: Hyde requires a special alchemical formula – known only to him – to maintain his superhuman form. If deprived of the formula for an extended period, he reverts to his human form.

DISASTER DAY!



A SUPER POWERED LEGENDS ADVENTURE

Hatred: Hyde holds a burning hatred of humanity.

Infamy: Hyde has been using alchemy to keep himself alive since the late 1800s. He is one of humanity's most notorious villains; a known murderer and rapist.

Temper: Hyde has difficulty remaining calm when alone.

Tactics: When Hyde becomes aware of the heroes, he will start combat by throwing his improvised chemical weapon into the center of the heroes' midst. This attack is similar to super-powerful tear gas, inducing blindness and nausea. It has the following effect: **Chemical Weapon:** *Ranged Cloud Area Affliction 10 (Dazed and Visually Impaired, Stunned and Visually Disabled, Incapacitated); Resisted and Overcome by Fortitude; Extra Condition, Progressive.* Once he has used his weapon, Hyde will charge into battle, first attacking any heroes affected by the gas. If the fight turns against Hyde, he will attempt to flee.

Reward: If the heroes capture Edward Hyde and rescue Captain Mitchell's squad, they will receive 1 victory point.

ENCOUNTER 2-6: HOSTAGE RESCUE

The prison warden, Jessica Killbourne, and four members of her staff are held hostage in the Warden's office by a collection of escaped prisoners. The prisoners have locked the doors leading to the Warden's office.

The area they control also has a security monitoring station, manned by one of the prisoners. If the heroes attempt to access the Warden's office, they must avoid detection by the security cameras (Stealth DC 15) or the prisoners will be aware of their approach.

Enemies: There are eight prisoners in the Warden's office. Four of the prisoners are normal criminals (one of whom is watching the security cameras, as mentioned above). The other four are a quartet of villains.

Three of these villains are members of the Black Seraphs; a collection of female wrestlers who agreed to undergo illegal genetic experimentation to gain an edge over their male counterparts. To pay for their illegal augmentation, they performed crimes for their benefactor. Most of the Black Seraphs were captured, while others are still free in the world, serving at the behest of the benefactor: Hippolyta. Even though none of their Black Seraphs have any of their signature weapons, their superhuman strength still makes them a threat.

The fourth villain in the office and current de-facto leader is Suzuki Kimura, also known as Red Dragon. She is a pro-meta activist and member of Meta Nation; captured by law enforcement when the Nation's leader, Polarity, declared war on humanity and attacked the United States. While Red Dragon is dangerous, she is not at full fighting power. Suzuki is used to wearing a mechanical suit into battle, providing her with wings and aerial mobility.

It is important to note that none of the villains in this encounter are wearing meta-dampening manacles. Red Dragon melted hers off with her fire breath and the Seraphs smashed theirs soon afterwards. Even if the heroes manage to repair the Meta-Dampening Device in the basement, the villains in this encounter will still have their powers.

Black Seraphs

(3; Angela, Isis, and Mustang Sally)

PL 7

Str 7, Sta 4, Agl 4, Dex 2, Fgt 4, Int 2, Awe 2, Pre 2

Powers: Impervious Toughness 2; **Advantages:** Accurate Attack, Chokehold, Defensive Attack, Fast Grab, Improved Disarm, Improved Grab, Improved Hold, Improved Trip, Power Attack, Teamwork; **Skills:** Athletics 6 (+13), Close Combat (Unarmed) 2 (+6), Expertise (Wrestler) 6 (+8), Insight 2 (+4), Perception 2 (+4); **Offense:** Init +4, Unarmed +6 (Damage 7); **Defenses:** Dodge 6, Fort 6, Parry 10, Tgh 4, Will 4; **Totals:** Abilities 54 + Powers 2 + Advantages 10 + Skills 9 + Defenses 12 = 87 points.

Tactics: The Black Seraphs are trained in melee combat from their years as professional wrestlers. They use their skills and advantages freely, grabbing heroes and attempting to incapacitate them with chokeholds or taking them down hard with damaging punches and kicks. The Seraphs have trained together for years and with use teamwork to overcome a single hero if their individual efforts are ineffective.

Escaped Prisoners (4) (Minions; see Encounter 2-1)

Tactics: The escaped prisoners watch over the hostages while the villains handle the heroes. The prisoners will use the hostages as human shield, if the heroes attack them (treat this as the "Redirect" Advantage). If the heroes have defeated the villains, the prisoners will threaten to harm the hostages, but, in truth, will surrender the instant any hero makes a threatening gesture towards them (Intimidation DC 10).

Red Dragon

(PL 10)

Strength 3, Stamina 3, Agility 6, Dexterity 4

Fighting 4, Intellect 3, Awareness 3, Presence 3

POWERS

Fire Breath: Array (18 points)

- **Fire Blast:** Ranged Damage 9 - 18 points
- **Fire Wake:** Line Area Damage 9 - 1 point
- **Fire Wave:** Cone Area Damage 9 - 1 point

Fireproof: Immunity 10 (Fire/Heat Effects) - 10 points

ADVANTAGES

Defensive Roll 3, Favored Environment (Aerial), Move-By Action, Ranged Attack 2

DISASTER DAY!

SKILLS

Acrobatics 6 (+12), Athletics 2 (+5), Close Combat (Unarmed) 2 (+6), Expertise (Current Events) 6 (+9), Intimidation 6 (+9), Perception 2 (+5), Ranged Combat (Fire Breath) 4 (+10)

OFFENSE

Initiative +6

Fire Breath +10 (Ranged, Damage 9)

Unarmed +6 (Close, Damage 3)

DEFENSE

Dodge 12, **Parry** 10, **Toughness** 6/3 without Defensive Roll

Fortitude 9, **Will** 9

POWER POINTS

Abilities 58 + Advantages 7 + Defenses 24 + Powers 30 + Skills 14 = 133 Total

COMPLICATIONS

Arrogant: Suzuki is overconfident in battle, especially against non-Metas.

Motivation: Suzuki is a follower of Polarity and the Meta Nation. She believes metas are superior to mundane humans.

Prejudice: Suzuki is a Meta. Her body is covered in fine red scale; betraying her meta heritage. She has suffered at the hands of anti-meta hate groups and will gleefully take her revenge upon any who claim to hate metas.

Tactics: Suzuki is used to wearing a winged suit of powered armor into battle. With this suit, she usually attacks by making strafing runs with her fire breath. However, she does not have her suit her and must rely solely on her fire breath. She will gladly use her area powers to hit multiple foes, but not at the risk of injuring her Black Seraph allies. If all the Black Seraphs have been defeated and only Red Dragon and the normal prisoners remain, she will open up with her area powers, intending to burn the hostages alive!

Reward: If the heroes defeat the villains and rescue the hostages without any casualties, they should receive 1 power point and 1 victory point.

AFTERMATH

Assuming the heroes have rescued all of the hostages and captured all of the escaped villains still inside the prison, CASTLE will take over, working with the correctional officers to recover the penitentiary. If the heroes have any powers that can aid in the repair of the damaged facility, Warden Killbourne will greatly accept its use.

For now, New York City is safer than it was after the initial earthquake. All of the immediate threats have been handled. While some minor crime will still occur for the next several days, the heroes can relax, having done more

than their fair share of recovery. However, if they still feel like helping out around the city, the GM should feel free to run the heroes through any of the unused disaster relief encounters from Part One of this adventure. Otherwise, no more major encounters will occur until the following day.

With all of the damage caused by the earthquake, the GM should point out to the heroes that none of the Sentinels – the United States’ official hero team – appeared to perform any disaster relief. There have been rumors about the recent disappearance of heroes. This event certainly lends credibility to the truth of the rumors. If the heroes inquire to the whereabouts of the Sentinels, Lt. Abrams will just say “That’s... classified.” A DC 20 Insight check will allow a hero to know that the CASTLE agent is distressed about the missing Sentinels. However, she will not say any more.

Reward: For completing Part Two of this adventure, the heroes should all receive 1 power point. If they have suffered any injuries, CASTLE medical officers will use their equipment to heal the heroes up to full health.

Finally, Lt. Abrams will provide her contact information for future use. She hopes she can convince the heroes to provide a reliable means to contacting them as well.



A SUPER POWERED LEGENDS ADVENTURE

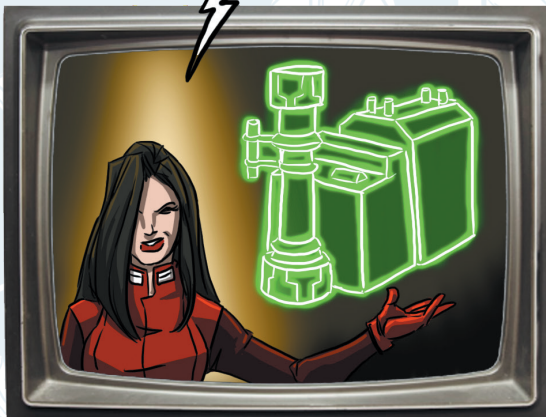
Attention, citizens of the United States! We are the Horde!



We -- the Horde -- are responsible for the destruction caused to New York City. And this is only the beginning!



This machine -- designed by our scientists -- is what created yesterday's earthquake. We have **dozens** more of these devices scattered across the country.



If you do not wish to see more of your cities destroyed, you will surrender all control of your government -- and its military and finances -- to the Horde! And -- in deference to your slow-acting Congress -- we will grant you 48 hours to sign your papers of control over to our glorious Khan!



Any action taken against the Horde or our devices will result in the immediate activation of **all** our machines... and the **destruction** of your pathetic cities!



The Horde Conquers!



PART THREE: THE HORDE STRIKES!

The following morning, any heroes watching the news will find their regularly-scheduled programming to be interrupted by... the Horde!

FINDING THE HORDE

Tracking down the Horde signal to their secret headquarters is possible for those heroes skilled in Technology (DC 25). If none of the heroes have the Technology skill, agents at CASTLE will manage to track the Horde broadcast signal.

The signal leads to an island located along the Mid-Atlantic Ridge. Horde Island is 2,300 miles away from New York City; placing it well out of the jurisdiction of CASTLE. Conventional military forces or long-range missile strikes are also out of the question, as the Horde will no doubt see any approaching forces or armament. The risk of the Horde activating the earthquake machines and destroying dozens of cities – potentially killing thousands or even millions of innocents – is too great. CASTLE and the military turn to the heroes for help. With the Sentinels missing, the new heroes of New York are the best option available to CASTLE.

If the heroes do not take the initiative on their own, Lieutenant Sheila Abrams will contact each of the heroes before late morning on the day of the Horde's broadcast and ask for their help to take down the Horde. She asks the heroes to travel to Horde Island, sneak into their headquarters, and destroy the control device for the earthquake machines.

If the heroes do not have suitable transportation to the island, CASTLE can provide them with one of the Sentinel's Vector Planes (use Vehicle statistics of Private Plane with Flight Speed 10 and Radio Concealment 2). With the Vector Plane, the journey to Horde Island will take about 70 minutes. Finally, if none of the heroes are able to fly the Vector Plane, Lt. Abrams will remove her CASTLE uniform and offer to fly the plane as a "civilian."

APPROACHING HORDE ISLAND

With transportation to Horde Island secured, the heroes must approach the island without being seen. The Vector Plane has stealth capabilities (Radio Concealment 2), but can still be seen by any regular guards on patrol. Lieutenant Abrams will recommend flying low until the plane has reached the horizon of Horde Island, then the heroes will make their own way – either by swimming or flying the 10 miles – from the drop-off point to the island.

Before the heroes leave, Lt. Abrams will remind them that the mission is to destroy the earthquake machine control device. All other objectives are secondary. One the device is disabled or destroyed, the heroes are to signal Lt. Abrams, who will order a Naval assault on the island.

WHO ARE THESE HORDE GUYS?

The heroes may ask about the Horde and their goals. A DC 15 History or Politics check will reveal that the Horde are a terrorist organization created in the days following World War 2. They were formed by a Nazi villain named Junker from the remnants of the Schutz-Stoffel, Thule Society, and the Reichsblut (the Nazi's team of superhuman villains). The Horde attempted to take control of the world numerous times until their leadership was "destroyed" in the 1960s. Since then, the Horde has been a small threat, consisting only of isolated and separate cells of officers using their resources to commit petty crimes to make their lives comfortable; a far cry from the former glory of the Horde.

This new Horde is something different... something new. Their mysterious leader – The Khan – is said to be a clone created from the genes of the most deadly warriors of history. He has organized the Horde to once again be a true threat to freedom and democracy across the world.

AERIAL APPROACH

For flying heroes, it is possible to fly low to avoid the Horde's radar. However, they might still be seen by a ground patrol as they approach the island (Stealth DC 10). If the heroes fly too high, they run the risk of not only being spotted by the Horde's radar, but also attacked by surface-to-air missile batteries (Atk +10, Ranged Damage 11 [Burst Area 8, Homing 6]).

AQUATIC APPROACH

If the heroes choose to approach Horde Island from the water, they will discover that the island is defended. Surrounding the island are floating sea mines (Burst Area Damage 10; Triggered) chained to the ocean floor. These sea mines are occasionally set off by debris caught in a tide or the occasional sea life. If a mine explodes, a patrol of four Horde Agents outfitted with SCUBA gear (Immunity [drowning], Swimming 2) will come to investigate.

Enemies: In addition, Horde scientists have attached devices to the local shark population that places them under the control of the Horde! These sharks swim in pairs. There are eight pairs of sharks scattered evenly around the island.

Avoiding the sharks requires a DC 20 Stealth check. Fighting the sharks is dangerous. If any hero or shark is injured during the battle, the blood in the water is sure to attract the attention of the other sharks. And if enough sharks congregate to a single area, their control devices will alert the Horde guards, who will send Horde Agents to investigate, as above.

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The mind control devices are on the backs of the sharks' heads, in front of the dorsal fin. These devices prevent the sharks from attacking any Horde agents. Removing the device is a complicated process, requiring 30 minutes and a DC 15 Treatment check. The device can be forcibly removed with a DC 12 Strength check, but this will deal the shark rank 4 Damage. The devices can be electronically disabled with a DC 15 Technology check. Once the devices are disabled or removed, the sharks will act normally. They will only attack if hungry, injured, or provoked.

Sharks, Mind-Controlled (2-16) PL 6

Str 3, Sta 2, Agl 2, Dex 0, Fgt 3, Int -5, Awe 2, Pre -1

Powers: Strength-Based Damage 3 ("bite" Improved Critical 2); Growth 2 (Innate, Permanent); Immunity 3 (Cold, Drowning, Pressure); Movement 1 (Environmental Adaptation [underwater]); Protection 3; Senses 12 (Detect Electronic Signals [accurate, acute, ranged], Extended Vision, Low-Light Vision, Olfactory [acute, extended, tracking]); Swimming 5; **Advantages:** All-Out Attack, Diehard, fast Grab, Great Endurance, Improved Hold, Improved Initiative, Startle; **Skills:** Close Combat (bite) 2 (+5), Expertise (Survival) 8 (+3), Intimidation 6 (+6), Perception 8 (+10), Stealth 4 (+4); **Offense:** Init +6, Bite +5 (Damage 6/18-20), Unarmed +3 (Damage 3); **Defenses:** Dodge 5, Fort 6, Parry 3, Tgh 5, Will 3; **Totals:** Abilities 4 + Advantages 7 + Defenses 10 + Powers 35 + Skills 14 + = 70 points.

