

ROGUES, RIVALS & RENEGADES



COLLECTION ONE



Vigilance Press



ROGUES, RIVALS & RENEGADES

Collection One

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ROGUES, RIVALS & RENEGADES

Welcome to Rogues, Rivals, & Renegades

This PDF series is filled to bursting with villains, antagonists, and even the occasional hero with serious problems for use with *Mutants & Masterminds* Third Edition. Unlike Vigilance Press' other product lines for M&M, *Devilish Duos* and *Due Vigilance*, which cover pairings and groups, this series is about solo characters. Many of the villains here can easily be added to an existing group or even put together to form a group of their own but there are no assumptions made this will be the case. We hope you enjoy these characters and use them to nefarious effect in your games.

The rest of this section will discuss a bit about what's in this series and how it relates to other products from Vigilance Press. None of this is required to enjoy and use the characters in the series.

Character Entries

Each character entry in this series is essentially organized the same way and has the following subsections:

- **META Profile:** this "agency memo" style piece of fiction gives an introduction to the villain. It gives a snapshot view of the character, shows what others might think of him based on his history and actions, and often calls out particular hooks, concepts, problems, or mysteries surrounding the character that might be good fodder for GMs looking to incorporate the character into their games. Each profile also includes the villain's META Rating and Designation, which will be discussed shortly.
- **Illustration:** Artist's representation of the villain. This usually is of the character in costume, though in cases of villains who wear normal clothes or a variety of outfits, it represents an iconic version.
- **Quote:** If a picture is worth a thousand words then a quote's worth at least five hundred or so. The included quote let's the villain give the reader some insight into their demeanor and personality in their own words.
- **Game Statblock:** This is the character's write-up in M

& M Third Edition. In addition to providing the game statistics for the villain, these sections can provide examples of power building and character design for both villains and heroes.

- **History:** This is the villain's general history, how they came to be a super-powered menace, and what they've been doing up to the point they show up in a game. In some cases things are left intentionally vague to increase utility for GMs who wish to use a character in their own setting, but the series isn't hiding anything from the reader here.
- **Personality:** A description of the character's personality, demeanor, and outlook to help roleplaying the character and provide further insight into how they would best fit into a game session or setting. An eccentric but generally nonviolent theme-villain is going to fit in differently than a mass-murdering psychopath.
- **Powers & Abilities:** This is a prose description of the characters powers, talents, skills, and other abilities. This section takes the character's stats and makes them something more than a bunch of titles and numbers. This section also explains particularly strange or exotic abilities in more detail when necessary to make them easier to understand and use in games.
- **Nemesis Option:** All of these characters are designed to be a thorn in the side of a PC or PC group. The Nemesis Option gives some suggestions on how to make this happen. This section also mentions types of PC that might likely develop a long-running antagonistic relationship with the villain.
- **Tricks & Tactics:** Even the silliest villain tries to win. This section suggests various tactics and rules usage that makes the villain more of a threat while also focusing on methods that fit the character's personality and capabilities. Thus an angry dumb brute's entry here won't be recommend complex battle tactics, no matter how effective they might be to a character smart enough to use them.

- **Sidebars:** Not every character has them, but some characters in this series have additional information, tips, quirks, connections, or elements that deserve a brief aside.

Beacon City, This Series, & You

This series is a stand-alone product designed to be easily used with most M&M campaigns focusing on comic book-style heroics. The characters cover a variety of styles, from wacky to grim. However, these characters are also part of the Beacon City setting, the official setting for Vigilance Press.

So what does this mean for GMs and players? Well, that depends on what you want it mean. Those using this and other Vigilance Press Beacon City products like Six Gun or the Oktobermen will find these characters have backstories, references, and other elements that either meld with or at least in no way conflict those other products. Those using their own setting or another company will have to decide if they want to incorporate aspects of Beacon City alluded to in this series or simply use the character and drop those references.