Sharks with Frickin' Lasers! (PL 8)

If a GM wants to add more danger to the encounter with the sharks, the devices on each of the sharks' heads could include a blue-green laser emitter. The lasers has a real chance of setting off the sea mines, should they critically-miss a hero (if the sharks roll a Natural 1).

Sharks With Frickin' Lasers: Ranged Damage 8 (Accurate 4); Removable (-5 points) - 15 points

This adds to the sharks' PL and Offense: Laser +8 (Ranged, Damage 8)

HORDE ISLAND!

Size: Awesome; **Toughness:** 8; **Features:** Communications, Computer, Defense System, Death Trap, Dock, Hangar, Grounds, Holding Cells, Isolated, Laboratory, Library, Living Space, Personnel, Power System, Security System, Workshop – 23 points

Horde Island is based off the original island headquarters of the Horde that was destroyed in the 1960s. Built upon the Mid-Atlantic Ridge, the Horde has drilled into a dormant volcano to tap into the flowing magma below and power a massive geothermal generator.

From the air, the island appears to be an isolated patch of land with a single large mountain surrounded



by dense trees and foliage. Only a single innocuous structure can be seen on the southern edge of the island. This is the missile defense control (area 18).

Enemies: Scattered around the island are four patrols. Each patrol consists of four Horde agents and a trained attack dog. Avoiding a patrol requires a DC 16 Stealth check. If the heroes are spotted, they must take out the agents quickly, as the agents will call in to base to sound the alarm against intruders. Even if the heroes succeed in stopping any outgoing alarms, their altercation against the patrol will eventually be noticed. Every patrol is required to check in once at the top of every hour.

Horde Agent (4) PL 7 (Minions)

Str 2, Sta 2, Agi 1, Dex 3, Fgh 4, Int 0, Awr 0, Pre 0

Equipment: Blaster Rifle (Ranged Damage 8), Commlink, Horde Uniform (Protection 2, Subtle), Nightvision Goggles; **Advantages:** Equipment 5; **Skills:** Athletics 4 (+6), Expertise (Military) 4 (+4), Intimidation 2 (+2), Ranged Combat (Firearms) 2 (+5), Treatment 2 (+2), Vehicles 2 (+5); **Offense:** Init +1; Blaster +5 (Range Damage 8); Unarmed +4 (Damage 2); **Defense:** Dodge 3, Fort 4, Parry 6, Tgh 4, Will 2; **Points:** Abilities 24 + Advantages 5 + Defenses 8 + Powers 0 + Skills 8 = 45 Total; **Complications:** Most Horde agents are fanatics who will fight to the death.

Horde Attack Dog PL 4

Str 1, Sta 2, Agl 2, Dex 0, Fgt 2, Int -4, Awe 2, Pre 0

Powers: Strength-Based damage 2 (“bite” Improved Critical); Senses 7 (Low-Light Vision, Extended Hearing, Olfactory [acute, extended, tracking], Ultra-Hearing); Speed 2; **Advantages:** Fast Grab, Improved Hold, Improved Trip, Teamwork; **Skills:** Athletics 2 (+3), Expertise (Survival) 8 (+4), Insight 2 (+4), Intimidation 4 (+4), Perception 4 (+6), Stealth 2 (+4); **Offense:** Init +2, Bite +2 (Damage 3/19-20), Unarmed +2 (Damage 1); **Defenses:** Dodge 5, Fort 5, Parry 5, Tgh 2, Will 2; **Totals:** Abilities 10 + Advantages 4 + Defenses 9 + Powers 12 + Skills 11 = 46 points. **Complications:** Dogs have no hands and cannot speak. The attack dogs are loyal to their Horde trainers. They only answer to commands spoken in German.

HORDE ISLAND LOCATIONS

The following areas describe the key locations on the Horde Island map.

There are only three methods of entry into the Horde Island base. The first is the hangar (area 1); but this area is only accessible when opened from within. The second is the volcano chimney; allowing access to the geothermal generator (area 9). The third is the concealed dock (area 11).

1. HANGAR

The hangar is used to maintain and store the Horde’s escape aircraft (use the private jet stats from the Hero’s Handbook), the base’s collection of Juggernaut robots, and the powered armor suits of Hannibal Brand and his Steel Legion.

Besides the jet, robots, and armor, the hangar is filled with all manner of equipment used to maintain, repair, and refuel aircraft. Barrels of fuel, boxes of tools, and supplies are scattered along the walls, allowing heroes a +2 modifier to all Stealth checks in the hangar.

Development: If the alarm is raised, Hannibal Brand will gather his four Steel Legion pilots and run to the hangar. Once here, they all don their powered armor and seek out the heroes on Horde Island.

If any violence occurs in the hangar, it will alert the agents stationed in area 2 (see below) who will enter and join the attack against the heroes.

Enemies: Stationed in the hangar are six Horde agents. They are responsible for maintaining the equipment in this area. Unless the alarm is raised, it is likely that the agents in the hangar are currently slacking off, playing cards, dice games, or the like.

There are twelve inactive Juggernaut robots located here. In the event of an emergency – such as a raised intruder alert – the six of the twelve Juggernauts will be deployed to the last known location of the heroes. The other six Juggernauts will be deployed to defend key areas of the base: two in the Hangar (area 1), two in the docks (area 11), and two to defend Khan in his throne room (area 6).

Horde Agents (6) PL 7

(Minions; see Horde Island above)

Tactics: If the Horde agents see any intruders, they will grab their weapons and attack. Meanwhile, one agent will run to a nearby wall and activate the intruder alarm. This has the added effect of activating the Juggernaut robots, which will deploy as described above.

Horde Juggernaut Robots (12) (PL 10)

Strength 9, Stamina --, Agility 2, Dexterity 4

Fighting 6, Intellect --, Awareness 4, Presence --

POWERS

Electrical Field: Reaction Damage 10 – 40 points

Large Size: Growth 2 (Innate, Permanent; -1 active defenses included) – 5 points

Robot Body: Immunity 30 (Fortitude Effects); Impervious Toughness 10; Protection 9 – 49 points

Weapons Systems: Array (30 points)

- **Freon Gas Dispenser:** Cone Area Damage 10 (Resisted by Fortitude) – 30 points
- **Flame Throwers:** Cone Area Damage 9 – 1 point
- **Nuclear Eye Beams:** Ranged Damage 9 – 1 point

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ADVANTAGES

Improved Critical (Unarmed)

OFFENSE

Initiative +2

Flame Thrower Area (Close, Damage 9)

Freon Gas Area (Close, Damage 10)

Nuclear Eye Rays +4 (Ranged, Damage 9)

Unarmed +6 (Close, Damage 9/19-20)

DEFENSE

Dodge 4, Parry 8, Toughness 11

Fortitude Immune, Will Immune

POWER POINTS

Abilities 16 + Advantages 1 + Defenses 4 + Powers 126 + Skills 0 = 147 Total

COMPLICATIONS

Disability: A juggernaut's visual, hearing, and olfactory senses can be affected by Dazzles.

Infamy: Horde combat robots.

2. MACHINE SHOPS

The area is for the repair and maintenance of any robots or aircraft stored in the hangar (area 1). These rooms are filled with machine tables and tools necessary for such work.

The stairs in this area go down to the Barracks (area 7).

Enemies: Stationed in this area are 2 Horde agents.

Horde Agents (2)

PL 7

(Minions; see Horde Island above)

Tactics: If the Horde agents see any intruders, they will grab their weapons and attack. Meanwhile, one agent will run to a nearby wall and activate the intruder alarm.

3. WORKSHOPS

This area features a number of different rooms for the development of new weapons, armor, and equipment. Labor robots and industrial power tools fill the work tables of these rooms. For those heroes who are technologically-adept, they can make a DC 15 Technology check to determine that the engineers are primarily developing new types of military-grade cybernetic prosthetics. Once completed, these devices are sent down to the Laboratory (area 8).

The stairs in the area goes downward to the Laboratories (area 8).

Enemies: Two dozen engineers, scientists, and laborers can be found here at all times. These engineers will not fight the heroes, but they will attempt to raise the alarm if they see any intruders.

The true threat in this room is the presence of Hannibal Brand (aka "Steel Skull"). He is found in the central workshop, where he is busy developing a new weapon to be added to his Wermacht armor. This neural disruption cannon is still experimental. If the heroes battle Steel Skull in the workshops, he will test out his new weapon.

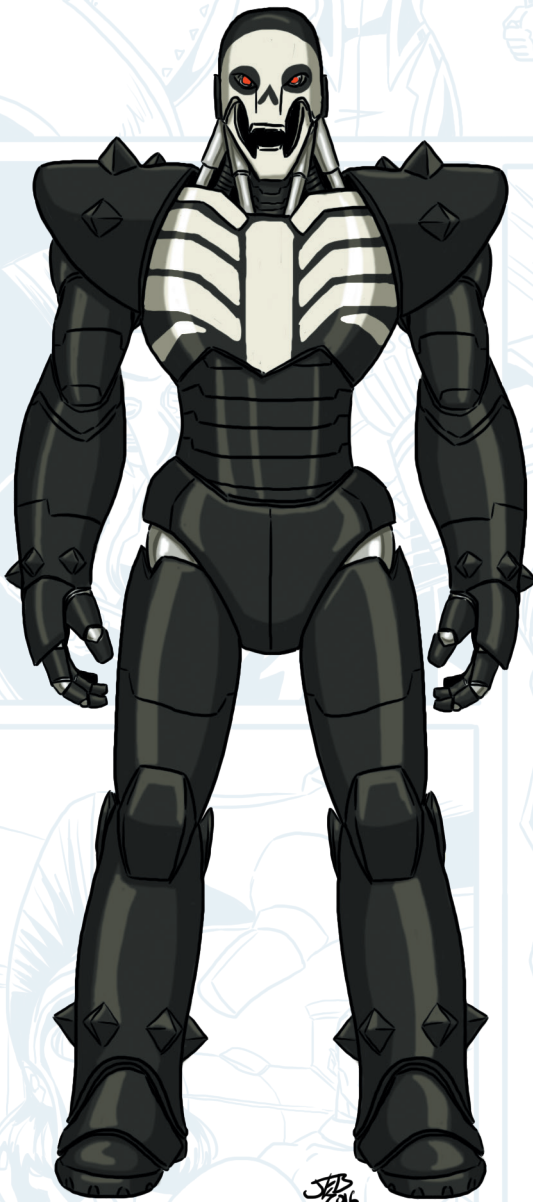
- **Neural Disruption Cannon:** Ranged Affliction 10 (Dazes, Stunned, Incapacitated); Resisted and Overcome by Will; Cumulative, Unreliable.

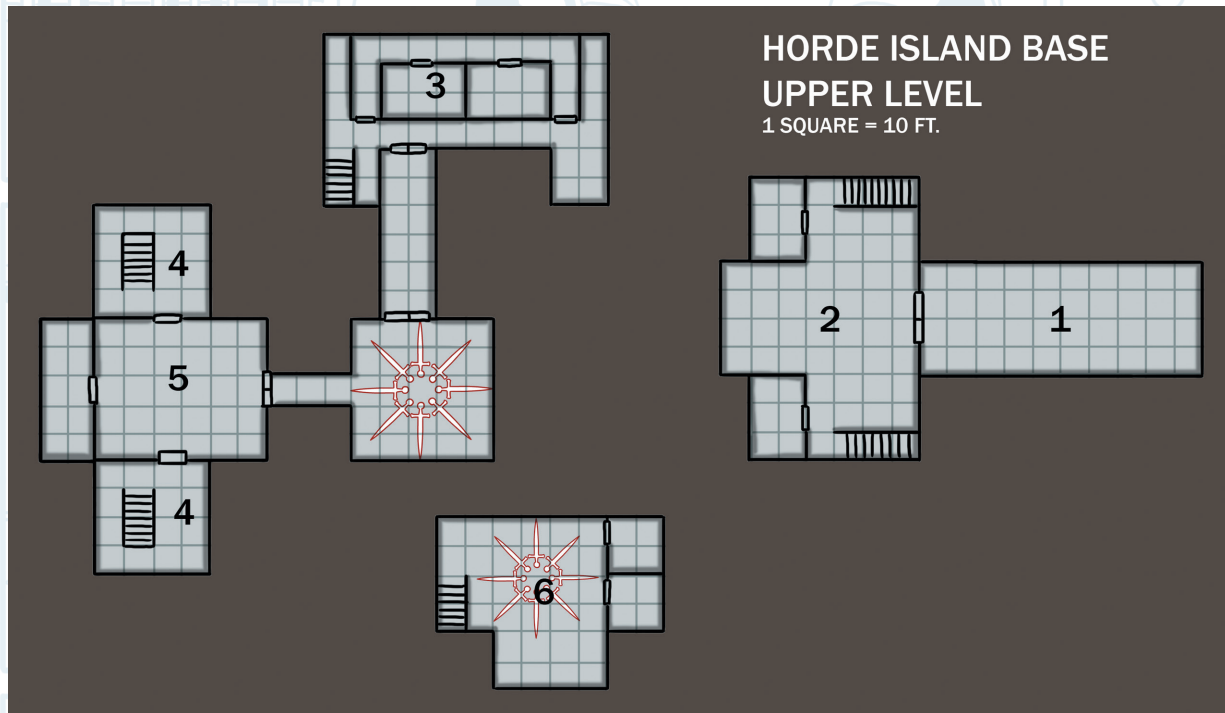
Horde Engineers (24)

(PL 1; Minions)

Str 0, Sta 0, Agl 0, Dex 1, Fgt 0, Int 4, Awe 1, Pre 0

Equipment: Camera, smart-phone. **Advantages:** Equipment 1. **Skills:** Expertise: Current Events 2 (+6), Expertise: Pop Culture 2 (+6), Expertise: Science 6





(+10), Technology 6 (+10), Vehicles 2 (+3). **Offense:** Init +0, Unarmed +0 (Damage 0). **Defense:** Dodge 0, Parry 0, Fort 0, Tou 0, Will 2. **Totals:** Abilities 12 + Powers 0 + Advantages 1 + Skills 9 + Defenses 1 = 23

Steel Skull (PL 10; see Appendix 1)

Tactics: If Steel Skull discovers intruders in the Workshop, he will use the experimental neural disrupter cannon, as described above. After two rounds, he will retreat, running to the hangar (area 1) to don his powered armor. If the intruder alarm is raised elsewhere on the island, Steel Skull goes to don his armor before taking on any heroes.

4. STORAGE

Crates fill these rooms, holding equipment and supplies used all around the base.

The stairs in these areas go downward to the Armory (area 10).

5. MESS HALL

Long folding tables with bench seats fill the main room of this area. Attached to the main room is a fully-stocked kitchen. Breakfast is served at 6am, lunch at 12pm, and dinner at 6 pm.

Enemies: A dozen cooks and servers operate the kitchen and keep this area clean. They are non-combatants and use the Bystander build. These cooks will not fight the heroes, but they will attempt to raise the alarm if they see any intruders.

HORDE ISLAND BASE UPPER LEVEL

1 SQUARE = 10 FT.

6. THRONE ROOM

This collection of rooms is where the leadership of the Horde spends most of their time. The largest room is the audience chamber of the Horde's leader: Khan. The side rooms are his private sleeping quarters. This area is always under heavy guard and surveillance. Cameras in this chamber feed video to the security office (area 15).

The stairs in this area go down to the Library (area 13).

Development: If the intruder alert has been sounded, two Juggernaut robots from the Hangar (area 1) will also be in this area as additional guards.

Enemies: The hand-picked guards of the Horde leadership are stationed in this area. While many Horde soldiers owe some amount of allegiance to the organization, the guards stationed here are true fanatics and will die to protect their leaders.

In addition to the soldiers, Khan is rarely found elsewhere in the complex. He is usually in the company of the other Horde leaders, who form his council; including Czarina and her bodyguard Shogun, the Janus Twins, and Doppelganger.

Czarina (PL 9; see Appendix 1)

Tactics: Czarina stays close to Shogun, allowing him to defend her with Interpose. She shoots heroes with her pistol from range. If any heroes are close and hindered in any way, she will attempt to poison them with a lethal kiss. If Czarina or Shogun are seriously injured, or if Khan is defeated, Czarina and Shogun use their teleportation rings to escape.

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Doppelganger (PL 8; see Appendix 1)

Tactics: When combat begins, Doppelganger will put up a fight. If the heroes appear to be distracted by other enemies, he will attempt to use stealth for a sneak attack. However, he is always looking for a means of escape. If he suffers any injury at all, Doppelganger will flee from the battle and attempt to escape the island.

Horde Guards (4) PL 7

(Minions; see Horde Island above)

Tactics: The Horde guards will focus their efforts to protecting and aiding Khan during combat.

Janus Twins (PL 9; see Appendix 1)

Tactics: The Janus Twins stand side-by-side to make use of their powers. They fight to defend Khan, but if the battle turns against the Horde – or if one of the twins is injured – the other twin will attempt to escape with their sibling.

Khan (PL 10; see Appendix 1)

Tactics: Khan is an aggressive enemy. He will challenge the most powerful hero to single combat and show no mercy in battle. If Khan is defeated in battle, see the sidebar “Khan... Load-Bearing Boss!”

Shogun (PL 10; see Appendix 1)

Tactics: Shogun will attempt to stay near Czarina to protect her. If Czarina or Shogun are seriously injured, or if Khan is defeated, Czarina and Shogun use their teleportation rings to escape.

7. BARRACKS

These are the sleeping quarters for the majority of the Horde personnel on the island. Bunk beds are set along the walls and in rows at the center of the room. Next to each bunk is a foot locker containing each agent's personal effects.

Attached to this area are showers and latrines. All of these areas are unisex.

The stairs in this area go up to the Machine Shops (area 2).

Enemies: One-third of the Horde personnel are found in this area at any time of the day. They are usually out of uniform, relaxing, playing games, watching television, and the like. If an intruder alert is sounded, the soldiers here will arm themselves and prepare to for deployment orders.

Horde Agents (25) PL 7

(Minions; see Horde Island above)

Tactics: If the Horde agents see any intruders, they will grab their weapons and attack.

KHAN... LOAD-BEARING BOSS!

Not willing to allow himself to be captured, Khan has a failsafe trigger in case he is defeated. Upon his defeat, Khan will laugh and pull a small device from his belt; immediately pushing its button. He gloats to the heroes:

“Your efforts are for naught! You sought to defeat me and the Horde? I will not allow such pathetic mortals as yourselves to destroy all that I have built! I alone will be the downfall of the Horde. It is by my hand that they arose; and it will be by mine that they fall!

You have but minutes to try and flee before the volcano erupts and consumes us!”

The device activated by Khan causes an overload in the Geothermal Station (area 9). Instead of siphoning power from the volcano, the station now is set to trigger a volcanic eruption. Klaxons sound all over the base and the Horde personnel begin to evacuate.

5 rounds after the button is pushed: The Horde base will begin to shake as the volcano sets to erupt. Anyone in the Horde base suffers an effect is if Environment 1 (Movement -1 rank).

10 Rounds after the button is pushed: The tremors become more violent and the base begins to shake apart! Anyone in the Horde base suffers an effect is if Affliction 5 (Hindered, Prone); Resisted by and Overcome by Strength; Cumulative. Every round after Round 10, the rank of the Affliction increases by 1, until it totals at rank 15 on round 20.

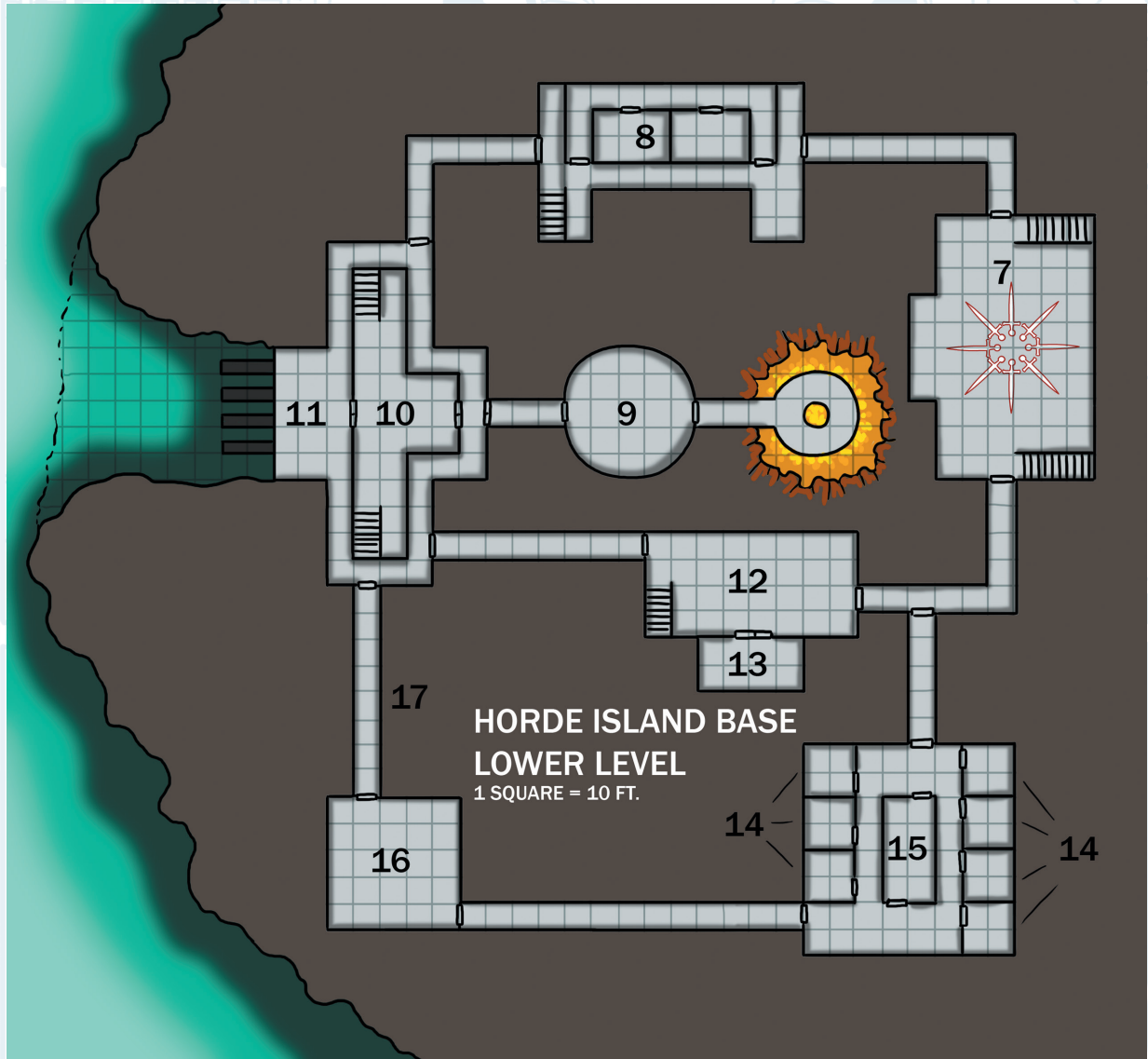
20 Rounds after the button is pushed: The volcano erupts! Anyone still in the Horde base is struck with lava as it fills the rooms and hallways (Damage 15).

8. LABORATORIES

Although the Horde is evil and sinister, its true face of darkness can be found in this area. Numerous different rooms are filled with all manner of wicked concoctions and foul experiments. The mastermind of these evils is none other than Doctor Emil Jeste – a Nazi scientist from the 1940s and one of the original founders of the Horde. For more on Doctor Jeste, see Appendix 1.

Doctor Jeste is currently in the process of creating a new breed of Horde super soldier. Combining cybernetic augmentation with advanced genetic engineering, he is attempting to reanimate dead Horde troopers as “Einherjar.”

Enemies: Doctor Jeste can be found in these laboratories at all times. He has a small staff of a dozen scientists; all just as cruel and merciless in their pursuit of science as Jeste himself (although perhaps not to the same degree).



In the case of an intruder attack on the laboratory, Jeste will activate his Einherjar. He currently has three of these monstrosities ready to deploy. Jeste will not activate the Einherjar to attack heroes in any other area of the Horde base.

Doctor Jeste (PL 9; see Appendix 1)

Tactics: Jeste will first activate the Einherjar; releasing them from their stasis vats. Despite the powerful nature of his body, Jeste is not a fighter. He will attempt to flee the laboratory, using the Einherjar and other scientists to cover his escape. If Jeste is severely injured, he will use his Psionic Amplifier to transfer his consciousness to one of the Einherjar and escape the island.

Einherjar (3) (PL 11)

Strength 7, Stamina --, Agility 6, Dexterity 6

Fighting 10, Intellect --, Awareness 3, Presence --

POWERS

Armor: Impervious Toughness 4; Protection 9 – 13 points

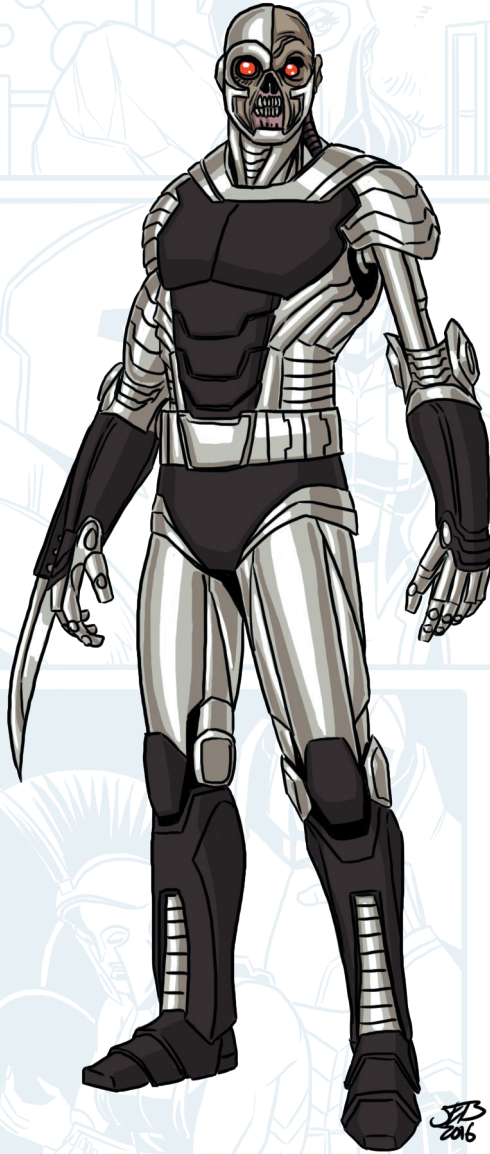
Cybernetic Senses: Senses 4 (Extended Vision, Infravision, Ultra Hearing, Ultra Vision) – 4 points

Lifeless Body: Immunity 30 (Fortitude Effects) – 30 points

Weapon Systems: Array (18 points)

- **Laser:** Ranged Damage 9 – 18 points
- **Combat Knife:** Strength-Based Damage 1 (Improved Critical) – 1 point

A SUPER POWERED LEGENDS ADVENTURE



Horde Scientists (12) (PL 1; see area 3)

Tactics: The Horde scientists will attempt to flee any fight happening in this area.

9. GEOTHERMAL STATION

This complicated piece of machinery uses the great heat generated by the magma of the island's volcano and transforms it into useable energy for the entire base. It is possible to fly into the Horde base by using the chimney of the volcano. However, it is also dangerous, as any heroes will be exposed to Extreme Heat and suffocating gases (see the Hero's Handbook). Horde scientists and engineers wear specially-designed suits (located within the geothermal station) when they need to make repairs or adjustments to the machine.

Besides collecting thermal energy from the volcano, the machine also serves to keep the volcano dormant; draining any violent eruptions before they become catastrophic. If the geothermal machine is damaged (Toughness 10) or destroyed, it will result in the volcano erupting (see Sidebar "Khan... Load-Bearing Boss").

Enemies: There are always six Horde engineers here, maintaining the machine and watching over its settings. As the engine is critical to the security of the base, there are an equal number of guards posted here at all times.

Horde Agents (6) PL 7

(Minions; see Horde Island above)

Tactics: If the Horde agents see any intruders, they will sound the alarm and attack.

Horde Engineers (6) (PL 1; see area 3)

Tactics: The Horde engineers will attempt to flee any fight happening in this area.

10. ARMORY

Racks of weapons and armor fill this room. Blaster rifles, pistols, grenades, body armor, uniforms, survival gear, and other military equipment can be found here in neat, orderly positions.

The stairs in this area lead up to Storage (area 4).

Enemies: Two Horde agents are stationed in this room. They are responsible for checking in and out all weapons and equipment used by other agents in the base.

Horde Agents (2) PL 7

(Minions; see Horde Island above)

Tactics: If the Horde agents see any intruders, they will sound the alarm and attack.