For example, all the entries include a snippet from the character's META file profile. GMs using Beacon City can just use META itself and reference that in games as needed. This also means that the villains in this series, as well as any related characters, concepts, and organizations now exist in the Beacon City world by default and you can use them to grow and connect the setting together. A GM running his own world might swap out META for his own government agency devoted to policing superhumans or just ignore that part entirely. In any event, this series is written so that you won't lose the ability to use a character in your games just because you aren't using Beacon City, but some small adjustments might be desirable.

META Rating & Designations

Most law enforcement agencies has adopted the META rating system to classify superhumans or developed their own variation of it. The system is a simple color and number combination designed to give agents and officials a general idea of a superhuman's power and origins. In one of those strange fortuitous coincidences, a character's META numerical rating is the same as their M&M Power Level. The X designation is also used, usually for powerful individuals whose powers defy normal classification efforts. The color is based on the source

of character's powers, or the most notable source in the case of characters whose abilities come from a variety of origins. The color codes are:

Red: Red is used for aliens and mutants, individuals born with their superhuman abilities. Some have lobbied for reclassifying mutants as their own color, arguing it's dehumanizing and racist to lump them in with species not even native to Earth. However, META maintains this classification is medically and scientifically rather than politically motivated. Still, some mutants have taken to self-labeling as "Red" and the color is a slang for mutants in some circles. META usually doesn't reclassify aliens who are also enhanced beyond their race's normal abilities, keeping them Red to avoid confusion. (Editor's Note: The word "mutants" is often a misnomer in this setting, but more information on that will be revealed in the future.)

Blue: Technology-based superhumans are classified blue. These can be power-armor operators, gadgeteers, or cyborgs. In the case of inventors, META tends to focus on how technology use balances with other uses of brainpower. Thus a hyper-genius who works primarily as a fixer and tactician for crime syndicates might be classified by another color while someone who supplies high-tech weapons to criminals would be classed Blue.

Violet: Violet is used for mystical powers. It's not limited to just mages or mystics, but those mutated by mystic energies, gods, spirits, and other such beings.

Gold: Gold is used for humans who were granted powers by genetic manipulation or accident. Some purists insist that Gold classified subjects are the only true "metahumans" and that all others fall under some category but that's a losing battle as everyone from META to the media uses superhuman, metahuman, supers, and other terms fairly interchangeably.

Orange: This color covers intense training or conventional weapons usage on a level that nears or matches superhuman ability. Note that some Orange -ranked subjects do have some powers, but these are usually minor when compared to their developed skills.

Black: Black is a wild card designation used when META is unaware of origin of the subject's powers. In this series it is also used for characters whose origins are left somewhat up to individual GMs to define or tweak in their games.

Designations

Last year, META added Designations to their files. This is a classification based on psych profiles and the subject's actions designed to give a quick impression of the metahuman outside of their powers and origins. The classifications are:

- **Rogue:** Also known as supervillains, costumed crooks, and bad guys. These are individuals who use their powers for personal gain in defiance of laws and public safety. Rogues usually have long criminal records or are wanted for many crimes.
- **Renegade:** These individuals inhabit a gray area between purely criminal types and other classifications. Renegades tend to have authority problems and might even be wanted for some crimes, but META has determined they have some political, social, or other motivation that makes them distinct from many other supervillains. That doesn't mean these subjects aren't dangerous, more that they are more complex to deal with than other Designations.
- **Rival:** The Rival designator is used to denote individuals who seem to be trying to aid society, humanity, or the authorities in some fashion but who possess some aspect of their personality or nature that complicates matters. From agents to foreign powers to well-meaning but untrained superhero wannabes, Rival is usually used for those whose Designation is expected to change once more data is acquired.

The following Designations are used in internal memorandum, but have not been added to the files yet. Some characters in the series are listed as Rivals that might officially be considered Vanguard, for example. This is mainly due to the need to remain consistent and simple for GMs so they can quickly evaluate how each character would be used in their campaigns. They are included here for you to use them in the fiction and narrative of your games, but are not necessary to understand the Rogues, Rivals & Renegades series.