OFFENSE

Initiative +6

Knife +10 (Close, Damage 8/19-20)

Laser +6 (Ranged, Damage 9)

Unarmed +10 (Close, Damage 7)

DEFENSE

Dodge 8, **Parry** 12, **Toughness** 9

Fortitude Immune, **Will** Immune

POWER POINTS

Abilities 34 + Advantages 0 + Defenses 4 + Powers 66
+ Skills 0 = 104 Total

11. DOCKS

This area is intended for the use of launching and receiving boats and submarines. There are four speedboats, 2 cutters, and 2 submarines docked here. In addition, the area has changing stations for divers.

Enemies: A dozen Horde agents maintain this area, ready to launch any of the water vehicles at a moment's notice. They will also send out a diving team to investigate any possible intruders detected by the shark patrols (see above).

Horde Agents (12) **PL 7**

(Minions; see Horde Island above)

Tactics: If the Horde agents see any intruders, they will sound the alarm and attack.

12. OFFICER QUARTERS

These individual rooms are the sleeping quarters of the Horde leadership. The exception is Khan, whose quarters are located in area 6. There are a few personal items located in each of the quarters, but little else of interest.

Czarina's Safe: In the sleeping quarters of Czarina is a concealed wall safe (Technology DC 25 to bypass security or Toughness 9 to rip open the door). Inside the safe is a large stack of Euros and a wooden box containing an unusual cartouche stone with Greek and Egyptian markings.

13. LIBRARY

This room contains shelves of books as well as computer monitors for the displaying of illegally-streaming movies and television shows from around the world. Horde computer engineers have also provided hacked web pages with illegally-obtained online games and adult websites.

Enemies: Unless an intruder alert has sounded, this area will be visited by 1-20 Horde agents during their recreation time.

Horde Agents (1-20) **PL 7**

(Minions; see Horde Island above)

14. HOLDING CELLS

Any prisoners of the Horde are taken to this area for interrogation. Each cell is made of reinforced steel (Impervious Toughness 12). If any prisoners attempt to escape or attack their cell, the guards stationed in the Security office will activate an electrical charge (Damage 10) to affect anyone in a single cell.

Enemies: No guards are posted in this area unless there are prisoners being held. For each prisoner in this area, one Horde agent is stationed to guard against escape.

15. SECURITY

This post monitors critical areas of the Horde base and communications between the agents and patrols. Access into or out of this area is restricted by the guards stationed inside. It is possible to bypass security with a DC 30 Technology check.

From this area, it is possible to lock down the entire base. This can be done as a whole or by sections. During lockdown, doors into or out of each area are electronically locked (Security DC 30 to bypass).

Enemies: There are four Horde agents stationed here at all times.

Horde Agents (4) **PL 7**

(Minions; see Horde Island above)



A SUPER POWERED LEGENDS ADVENTURE

16. COMPUTER SYSTEMS

This area contains the computers and servers that operate the entire Horde base. It is also the primary objective of the heroes. From this area, the heroes can access the controls that trigger the seismic devices planted around the United States.

Enemies: There are four Horde agents stationed here at all times.

Horde Agents (4)

PL 7

(Minions; see Horde Island above)

17. TRAPPED CORRIDOR

This innocuous hallway is avoided by the Horde personnel. They are fully aware of its lethal design. Only intruders would think to use this hallway to access the Computer Systems in area 16. In fact, if the heroes capture any Horde personnel and force them to lead the heroes to the computer controls, the Horde agents will guide the heroes to this area. This way, the Horde will still manage to defeat the heroes, even at the expense of their own lives.

Hazard!: The deathtrap in this hallway causes the walls to close in on the heroes, hopefully crushing them to death. Additionally, the walls will become super-heated with magma from the volcano, in the likelihood that any super-strong heroes try to use their might to brace the walls.

Escaping the deathtrap requires time and effort on the heroes' part. It is a DC 12 deathtrap, requiring 6 successes before 3 failures. Traits required are Strength (to hold/brace the crushing walls) and Technology (to disarm the trap itself).

18. MISSILE DEFENSE

This building is located to the south of Horde Island and is completely separate from the main base. From here, the guards monitor the radar and alert the base to any approaching intruders. If an approach vector is indicated by the radar, the guards launch surface-to-air missiles against the heroes (Atk +10, Ranged Damage 11 [Burst Area 8, Homing 6]).

Enemies: There are four Horde agents stationed here at all times.

Horde Agents (4)

PL 7

(Minions; see Horde Island above)

AFTERMATH

Once the heroes have destroyed and/or removed the controls of the seismic devices from the Horde, they can contact Lt. Abrams who will order a US Navy attack on the island. If the heroes choose, they may attempt to take on the Horde leadership themselves, which is sure to be a battle of epic proportions!

With the Horde leadership either driven away or captured by the heroes, it will be some time before the Horde recovers from the loss of all the resources they possessed on the island. Needless to say, any Horde officers who manage to escape during this adventure will make it their goal to avenge themselves on these new heroes!

It is entirely possible that the Horde base – and perhaps even the island itself – is destroyed in a volcanic eruption (see “Khan... Load-Bearing Boss” sidebar). If the base somehow manages to avoid this fate, the heroes may choose to use the island as their own headquarters. However, given the island is located well away from any civilization, most heroes without some form of long-distance travel power may elect to give the base a pass. This could lead to some other hero – or villains – finding the base and using it for their own purposes!

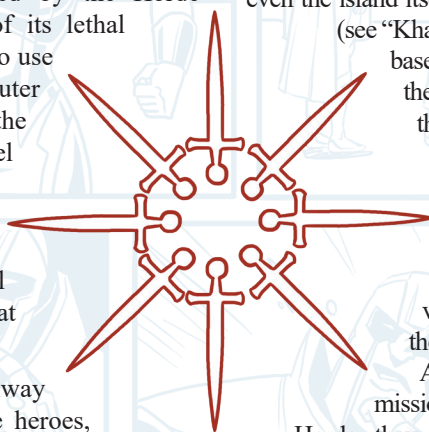
Assuming the heroes succeed in their mission to stop the devices and defeat the Horde, they will return to New York City as true heroes. CASTLE Director Nathan Storm will want to meet with the new heroes and provide them with accolades for their great deeds.

However, many questions remain. Where were the other heroes during all of this? Why have they disappeared?

Additionally, the events of this adventure will have repercussions for many months to come. With the violent earthquake having unleashed numerous normal and superhuman prisoners into the general population, crime will be on the rise. And with the old guard of heroes missing, it will be up to the new heroes to handle all of these challenges.

As to the disappearance of the old heroes and the continuing adventures of the player characters, these questions will be answered in future installments of the SPL series of adventures.

Rewards: Making their way onto Horde Island, the base itself, and finding the means to disable the seismic devices will be a daunting task for the heroes. Should they succeed, they will each receive 2 power points. If the heroes come up with a great plan to infiltrate the base without having to resort to violence, they get another power point for using their brains. And finally, if the heroes manage to capture at least one member of the Horde leadership, they each get another power point for accomplishing a secondary objective.



HORDE VILLAINS

APPENDIX 1: HORDE VILLAINS

The original Horde was composed of former agents and soldiers of Nazi Germany. Most of the original Horde members were slain in the mid-1960s. The current Horde is composed of the descendants of the founders, criminal masterminds, and other unscrupulous individuals whose ambition attracted the Horde. Horde agents are often recruited from youth programs. The Horde has agents scattered across the world looking for disenfranchised youths to recruit. They convince these young men and women to join the armed forces of their respective countries to gain easy military training. Then, the Horde arranges for an “accident” to occur to their recruits; allowing the Horde to have their trained soldiers without the necessity of a dual identity.

The Horde leadership on the island represents the actual masterminds behind the modern incarnation of the Horde. They include:

Czarina: A ruthless and ambitious field commander who gathered the current leadership under the Horde banner.

Doctor Jeste: The only surviving member of the original Horde, Emil Jeste is the Horde’s master of genetic engineering.

Doppelganger: The Horde’s top spy and assassin, Doppelganger is a master of disguise.

Janus: Helda and Heinrich Hentzau are the grandchildren of the Horde’s founder and the CEO of Asgard Corporation; the public “face” of the Horde.

Khan: A genetically-engineered offspring of two powerful Nazi super-humans, Khan serves as the leader of the Horde.

Shogun: Once a Yakuza criminal leader, the Shogun is the bodyguard of Czarina.

Steel Skull: This masked warrior is also the Horde’s master engineer and weapons designer. In battle he wears a suit of heavy powered armor based on the old Nazi Weermacht suit.

Czarina

(PL 9)

Strength 3, Stamina 4, Agility 4, Dexterity 4

Fighting 4, Intellect 4, Awareness 4, Presence 3

POWERS

Toxic Weapons: Array (56 points); Easily Removable (-22 points)

- **Poison Throwing Darts:** Ranged Damage 1; Linked Ranged Affliction 6 (Dazed and Impaired, Disabled and Stunned, Incapacitated); Resisted and Overcome by Fortitude; Extra Condition, Progressive; Linked Ranged Weaken Stamina 6 (Resisted by Fortitude; Progressive) – 56 points
- **Poison Lipstick:** Affliction 6 (Dazed and Impaired, Disabled and Stunned, Incapacitated); Resisted and Overcome by Fortitude; Extra Condition, Grab-Based; Progressive; Linked Weaken Stamina 6 (Resisted by Fortitude; Grab-Based, Progressive) – 1 point

Poison Immunity: Immunity 1 – 1 point

Teleport Ring: Teleport 2 (Extended, Limited to Extended); Removable (-1 point) – 3 points

EQUIPMENT

Armor: Protection 4 – 4 points

Arsenal: Array (10 points)

- **Blaster Pistol:** Ranged Damage 5 – 10 points
- **Whip:** Strength-Based Damage 0 (Improved Disarm, Improved Trip, Reach 3) – 1 point

Czarina also has access to any Horde technology, including advanced weapons, gear, and vehicles.

ADVANTAGES

Accurate Attack, Benefit 5 (Cipher, Horde Officer, Wealth 3), Connected, Defensive Attack, Dichard, Equipment 9, Fast Grab, Great Endurance, Improved



APPENDIX I

Defense, Improved Disarm, Improved Grab, Improved Hold, Improved Trip, Inspire 3, Languages 3 (English, German, Japanese, Latin [Russian is native]), Leadership

SKILLS

Acrobatics 2 (+6), Athletics 2 (+5), Close Combat (Whip) 6 (+10), Expertise (Streetwise) 6 (+10), Expertise (Toxicology) 6 (+10), Intimidation 6 (+9), Perception 2 (+6), Persuasion 6 (+9), Ranged Combat (Pistols) 6 (+10), Technology 6 (+10), Vehicles 2 (+4)

OFFENSE

Initiative +4

Laser Pistol +10 (Ranged, Damage 5)

Poison Lipstick/Fangs +4 (Close, Affliction and Weaken 6)

Throwing Darts +4 (Ranged, Affliction and Weaken 6)

Unarmed +4 (Close, Damage 3)

Whip +10 (Close, Damage 3)

DEFENSE

Dodge 10, **Parry** 10, **Toughness** 8

Fortitude 6, **Will** 10

POWER POINTS

Abilities 60 + Advantages 32 + Defenses 20 + Powers 39 + Skills 25 = 176 Total

COMPLICATIONS

Infamy: Czarina is a Horde operative and field leader.

Ruthless: Czarina is utterly without morals or remorse. She will kill without qualms anyone who stands in her way. With the exception of her lover, Shogun, she considers her agents expendable and will sacrifice them gladly to obtain her objectives.

Czarina's true identity is unknown. She is believed to be the daughter of a Russian mob boss whom she killed to assume control of his operation. Czarina impressed the Horde with her ruthless efficiency and brought her into their ranks. Under the guidance of Czarina, the Horde has returned to its gloried levels of power as a true threat to the world. Those familiar with her work consider Czarina to be the true leader of the modern-day Horde.

The goals of Czarina are incredibly ambitious. Several years ago, she attempted to take control of the country of Japan through the influential Omura Corporation. Her plot was thwarted by the Meta hero Raptor.

One of Czarina's prized artifacts is a magical ring created by the Thule Society. This ring allows her to teleport across vast distances. If the tide of battle ever turns against her, Czarina will immediately use the ring to escape. Its pair is worn by Czarina's lover: Shogun.

Doctor Jeste

(PL 9)

Strength 7, **Stamina** 6, **Agility** 4, **Dexterity** 4

Fighting 3, **Intellect** 7, **Awareness** 3, **Presence** 3

POWERS

Cloned Body: 93 points; Removable (-19 points)

Cloned Body Armor: Impervious Toughness 4 – 4 points

Clone Body Physique: Enhanced Agility 4, Enhanced Dexterity 2, Enhanced Fighting 3, Enhanced Stamina 6, Enhanced Strength 7 – 44 points

Clone Body Traits: Immunity 10 (Life Support) – 10 points

Psionic Amplifier: Array (33 points)

- **Mind Control:** Perception Range Affliction 11 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative, Limited to Jeste's genetic creations, Subtle – 33 points
- **Mind Blast:** Perception Range Damage 3 (Resisted by Will; Limited to Jeste's genetic creations, Subtle) – 1 point
- **Mind Transfer:** Perception Range Affliction 11 (Transformed [Jeste and target switch minds]; Resisted and Overcome by Will; Cumulative, Insidious, Instant Recovery, Limited to Jeste's genetic creations, Limited to third degree, Side Effect (target controls Jeste's body), Subtle – 1 point

ADVANTAGES

Benefit 3 (Horde Officer, Wealth 2), Eidetic Memory, Languages 2 (English, Latin [German is native])

SKILLS

Expertise (Biochemistry) 6 (+13), Expertise (Robotics) 6 (+13), Perception 2 (+5), Persuasion 2 (+5), Technology 6 (+13), Treatment 6 (+13)

OFFENSE

Initiative +4

Mind Blast Perception (Ranged, Damage 3)

Mind Control/Transfer Perception (Ranged, Affliction 11)

Unarmed +3 (Close, Damage 7)

DEFENSE

Dodge 6, **Parry** 5, **Toughness** 6

Fortitude 8, **Will** 9

POWER POINTS

Abilities 30 + Advantages 6 + Defenses 12 + Powers 74 + Skills 14 = 136 Total

COMPLICATIONS

Disability: Jeste is a disembodied brain. He transfers his mind and lifeforce – via a Psionic Amplifier – from one cloned body to another.

Obsession: Jeste is interested in the creation of new forms of life and the alteration of existing creations, especially if it means giving them interesting powers.

Reputation: Nazi geneticist. Emil Jeste is the scientist known throughout history as the pioneer of genetic engineering. All research in the field is based off his innovations.

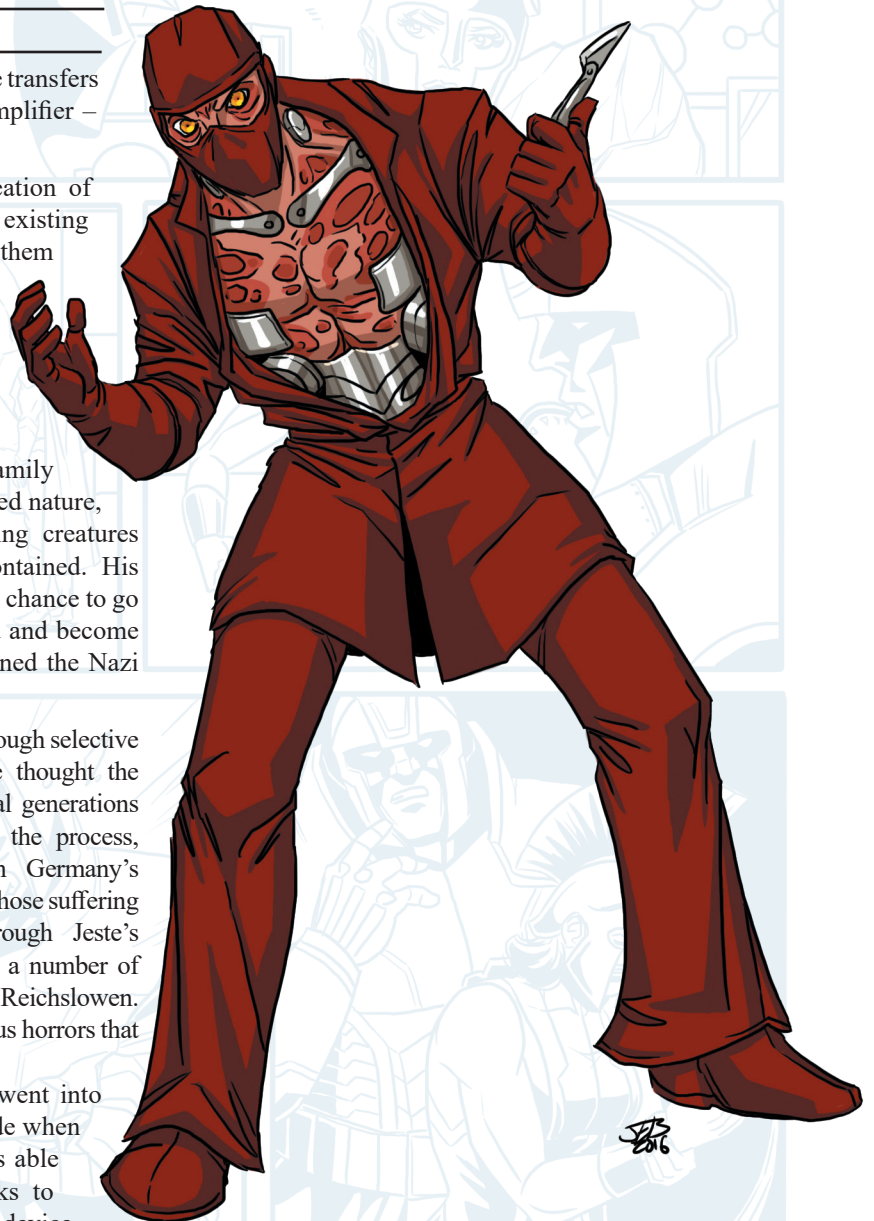
Emil Jeste was born to a poor German family in the early 1900s. Despite his impoverished nature, Emil's intelligence and curiosity of living creatures and how they worked could not be contained. His exceptional marks in school offered Emil a chance to go to college in London, where he graduated and became a doctor. Returning to Germany, Emil joined the Nazi Party as they rose to power.

The idea of creating the perfect human through selective breeding intrigued Jeste. However, he thought the process would be too slow and take several generations to accomplish. As a means of hastening the process, Jeste conducted horrific experiments on Germany's "unwanted" population: Jews, Gypsies, and those suffering from debilitating medical ailments. Through Jeste's experiments, the Nazis were able to create a number of super-human soldiers to join the ranks of the Reichslowen. He also created a greater number of monstrous horrors that plagued the Allies heroes of the era.

With the fall of Nazi Germany, Jeste went into hiding with the Reichslowen, joining Horde when Junker formed the organization. Jeste was able to survive the Horde's destruction thanks to his creation of the Psionic Amplifier. This device allowed Jeste to transfer his consciousness into any of the genetically-created bodies of his design. Thanks to the Psionic Amplifier, Emil Jeste is one of the few original members of the Horde still to survive to the modern era.

Doctor Jeste has no interest in commanding the Horde, despite his seniority. Rather, he prefers to be left alone to create new monstrous horrors of science.

Note: Doctor Jeste is only PL 9, as his mental powers only function against his own creations. Otherwise, he would be considered a PL 11 villain. It is also important to note that Khan is one of the creations of Doctor Jeste! Should a serious power struggle ever emerge between Jeste and Khan, the current leader of the Horde might find himself in a problematic situation.



Doppelganger

(PL 8)

Strength 6, Stamina 6, Agility 4, Dexterity 4

Fighting 6, Intellect 4, Awareness 4, Presence 7

POWERS

Accelerated Metabolism: Regeneration 3 – 3 points

Blending: Visual Concealment 2 (Blending) – 2 points

Holographic Costume: Morph 2 (male humanoid); Removable (-2 points) – 8 points

Ventriloquism: Feature 1 (perfect voice mimicry) – 1 point

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EQUIPMENT

Arsenal: Array (13 points)

Bow: Strength-Based Ranged Damage 3 (Subtle) – 13 points

- **Blaster Pistol:** Ranged Damage 5 – 1 point
- **Dagger:** Strength-Based Damage 1 (Improved Critical) – 1 point
- **Sniper Rifle:** Ranged Damage 5 (Improved Critical) – 1 point

Doppelganger has access to additional Horde equipment, vehicles, and weapons, as needed

ADVANTAGES

Accurate Attack, All-Out Attack, Benefit 6 (Alternate Identity, Horde Officer, Wealth 4),



Defensive Attack, Equipment 9, Improved Critical (Unarmed), Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Languages 4 (Arabic, Cantonese, French, German, Japanese, Portuguese, Russian, Spanish [English is native]), Power Attack, Ranged Attack 2, Skill Mastery (Deception), Takedown, Taunt, Ultimate Effort (Deception)

SKILLS

Athletics 6 (+12), Close Combat (Unarmed) 2 (+8), Deception 6 (+13), Expertise (Espionage) 6 (+10), Expertise (Military) 6 (+10), Insight 6 (+10), Intimidation 2 (+9), Investigation 6 (+10), Perception 2 (+6), Persuasion 6 (+13), Sleight of Hand 2 (+6), Stealth 6 (+10), Technology 6 (+10), Treatment 2 (+6), Vehicles 2 (+6)

OFFENSE

Initiative +8

Blaster Pistol +6 (Ranged, Damage 5)

Bow +6 (Ranged, Damage 9)

Dagger +6 (Close, Damage 7/19-20)

Sniper Rifle (Ranged, Damage 5/19-20)

Unarmed +6 (Close, Damage 6)

DEFENSE

Dodge 6, **Parry** 8, **Toughness** 6

Fortitude 8, **Will** 6

POWER POINTS

Abilities 82 + Advantages 35 + Defenses 8 + Powers 14 + Skills 33 = 172 Total

COMPLICATIONS

Motivation: Greed. Doppelganger is loyal to the Horde, as long as they continue to pay him.

Prejudice: Doppelganger is a Meta.

Rivalry: Doppelganger *hates* Shogun and his “so-called” code of honor.

A true master of disguise, Doppelganger uses a variety of practical and technological means to alter his appearance and blend in with the environment. His origins are uncertain, but it is believed that Doppelganger was formerly an agent of the Kaftar assassins. As an agent of the Horde, Doppelganger serves as a covert operative and assassin. However, even in the Horde, Doppelganger is not completely trusted. His motivations are too mercenary for the other Horde leaders.

HORDE VILLAINS

Janus

(PL 9)

Strength 3, Stamina 4, Agility 3, Dexterity 3

Fighting 3, Intellect 4, Awareness 4, Presence 4

POWERS

Disintegration Beam (Heinrich): Ranged Weaken Toughness 9 (Resisted by Fortitude; Affects Objects); Linked to Ranged Damage 9 – 45 points

Electromagnetic Blast (Helda): Ranged Affliction 9 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Fortitude); Cumulative; Linked Ranged Damage 9 – 45 points

ADVANTAGES

Benefit 5 (Horde Officer, Wealth 4), Connected, Contacts, Defensive Roll 3, Languages 3 (Cantonese, English, Japanese, Laotian [German is native]), Set-Up, Teamwork

SKILLS

Deception 2 (+6), Expertise (Business) 6 (+10), Expertise (Current Events) 6 (+10), Intimidation 2 (+6), Investigation 2 (+6), Perception 2 (+6), Persuasion 2 (+6), Ranged Combat (Energy Blast) 6 (+9)

OFFENSE

Initiative +3

Energy Blast +9 (Ranged, Affliction or Weaken 9 plus Damage 9)

Unarmed +3 (Close, Damage 3)

DEFENSE

Dodge 9, Parry 9, Toughness 7/4*

Fortitude 10, Will 6

*without Defensive Roll

POWER POINTS

Abilities 56 + Advantages 13 + Defenses 20 + Powers 45 + Skills 14 = 148 Total

COMPLICATIONS

Enemy: Polarity, Dean Donovan Shepherd, and CASTLE.

Motivation: Greed.

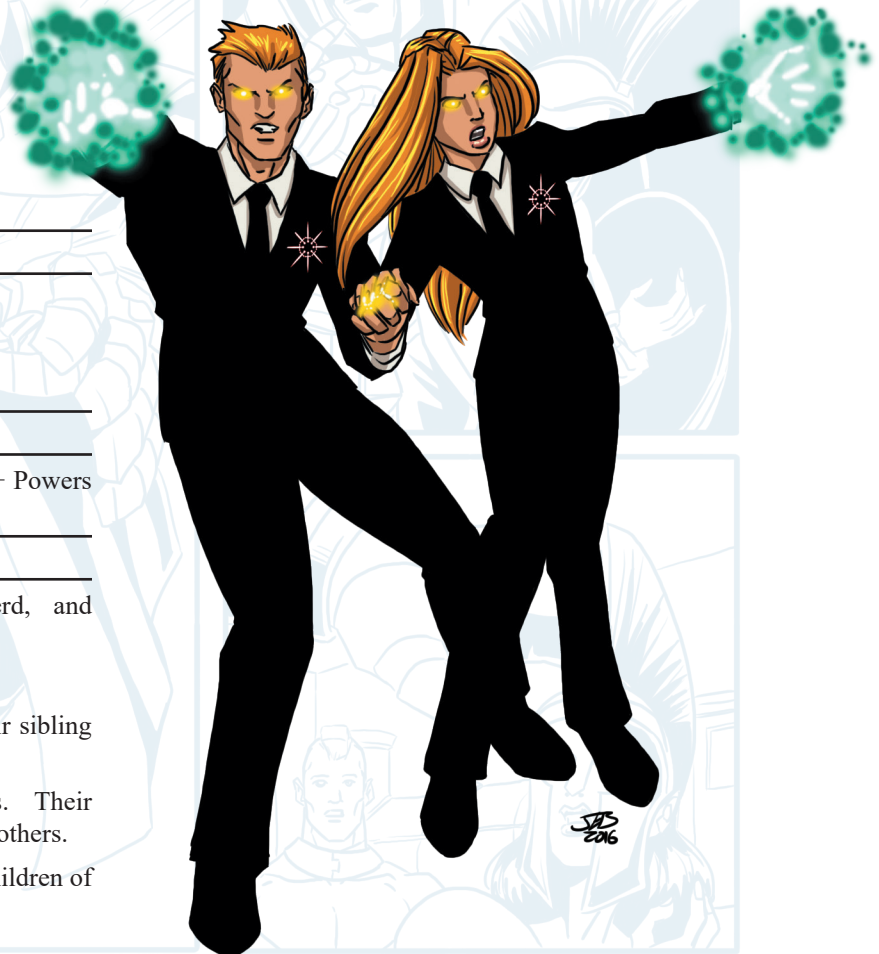
Power Loss: The Janus twins must touch their sibling to use their powers.

Prejudice: The Janus twins are Metas. Their androgynous appearance is often unsettling to others.

Relationship: The Janus twins are the grandchildren of Anton Hentzau (aka Junker).

Heinrich and Helda Hentzau were born in secret; the grandchildren of the founder of the Horde: Anton Hentzau. Using the wealth of their family, the twins learned everything they could of the business world and how to manipulate its legal loopholes. By the time they were 18, the twins had invested enough of their money to found the Asgard Corporation. Based in the island nation of Kejahatan, this company has its hands in the hiring of mercenaries to individuals, corporations, and small governments, weapons manufacturing, financial investing, and pharmaceuticals. Secret operations within Asgard include the experimentation of Metas and their powers. This has drawn the enmity of both Polarity and his Meta nation as well as Dean Shepherd of the Shepherd Academy.

The Hentzau twins are the unofficial “public faces” of the Horde. Through Asgard, they launder the Horde’s finances and other ill-gotten gains. In addition, Asgard toy companies manufacture “unofficially-licensed” toys of the Horde vehicles, and personalities. Parents buy these toys for their children and the proceeds go directly to the Horde!



APPENDIX I

Khan

(PL 10)

Strength 9, Stamina 10, Agility 3, Dexterity 3

Fighting 7, Intellect 3, Awareness 2, Presence 4

POWERS

Invulnerability: Immunity 8 (Aging, Cold, Fire Damage, Heat); Impervious Toughness 9 – 17 points

Ophidian Empathy: Feature 1 (Snakes accept Khan as one of their own; they will not attack him except in self-defense) – 1 point

EQUIPMENT

Combat Staff: Strength-Based Damage 2 (Reach) – 3 points

In addition, Khan has access to any Horde equipment, as needed.

ADVANTAGES

Beginner's Luck, Benefit 4 (Leader of the Horde, Wealth 3), Daze (Intimidation), Equipment 6, Fascinate

(Intimidation), Great Endurance, Jack-of-All-Trades, Languages 1 (English [German is native]), Startle

SKILLS

Athletics 6 (+15), Close Combat (Unarmed) 2 (+9), Expertise (Current Events) 6 (+9), Insight 2 (+4), Intimidation 6 (+10), Perception 2 (+4), Persuasion 6 (+10), Technology 2 (+5), Vehicles 2 (+5)

OFFENSE

Initiative +3

Staff +7 (Close, Damage 11)

Unarmed +9 (Close, Damage 9)

DEFENSE

Dodge 9, **Parry** 9, **Toughness** 10

Fortitude 12, **Will** 8

POWER POINTS

Abilities 82 + Advantages 17 + Defenses 20 + Powers 18 + Skills 17 = 154 Total

COMPLICATIONS

Arrogant: Khan seeks nothing less than world domination.