- **Vanguard:** Official metahuman operatives for META, other law enforcement, or the military. This includes superhumans for various allied nations but not hostile powers. META often has limited jurisdiction over Vanguard outside their own organization and this Designator often serves as a flag for a lower ranking META staffer to push cases involving them up the chain of command. Some Private Military Contrac-

tors have metahuman agents who are given Vigilant Designation, though there is serious schism within META about the propriety of this. Captain Archon is technically a Vanguard, but is listed in the series as a Rival because she is intended to be a challenge for your heroes.

- **Vigilant:** Vigilants are superhumans who work to enforce the law and stop various superhuman threats but have no status with any law enforcement or government power. Vigilants are not considered inherently lawless or disrespectful to authorities, which is why this designation was changed from the more negative "Vigilante" in 2011.
- **Villager:** Villager are civilians with metahuman powers and thus consider part of the "superhuman community" but who use them for employment or limit their use. Many of these individuals have low-powered or highly specialized abilities. Several keep their abilities a secret from the public, a desire META honors as much as possible.

As might be expected, Rogues, Renegades, and Rivals tend to have a more antagonistic relationship with META, its allies, and society in general. Vanguard, Vigilants, and Villagers are seen more often as heroes and or at least positive contributors to society. Designations are currently only used on META database profiles, though they are starting to slowly find their way into superhero culture and media.

A Brief History of META

META began three decades ago as a healthcare initiative, when activist and medical professional Doctor Clark Cunningham began pushing for a united effort to help metahuman individuals saddled with abilities and healthcare challenges far beyond modern medicine's ability to handle. Before being known as "META" or "METAs", the organization was known as the "Cunningham Clinic." In the first few years, many metahumans registered for the Clinic initiative seeking the promised free healthcare, and benefitting from the anonymity promised by the organization's efforts. A medical database was created to share research and information between scholarly organizations and medical caregivers, and a legal team was organized to protect the rights of those registering for Clinic care. The Database was called METAs, originally standing for Metahuman Evaluation and Treatment Association.

In exchange for their treatments, Clinic beneficiaries agreed to have their information shared in the METAs database, provided their private identities were not revealed to non-medical personnel. In recent years, however, META's resources have been overtaken by other agencies looking to use them for law-enforcement and national security, which has created a storm of controversy in the public eye and within the organization.

The nature of the change has been fundamental and profound. With the infusion of government funds and new regulation has come a change in the organization's title. METAs now stands for Metahuman Evaluation and Tracking Authority. While many scientists and doctors still struggle to maintain the organization's focus on research and healthcare, agencies such as the FBI, local police departments, CIA, and all branches of the military now depend on the METAs database to deal with the rising metahuman challenges they all face.

For the last fifteen years, the Metahuman Evaluation and Tracking Authority has helped the U.S. government monitor the seemingly ever-increasing number of superhumans and advises local and federal authorities on how to deal with such individuals. Prior to META's creation, a few small covert highly specialized agencies such as the Superhuman Assessment Division (SAD) of National Security Agency, The Bureau of Extra-Terrestrial Affairs (BETA), the CIA's Project Morningstar, and more clandestine agencies focused on specific subsections of the superhuman populace. These groups also kept many of their findings a se-

cret, sometimes even from the President of the United States.

With META, the whole process went public and for the first time focused not just on tracking or recruiting superhumans, but integrating them into society. In addition to its evaluation arm that tracks dangerous superhuman threats, META continues to operate clinics providing medical and psychological care, spearheads efforts in various jurisdictions to allow superhumans to operate with law enforcement while protecting their anonymity, and coordinates superhuman-based research and intelligence-gathering efforts for a number of other agencies.

Modern META branches are divided into three major divisions: Administration, Evaluation, and Research. Administration manages resources, deals with other agencies, maintains the META files and database, and performs other similar duties. Evaluation performs threat assessment investigations, and works with law-enforcement agencies to identify and track dangerous metahumans. Research performs numerous studies of superhuman abilities and their origins, develops new technologies for law-enforcement agencies, and maintains a collection of genetic material and other substances relating to metahumans. Research also makes up most of the staff of the META clinics, though Administration and Evaluation provide security and support for those facilities.