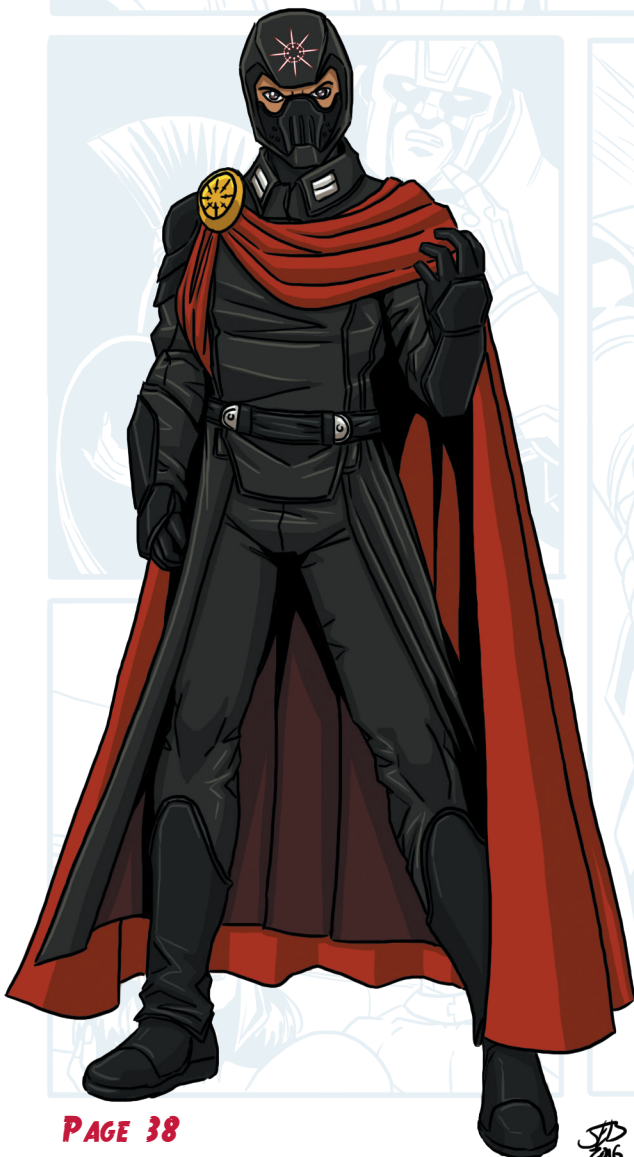
Relationship: Khan is the genetic offspring of Ubermensch and Ubermadchen. His makeup is also composed of additional warriors and leaders from throughout Earth's history. Khan is infatuated with the Hentzau twins and is planning to marry them both once he is the ruler of Earth.

Rivalry: Czarina and her lover Shogun consider themselves to be the true leaders of the Horde. They see Khan as a figurehead for their machinations.

Secret: Unknown even to Khan or his creator, Doctor Jeste, Khan possesses genetics dating back to the Serpent Man Empire of Lemuria. These genetics drive him to seek world domination; taking control of the Earth from human hands.

Khan is a genetically-engineered creation of Doctor Jeste; formed from the combined DNA of several Nazi Reichsloven as well as numerous rulers and warriors from Earth's history. Khan is an intelligent, charismatic man who wants to rule the Earth. He is proud to the point of arrogance, and so totally confident in his own charms and abilities that he underestimates others. Much like the kings of Greece, Khan believes he is the "first among equals." When the time comes to aid his forces or perform great labors, Khan will get dirty and do manual labor with the normal agents; earning the gratitude of the rank-and-file. This is something that is lost on the other leaders of the Horde. Czarina, Shogun, and Steel Skull consider themselves above such mundane deeds.

Should Khan ever fall in battle Doctor Jeste has his genetic makeup stored in computer files that are scattered across the world. With this, Jeste can create a new Khan to rule the Horde.



HORDE VILLAINS

Shogun (PL 10)

Strength 4, Stamina 4, Agility 4, Dexterity 2
Fighting 6, Intellect 3, Awareness 4, Presence 4

POWERS

Disruption Field: Weaken Toughness 12 (Affects Objects); Linked Damage 12; Feature (can channel disruption field through melee weapons) – 37 points

Teleport Ring: Teleport 2 (Extended, Limited to Extended); Removable (-1 point) – 3 points

EQUIPMENT

Armor: Protection 5 – 5 points

Weapons: Array (4 points)

- **Katana:** Strength-Based Damage 3 (Improved Critical) – 4 points
- **Shuriken:** Ranged Multiattack Damage 1 – 1 point

ADVANTAGES

Accurate Attack, Benefit 3 (Horde Officer, Wealth 1, Yakuza Officer), Defensive Attack, Equipment 2, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative 2, Improved Trip, Interpose, Language 1 (English [Japanese is native]), Power Attack, Ranged Attack 2, Taunt

SKILLS

Athletics 6 (+10), Close Combat (Swords) 2 (+8), Deception 6 (+10), Expertise (Bushido) 6 (+9), Expertise (Japanese History) 6 (+9), Expertise (Streetwise) 6 (+9), Insight 2 (+6), Intimidation 2 (+6), Perception 2 (+6), Persuasion 2 (+6), Ranged Combat (Thrown) 2 (+6)

OFFENSE

Initiative +12

Disrupting Katana +8 (Close, Weaken 12 + Damage 12)

Katana +8 (Close, Damage 7/19-20)

Shuriken +6 (Ranged, Multiattack Damage 1)

Unarmed +6 (Close, Damage 4)

DEFENSE

Dodge 6, Parry 8, Toughness 9

Fortitude 10, Will 10

POWER POINTS

Abilities 62 + Advantages 19 + Defenses 16 + Powers 40 + Skills 21 = 158 Total

COMPLICATIONS

Honor: Omura believes in the ancient code of Bushido.

Prejudice: Omura is a Meta.

Relationship: Omura is the lover of Czarina.

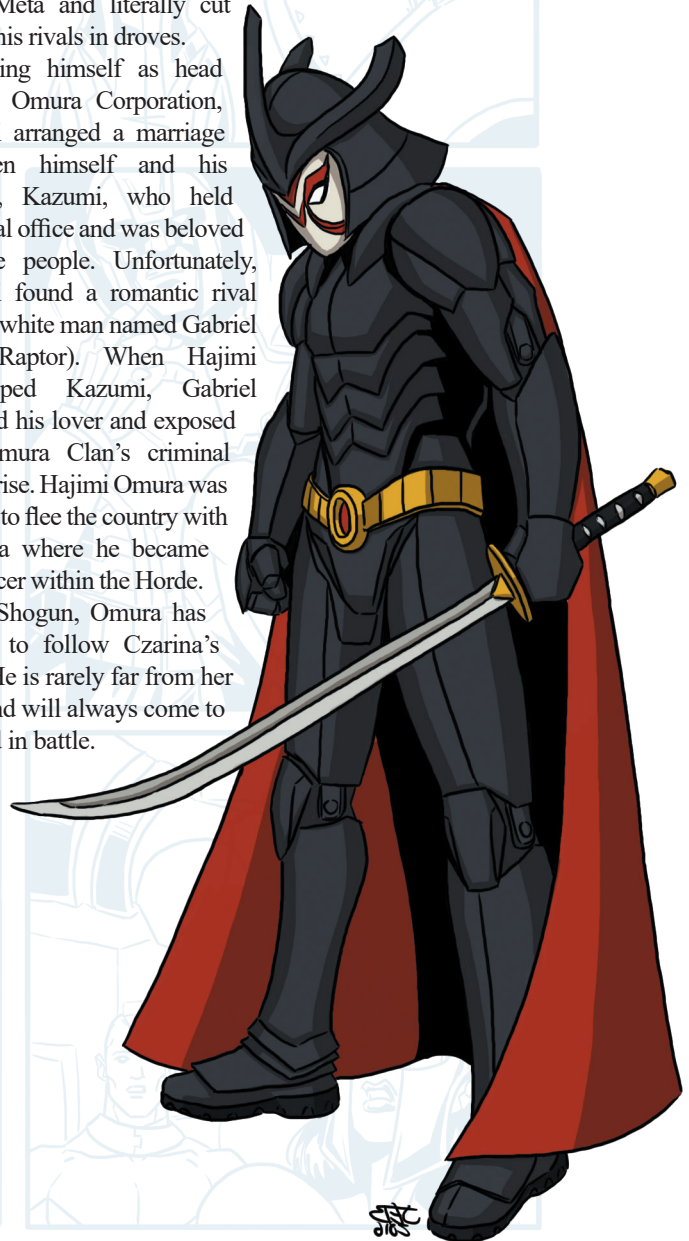
Omura Hajimi was born into the wealthy and influential Omura Clan of Japan. The Omura family had influence everywhere, from the corporate sector to

the criminal underworld. While Hajimi wanted to be a part of the public face of the Omuras – working in a corporate office and making decisions that would gain him wealth and power – he was instead delegated to operate the Omura criminal holdings within the Yakuza. Hajimi felt betrayed by his family, but followed through with his duties. He hoped that someday, he would be seen for the great leader he saw himself to be.

When the Horde began to maneuver into Japan's criminal underworld through their Russian operatives, Czarina chose to negotiate with Omura, rather than usurp his control. In Hajimi, Czarina saw a kindred spirit. She offered him a place by her side as a leader of the Horde. With Czarina's influence, Hajimi's criminal enterprise grew exponentially. Eventually his power started to rival the heads of the Omura Corporation. When challenged, Hajimi revealed his powers as a Meta and literally cut down his rivals in droves.

Placing himself as head of the Omura Corporation, Hajimi arranged a marriage between himself and his cousin, Kazumi, who held political office and was beloved by the people. Unfortunately, Hajimi found a romantic rival with a white man named Gabriel (aka Raptor). When Hajimi kidnapped Kazumi, Gabriel rescued his lover and exposed the Omura Clan's criminal enterprise. Hajimi Omura was forced to flee the country with Czarina where he became an officer within the Horde.

As Shogun, Omura has sworn to follow Czarina's lead. He is rarely far from her side and will always come to her aid in battle.



Art by [signature]

APPENDIX I

Steel Skull

(PL 10)

Strength 9/1*, **Stamina** 2, **Agility** 2, **Dexterity** 2

Fighting 6/2*, **Intellect** 3, **Awareness** 4, **Presence** 1

*without armor

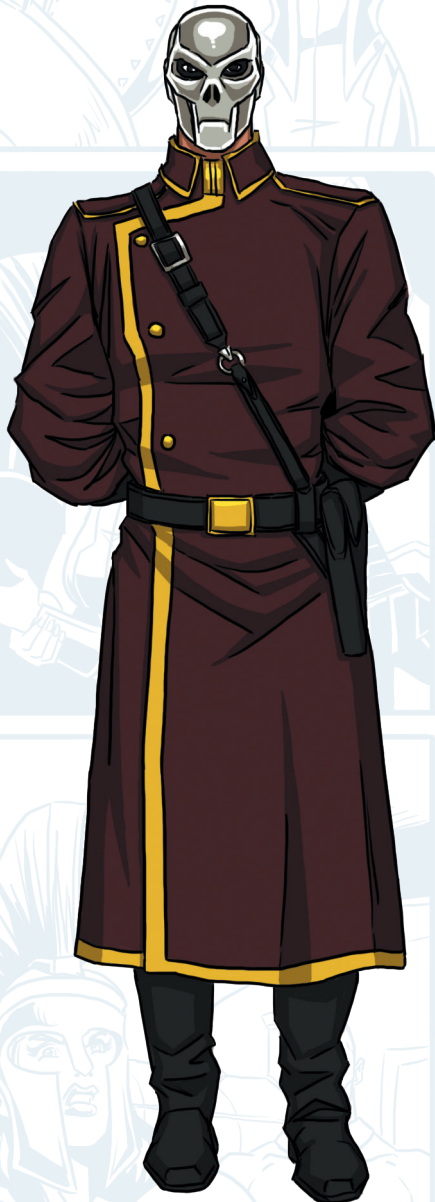
POWERS

Wermacht Mk-2016 Armor: 90 points; Removable (-18 points)

Body Armor: Impervious Toughness 9; Protection 9 – 18 points

Rocket Boosters: Flight 6 (120 mph) – 12 points

Sealed Systems: Immunity 6 (Cold, Heat, Radiation, Pressure, Suffocation) – 6 points



Sensors: Senses 12 (Accurate Extended 2 Radio [radar], Darkvision, Direction Sense, Distance Sense, Infravision, Time Sense, Ultra-Hearing) – 12 points

Targeting Computer: Enhanced Advantage 10 (Improved Aim, Precise Attack 2 [Ranged, concealment and cover], Ranged Attack 7); Enhanced Fighting 4 – 18 points

Weapon Systems: Array (22 points)

- **Force Blaster:** Ranged Damage 11 – 22 points
- **Magnetic Waves:** Move Object 10 (Damaging, Limited to ferrous metals, Limited to pushing or pulling) – 1 point
- **Servo-Muscles:** Enhanced Strength 8 – 1 point

ADVANTAGES

Benefit 6 (Horde Officer, Wealth 5), Ultimate Effort (Expertise [business])

SKILLS

Deception 6 (+7), Expertise (Business) 6 (+9), Insight 2 (+6), Intimidation 6 (+7), Perception 2 (+6), Persuasion 2 (+3), Technology 6 (+9), Vehicles 2 (+4)

OFFENSE

Initiative +2

Force Blaster +9 (Ranged, Damage 11)

Unarmed +6 (Close, Damage 9)

DEFENSE

Dodge 4, **Parry** 8/4*, **Toughness** 11/2*

Fortitude 8, **Will** 6

*without armor

POWER POINTS

Abilities 34 + Advantages 7 + Defenses 12 + Powers 72 + Skills 16 = 141 Total

COMPLICATIONS

Enemy: Spartan.

Motivation: Power and money.

Secret Identity: Hannibal Brand. Even when not wearing the Wermacht armor, Hannibal wears a fully-covering steel skull mask to conceal his identity.

Hannibal Brand was an unscrupulous businessman who was highly-placed in Wyatt Armaments. Always seeking to make more money, Hannibal would sell Wyatt weapons to enemies of the United States – including the Horde – through underworld connections. When his illicit deals were discovered by CEO Edward Wyatt, Hannibal arranged to have Edward's son, Eli, kidnapped by Columbian militants. Eli managed to escape, forcing Hannibal to kill Edward and his wife in a plane crash on the way to recover their son.

HORDE VILLAINS

Placing himself as CEO of Wyatt Armaments, Hannibal Brand continued his illegal dealings with the blessing of the board of directors. They all benefited from the money made through the Horde. However, it was soon discovered that efforts were being thwarted by the armored hero Spartan.

When Eli Wyatt turned 18, he assumed control of Wyatt Armaments. Hannibal Brand attempted to force the young man to allow him and the board to continue their dealings. However, Eli revealed himself as Spartan and battled the directors. Eli exposed WA's illegal dealings, publicly revealed himself as Spartan, and dissolved the company.

Hannibal Brand relied on his team of lawyers to get him out of prison on bail. He then used his connections to flee the country and join the Horde as Steel Skull. Having access to a stolen cache of Wyatt Armaments secret projects, Hannibal secured his place among the Horde as their top weapons developer. Using the old plans of the WWII-era Wehrmacht armor, Hannibal created an updated suit of powered armor for himself and his elite team of pilots: the Steel Legion.

STEEL LEGION

The Steel Legion are Horde pilots specially-trained to operate the Steel Legion armor suits. There are typically four Steel Legion pilots accompanying Steel Skull at any time.

Steel Legion (PL 10)

Strength 10/2*, **Stamina** 3, **Agility** 3, **Dexterity** 3

Fighting 6/3*, **Intellect** 3, **Awareness** 3, **Presence** 2

*without armor

POWERS

Steel Legion Armor: 77 points; Removable (-15 points)

Armor: Impervious Toughness 11; Protection 9 – 20 points

Rockets: Flight 6 (120 mph) – 12 points

Sensors: Senses 9 (Accurate Extended Radio, Darkvision, Distance Sense, Direction Sense, Time Sense) – 9 points

Targeting Computer: Enhanced Advantage 5 (Improved Aim, Ranged Attack 4); Enhanced Fighting 3 – 11 points

Weapon Systems: Array (24 points)

- **Plasma Blaster:** Ranged Damage 12 – 24 points
- **Servo-Muscles:** Enhanced Strength 8 – 1 point

ADVANTAGES

Interpose

SKILLS

Athletics 2 (+12), Expertise (Military) 6 (+9), Intimidation 2 (+4), Perception 2 (+4), Technology 2 (+5), Treatment 2 (+5), Vehicles 6 (+9)

OFFENSE

Initiative +3

Plasma Blaster +6 (Ranged, Damage 12)

Unarmed +6 (Close, Damage 10)

DEFENSE

Dodge 5, **Parry** 8/5*, **Toughness** 11/3*

Fortitude 5, **Will** 5

*without armor

POWER POINTS

Abilities 44 + Advantages 1 + Defenses 8 + Powers 62 + Skills 11 = 126 Total

COMPLICATIONS

Loyalty: Steel Legion soldiers are loyal to Steel Skull and the Horde.

APPENDIX II

Here are a collection of new heroes that can be used by the players. Players should feel free to modify the characters – changing their appearance, gender, background, or powers – to suit their play style for the adventure. The players are also encouraged to create entirely new heroes of their own design.

Charade (PL 10; 150pp)

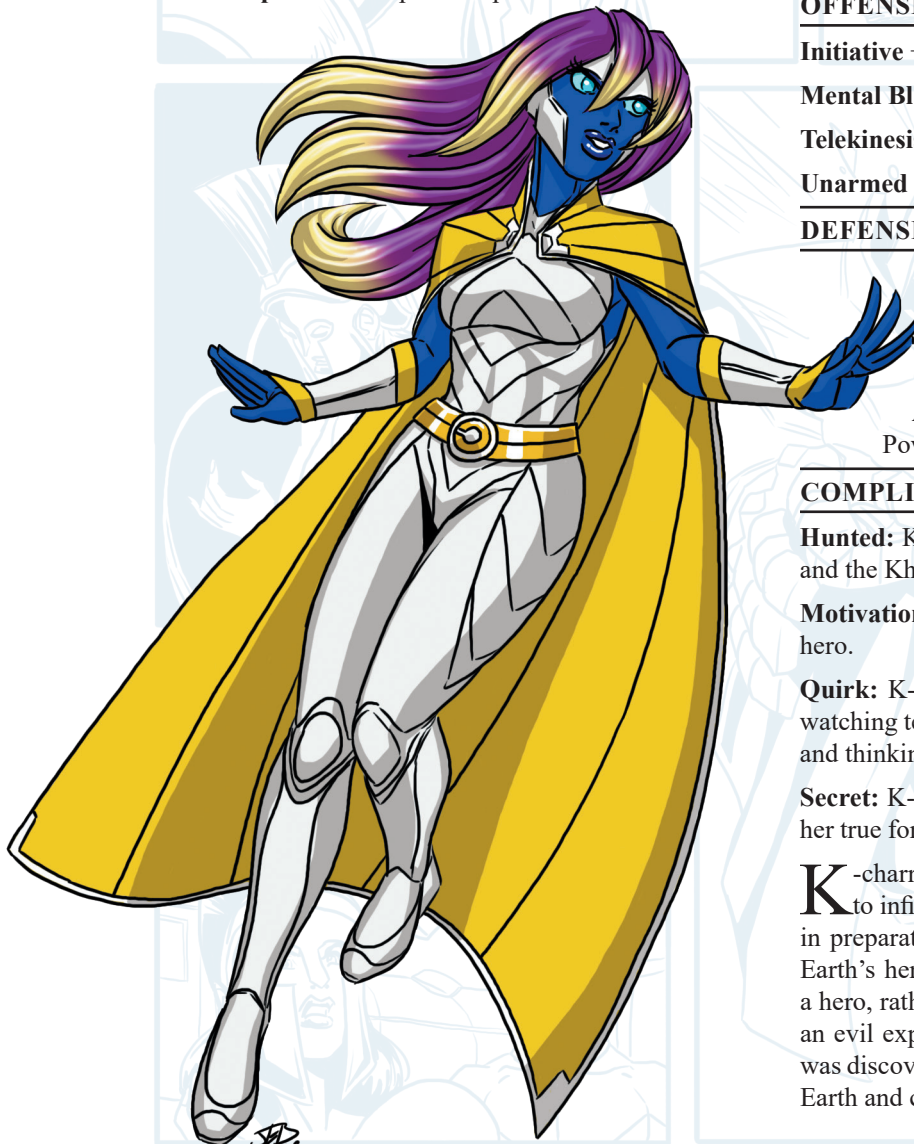
Strength 2, Stamina 8, Agility 2, Dexterity 0

Fighting 4, Intellect 2, Awareness 4, Presence 2

POWERS

Faez Shapeshifting: Array (20 points)

- **Density Decrease:** Insubstantial 4 – 20 points
- **Density Increase:** Enhanced Strength 6; Impervious Toughness 8 – 1 point
- **Faez Camouflage:** Visual Concealment 4 (Blending) – 1 point
- **Shapeshift:** Morph 4 – 1 point



Mental Powers: Array (41 points)

- **Mental Attack:** Perception Ranged Damage 10 (Resisted by Will; Subtle) – 41 points
- **Mental Probe:** Mind Reading 10; Subtle – 1 point
- **Telekinesis:** Move Object 10 (Damaging, Subtle) – 1 point
- **Telepathy:** Mental Communication 2 (Subtle); Linked Comprehend Languages 3 – 1 point

Telekinetic Flight: Flight 5 (60 mph) – 10 points

ADVANTAGES

Benefit (Alternate Identity), Second Chance (Will checks vs. mind control)

SKILLS

Close Combat (Unarmed) 2 (+6), Expertise (Milky Way Galaxy) 2 (+4), Expertise (Earth Popular Culture) 6 (+8), Ranged Combat (Telekinesis) 10 (+10), Stealth 2 (+4)

OFFENSE

Initiative +2

Mental Blast Perception (Ranged, Damage 10)

Telekinesis +10 (Ranged, Damage 10)

Unarmed +6 (Close, Damage 8)

DEFENSE

Dodge 4, **Parry** 6, **Toughness** 8

Fortitude 10, **Will** 10

POWER POINTS

Abilities 48 + Advantages 2 + Defenses 12 + Powers 77 + Skills 11 = 150 Total

COMPLICATIONS

Hunted: K-charra is hunted by the Faez (as a deserter) and the Khor (as an enemy).

Motivation: K-charra wants to do good and be a true hero.

Quirk: K-charra learned everything about Earth from watching television. She is prone to using catch-phrases and thinking that life works like a sitcom.

Secret: K-charra is actually a Faez alien. She conceals her true form from others; believing they will reject her.

K-charra is a Faez UltraKnight. She was sent to Earth to infiltrate the hero community and discredit them in preparation for a Faez invasion. Fighting alongside Earth's heroes, K-charra has learned she prefers being a hero, rather than an agent for what she now considers an evil expansive empire. After the Faez invasion plot was discovered and defeated, K-charra stayed hidden on Earth and created a new identity for herself as Charade.

Dart

(PL 10)

Strength 2, Stamina 3, Agility 4, Dexterity 2
Fighting 4, Intellect 3, Awareness 3, Presence 2

POWERS

Enhanced Physiology: Immunity 1 (Friction Heat); Regeneration 1 – 2 points

Lightning Speed: Enhanced Advantage 23 (Agile Feint, Close Attack 6, Defensive Roll 2, Evasion 2, Improved Defense, Improved Initiative 6, Move-By Action, Prone Fighting, Quick Draw, Takedown 2); Quickness 11; Speed 11 (4,000 mph) – 45 points

Lightning Speed Defenses: Enhanced Defense 18 (Dodge 9, Parry 9) – 18 points

Lightning Speed Tricks: Array (10 points)

- **Cyclone:** Cylinder Area Move Object 10 (Close, Limited to pushing or pulling) – 10 points
- **Fast Attack:** Multiattack Damage 5 – 1 point
- **Fast Escape:** Enhanced Sleight of Hand 16 (Limited to Escape) – 1 point
- **Fast Hands:** Burst Area Move Object 3 (Close, Selective) - 1 point
- **Fast Movement:** Movement 3 (Wall-Crawling 2, Water Walking; Limited [only while moving]) – 1 point
- **Vibratory Invisibility:** Visual Concealment 4 (Concentration) – 1 point

EQUIPMENT

Tech Goggles: Feature 5 (Binoculars, Commlink, Flash Suppression, Night Vision, Radio) - 5 points

ADVANTAGES

Equipment 1, Great Endurance

Enhanced: *Agile Feint, Close Attack 6, Defensive Roll 2, Evasion 2, Improved Defense, Improved Initiative 6, Move-By Action, Prone Fighting, Quick Draw, Takedown 2*

SKILLS

Acrobatics 2 (+6), Athletics 4 (+6), Deception 2 (+4), Expertise (Artist) 4 (+7), Expertise (Geek Fandom) 4 (+7), Expertise (Popular Culture) 4 (+7), Perception 2 (+4), Sleight of Hand 0 (+2, +18 escape), Technology 6 (+9)

OFFENSE

Initiative +28

Fast Attack +10 (Close, Multiattack Damage 5)

Unarmed +10 (Close, Damage 3)

DEFENSE

Dodge 15, Parry 15, Toughness 5/3*

Fortitude 5, Will 5

*without Defensive Roll

POWER POINTS

Abilities 46 + Advantages 2 + Defenses 8 + Powers 79 + Skills 14 = 150 Total

COMPLICATIONS

Addiction: Dart must consume massive amounts of calories to maintain his hyper metabolism. Without sufficient food, Dart is quickly Fatigued.

Motivation: Dart wants to make the world a better place, and will do all he can to try. He often looks up to the examples of the heroes from movies, television, and comics, as well as the actual heroes of the world to help guide him.

Secret: Dart is filled with self-doubt, which he covers with humor. He was never truly athletic growing up and never felt special. Now that he has powers, he wants to do great things, but it is always nagging in the back of his mind that he is not worthy of his powers, and they would have been better off on someone else.

Secret Identity: Desmond “The D-Man” McDowd.

Sucker For a Pretty Face: Dart considers himself chivalrous, and has a tendency to trust attractive women. He often overlooks bad behavior for their attention, is protective of women, and has problems with hurting them.

Desmond “The D-Man” McDowd is the son of a divorced art dealer working in Queens. While his mother spent her days helping provide for her son, Desmond delved into the world of academics. A true geek at heart, he loved science, technology, and fan culture. He especially admired the heroes of the world and wished he could be one of them.

Desmond got his wish when his body began to one day accelerate to incredible speeds. He soon discovered that he was able to run, move, and think as speeds far greater than a normal human. Inspired by his heroes, Desmond vowed to use his powers to help others in need. Thanks to his friends in the cosplay circuit, he was able to piece together a cool costume and begin fighting crime as the super-fast Dart!



APPENDIX II

Fletcher

(PL 10)

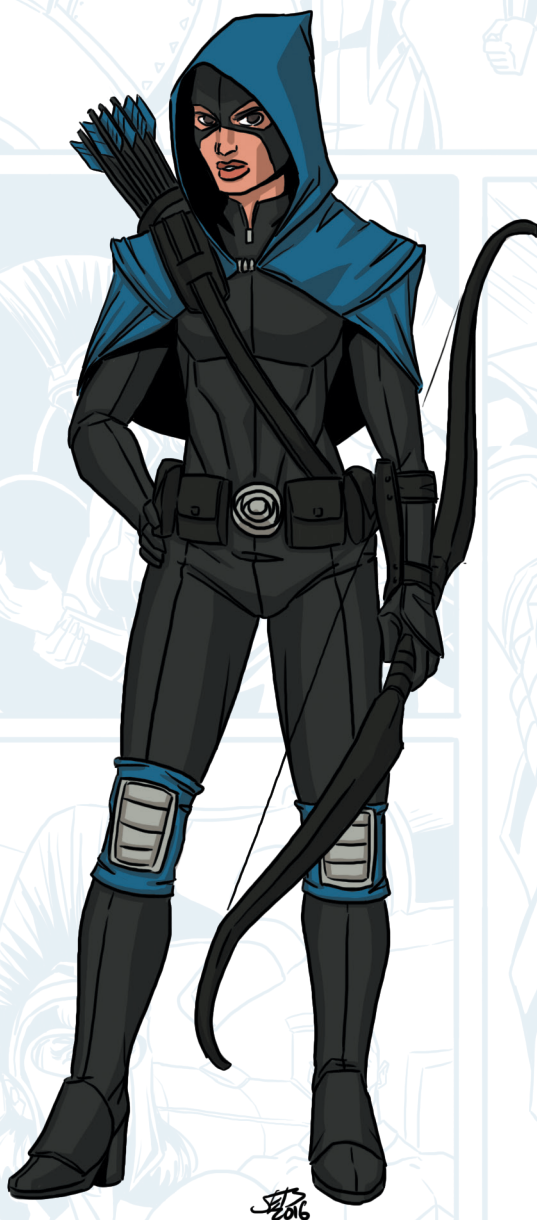
Strength 2, Stamina 4, Agility 4, Dexterity 6
Fighting 6, Intellect 2, Awareness 3, Presence 2

POWERS

Great Eyesight: Senses 1 (Extended Vision) - 1 point
Trick Shot: Variable 1 (Free Action, Limited to adding Extras to Ranged Damage 5; Quirk [archery only]) - 7 points

EQUIPMENT

Bow and Arrow: Array (8 points)
• **Arrow Shot:** Ranged Strength-Based Damage 3 - 8 points
• **Swing Line:** Movement 2 (Safe fall, Swinging) - 1 point
Motorcycle: Vehicle - 10 points



ADVANTAGES

Agile Feint, All-Out Attack, Assessment, Defensive Roll 4, Equipment 4, Favored Environment (Urban), Improved Aim, Improved Critical 4 (Bows), Improved Initiative, Improved Trip, Move-By Action, Power Attack, Precise Attack 2 (Ranged, Concealment and Cover), Quick Draw, Ranged Attack 7, Takedown, Tracking

SKILLS

Acrobatics 6 (+10), Athletics 6 (+8), Close Combat (Unarmed) 2 (+8), Deception 6 (+8), Expertise (Current Events) 6 (+8), Insight 6 (+9), Intimidation 2 (+4), Investigation 2 (+4), Perception 6 (+9), Ranged Combat (Bow) 2 (+15), Stealth 6 (+10), Vehicles 6 (+12)

OFFENSE

Initiative +8
Bow +15 (Ranged, Damage 5/16-20)
Unarmed +8 (Close, Damage 2)

DEFENSE

Dodge 10, Parry 12, Toughness 8/4*
Fortitude 10, Will 9
*without Defensive Roll

POWER POINTS

Abilities 58 + Advantages 33 + Defenses 24 + Powers 8 + Skills 28 = 150 Total

COMPLICATIONS

Motivation: Fletcher was raised in a family of criminals. She is seeking to distance herself from her family's legacy of crime.

Prejudice: Eliza is still a legal minor.

Relationship: Eliza's family seek to include her in their criminal lifestyle. She considers Calvin Garnet (Knight Ranger) to be her surrogate father.

Secret Identity: Eliza Fletcher.

Eliza Fletcher was raised in a family of street-level criminals specializing in Olympic-themed weaponry and martial arts tactics. It was expected that with Eliza's skill in archery, she would join the family in their criminal endeavors. Eliza chose a different path. Joining an after-school program, she met Knight Ranger of the Sentinels, who helped mentor Eliza. With her mentor and the other Sentinels having disappeared, Fletcher seeks to carry on the heroic legacy of Knight Ranger.

Goblin

(PL 10)

Strength 3, Stamina 3, Agility 7, Dexterity 6
Fighting 7, Intellect 3, Awareness 4, Presence 2

EQUIPMENT

Arsenal: Array (10 points)

- **Stun Gun:** Affliction 5 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Fortitude; Cumulative – 10 points
- **Collapsible Quarterstaff:** Strength-Based Damage 2 (Reach, Split) – 1 point
- **Throwing Blades:** Multiattack Ranged Strength-Based Damage 2 – 1 point

Gear: Feature 6 (Commlink, Cutting Torch [Weaken Toughness 2; Affects Objects Only], Handcuffs, Multi-tool, Rebreather, UV Flashlight) – 6 points

Grapple Launcher: Array (4 points)

- **Entangle:** Move Object 3 (Limited to pulling, Tether) – 4 points
- **Swing Line:** Movement 2 (Safe Fall, Swinging) – 1 point

Mask: Senses 1 (Ultra Vision) – 1 point

Wrist Computer Hacking Algorithm: Feature 1 (computer); Enhanced Technology 8 (Limited to security) – 3 points

ADVANTAGES

Agile Feint, Benefit (Wealth 1), Close Attack 6, Defensive Roll 4, Equipment 5, Evasion, Favored Environment (Urban), Grabbing Finesse, Hide in Plain Sight, Jack of all Trades, Move-By Action, Quick Draw, Power Attack, Redirect, Skill Mastery (Acrobatics), Takedown

SKILLS

Acrobatics 6 (+13), Athletics 6 (+9), Deception 6 (+9), Expertise (Streetwise) 6 (+9), Investigation 6 (+9), Perception 6 (+10), Ranged Combat (Thrown) 6 (+13), Stealth 6 (+13), Technology 6 (+10, +18 security), Treatment 2 (+5)

OFFENSE

Initiative +7

Quarterstaff +13 (Close, Damage 5)

Stun Gun +13 (Close, Affliction 5)

Throwing Blades +13 (Ranged, Multiattack Damage 5)

Unarmed +13 (Close, Damage 3)

DEFENSE

Dodge 13, **Parry** 13, **Toughness** 7/3*

Fortitude 9, **Will** 10

*without Defensive Roll

POWER POINTS

Abilities 70 + Advantages 28 + Defenses 24 + Powers 0 + Skills 28 = 150 Total

COMPLICATIONS

Hatred: Goblin hates the Horde; this organization was responsible for the death of his parents.

Motivation: Goblin – like his mentor – likes to see justice served.

Relationship: Goblin is the protégé of Geist. Lex and Desmond McDowd (Dart) are best friends, having teamed up as young heroes in the past.

Secret Identity: Lex Lyons.

Alexander “Lex” Lyons’ parents were undercover ACASTLE agents who were discovered and killed by Horde when he was only a child. He was taken in and trained as the protégé of the Chicago hero Geist. His natural agility and parkour skills allow him to navigate urban terrain with ease. Combined with his keen knowledge of computers, few criminals are safe from Goblin! Now that he is an adult, Goblin is looking to become his own hero; away from the fanatical crime fighting that Geist undertakes.



AAA

APPENDIX II

Naiad

(PL 10)

Strength 10, Stamina 6, Agility 4, Dexterity 4
Fighting 6, Intellect 3, Awareness 3, Presence 3

POWERS

Aquatic Adaptation: Immunity 3 (Cold, Drowning, High Pressure); Movement 1 (Environmental Adaptation [Underwater]) – 5 points

Atlantean Senses: Senses 3 (Darkvision, Ultra-Hearing) – 3 points

Dense Flesh: Impervious Toughness 4; Protection 4 – 8 points

Hydromancy Wands: Array (20 points); Easily Removable (-10 points)

- **Electrical Blast:** Ranged Damage 10 – 20 points
- **Electrical Eel Shock:** Affliction 10 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Fortitude; Cumulative – 1 point
- **Hydrokinesis:** Perception Ranged Move Object 10 (Limited to water) – 1 point

- **Water Barriers:** Create 10 (Limited to Walls) – 1 point

- **Water Cannon:** Line Area Affliction 10 (Dazed, Prone); Resisted by Dodge, Overcome by Fortitude; Cumulative, Limited to two Degrees – 1 point

- **Water Weapons:** Strength-Based Damage 3; Variable 1 (Limited to adding modifiers to weapon damage) – 1 point

Hyper-Swimming: Swimming 7 (60 mph) – 9 points

ADVANTAGES

Attractive, Benefit 2 (Noble of Atlantis, Wealth 1), Favored Environment (Underwater), Languages 1 (English [Greek is native]), Ritualist

SKILLS

Close Combat (Unarmed) 2 (+8), Expertise (History) 6 (+9), Expertise (Magic) 6 (+9), Perception 2 (+5), Persuasion 6 (+9), Ranged Combat (Water Control) 6 (+10)

OFFENSE

Initiative +4

Unarmed +8 (Close, Damage 10)

Water Blast +10 (Ranged, Damage 10)

Water Weapons +6 (Close, Damage 13)

DEFENSE

Dodge 6, Parry 8, Toughness 10

Fortitude 12, Will 5

POWER POINTS

Abilities 78 + Advantages 6 + Defenses 12 + Powers 40 + Skills 14 = 150 Total

COMPLICATIONS

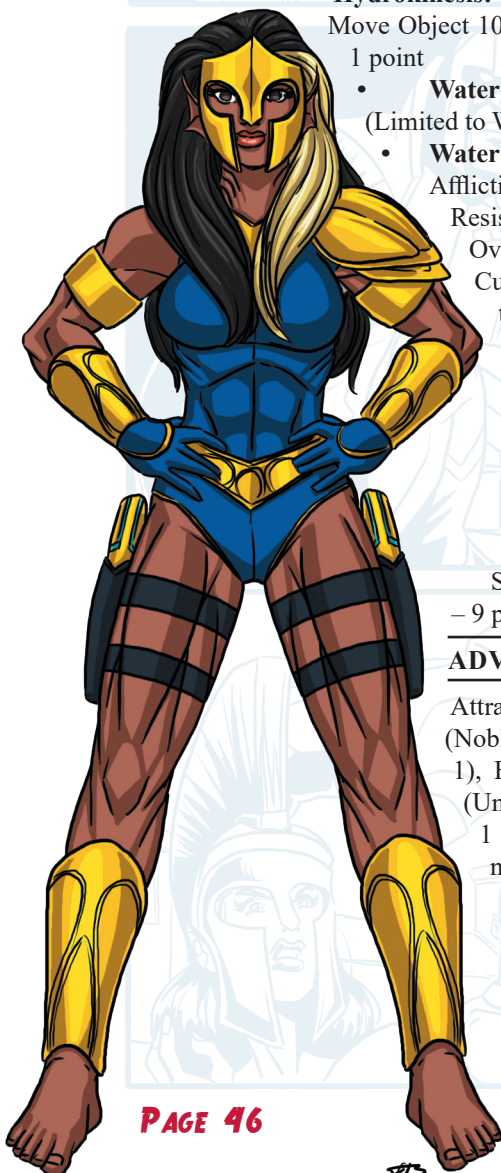
Arrogance: Euadne is a noble of Atlantis. She is sometimes a bit haughty.

Relationship: Euadne is the niece of Ravas, King of Atlantis.

Responsibility: Euadne is a diplomat from the undersea nation of Atlantis. She is expected to represent her people and their interests.

Water Dependency: Euadne is amphibious. If she is removed from the water for an extended period, she begins to suffer ill effects. For every hour she is away from the water, or each turn she takes heat or fire damage, her Fighting, Strength, and Stamina ranks drop -1 rank, until they all reach rank 2. She is Impaired each day she is not totally immersed in water.

This Atlantean noblewoman is the niece of King Ravas of Atlantis. She has been attending college in New York City for the last couple of years – majoring in history – and is seen as a celebrity wherever she goes. A mistress of Atlantean water sorcery, Euadne is able to use her hydromancy to move and shape water to her whim. Mostly, she does this to impress her surface world friends and classmates. In truth, Euadne just wants to live the life of a normal young woman. However, she keeps getting into situations that require her to play the part of a hero.



SAMPLE HEROES

Paladin (PL 10)

Strength 11, Stamina 11, Agility 4, Dexterity 2

Fighting 6, Intellect 3, Awareness 3, Presence 3

POWERS

Invulnerability: Impervious Toughness 11 - 11 points

Paragon Mind: Comprehend 4 (Languages); Enhanced Eidetic Memory - 9 points

Solar Energy Absorption: Immunity 7 (Aging, Cold, Disease, Heat, High Pressure, Poison, Radiation) - 7 points

Strong Legs: Leaping 6 - 6 points

ADVANTAGES

All-Out Attack, Attractive 2, Fast Grab, Improved Grab, Improved Hold, Improvised Weapon, Interpose, Power Attack, Takedown 2

Enhanced: *Eidetic Memory*

SKILLS

Close Combat (Unarmed) 2 (+8), Expertise (Current Events) 6 (+9), Intimidation 6 (+9), Perception 2 (+5), Ranged Combat (Thrown) 6 (+8), Stealth 2 (+6)

OFFENSE

Initiative +4

Unarmed +8 (Close, Damage 11)

DEFENSE

Dodge 6, Parry 8, Toughness 11

Fortitude 13, Will 5

POWER POINTS

Abilities 86 + Advantages 11 + Defenses 8 + Powers 33 + Skills 12 = 150 Total

COMPLICATIONS

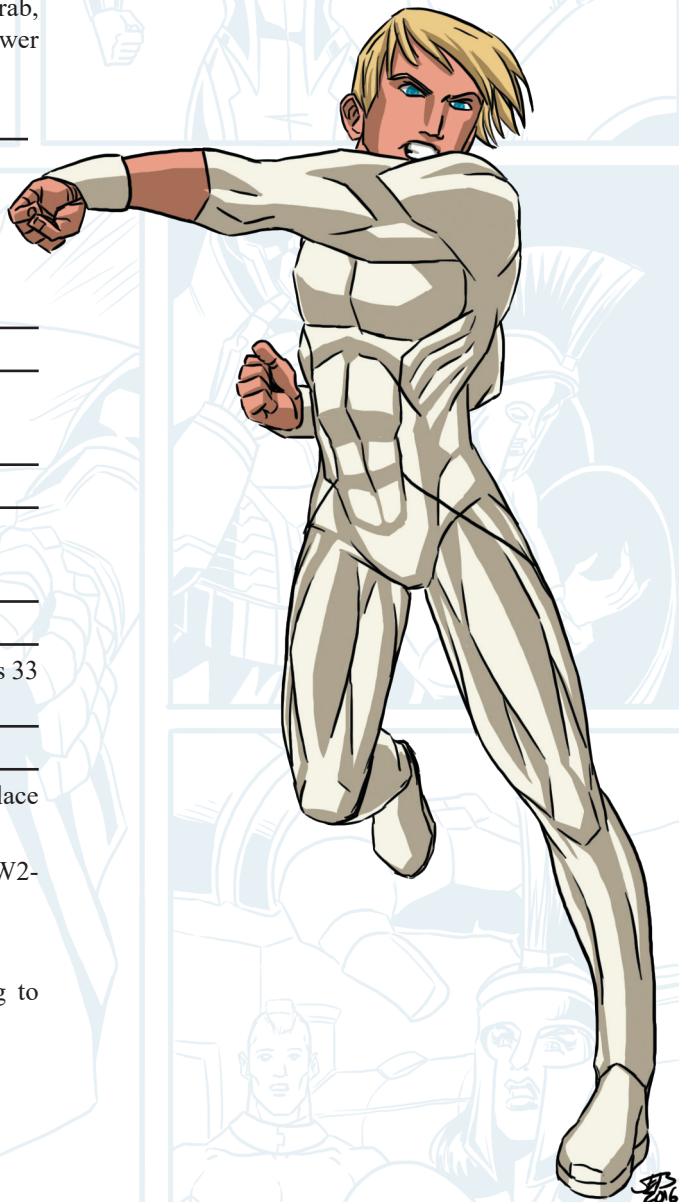
Motivation: Acceptance. Dillon is looking for his place in the world.

Relationship: Dillon is the cloned "son" of the WW2-era hero Victory.

Secret Identity: Dillon Knight.

Temper: Dillon often has a difficult time relating to others.

Dillon Knight is a young man born to be a living weapon. After World War II, the patriotic hero Victory knew that he would not live forever and wanted to ensure America would have a true defender of its ways. He donated genetic material which remained in stasis until recently. M-Division used Victory's genetic data to clone a hero that could control. The experiment was discovered by the Vindicators before Project: Paladin could be activated. Dillon was given his freedom. He briefly joined the Vindicators to train to use his powers, but felt isolated from them and eventually left to seek out his own place in the world.



A SUPER POWERED LEGENDS ADVENTURE

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