META Clinics and the Thomas Act

Dr. Cunningham opened the first Cunningham Clinic in Atlanta, Georgia. It was a medical facility focused on providing medical care to superhumans and collecting vital data on such individuals, and offered government subsidized health care to any superhuman who would agree to a few simple tests. These tests were noninvasive and filed under whatever identity or code name the superhuman desired.

Though some superhumans refused to provide DNA or other information to a government agency, the clinic soon helped enough individuals and gathered enough useful research data to be considered a success. As time passed, a dozen more clinics opened in cities around the country. The expansion slowed somewhat after 9/11 as government funding went elsewhere but in recent years the Thomas Act was passed, providing additional funding to open twenty new facilities. There are even clinics planned for Puerto Rico, the US Virgin Islands, and Guam,

H7712D-HLF99837

AFTERBURNER

Name: Francis "Frank" Prendergast
Alias: Afterburner (current),
SuperSonic (former)

META
Rating:

Gold11



FF990 - 3276T0AZ

1223433223558783
903331-890-3-000

DESIGNATION:

ROGUE

Profile:

Journal Addendum – Moscovitz, Active Files Desk

Subject: Afterburner

This guy again.

Again.

I'm beginning to lose track of the number of times we've flagged, copied, and sent Prendergast's file out in just the last year alone. Lord, but he gets around. Wonder what he wants in California to prompt the CBI's interest? He was making his way through Texas last we knew.

Note to Medical Research Section – Field Specialists are reporting the last set of confirmed readings on his suit's output varies noticeably

META Report

Name: Francis "Frank" Prendergast
Alias: Afterburner (current), SuperSonic (former)
META Rating: Gold-11
Designation: Rogue

Profile:

Journal Addendum – Moscovitz, Active Files Desk
Subject: Afterburner

This guy again.

Again.

I'm beginning to lose track of the number of times we've flagged, copied, and sent Prendergast's file out in just the last year alone. Lord, but he gets around. Wonder what he wants in California to prompt the CBI's interest? He was making his way through Texas last we knew.

Note to Medical Research Section – Field Specialists are reporting the last set of confirmed readings on his suit's output varies noticeably from previous file updates. Please verify. We need to make sure what we're handing off is accurate.

"You think that badge makes you special? Your widow's gonna wish you were a faster learner, chump!"

History:

Some people slide down the moral slope one day at a time, one inch at a time. Others wake up on a bad morning and just decide to barrel to the bottom without using their brakes.

Frank *seemed* like a fairly normal child growing up. Even after his powers manifested and he started looking for ways to cash in on them, he still seemed a lot more sedate and laid back about it then he appears today. Initially, under a different costume and the name "SuperSonic," he made a small fortune doing endorsements



and advertising while operating as a modestly successful hero.

Then the TV tabloids broke the story that his so-called heroics were nothing but a string of set-ups and street theater arranged by his agents and handlers to sell a product, that product being him. There were wild parties detailed, unfounded speculations printed of links to money-laundering schemes through his business partners, and a litany of other career-ending, bone-headed decisions on his part. The SuperSonic persona was now *persona non grata*, a punchline for late-night comedians.

After a while spent exploring the bottom of many bottles, Prendergast ultimately decided that he was okay with that. The public and Corporate America did not want to pay to see his powers in action? Fine. There were other ways for a guy with superpowers to make money, and they were a lot more fun than photo ops at car dealerships. He reinvented himself as “Afterburner.”

Afterburner debuted by trashing a SWAT response team trying to contain a group of bank-robbers, then forcing the robbers to take him to their bosses and backers. After that, it was a marathon of jobs to build his reputation and cement his professional connections.

Afterburner has achieved considerable notoriety due to a combination of longevity, persistence, and showmanship. He has spent little time in jail during thanks to inadequate counter-measures, good connections, and pricey lawyers, and he intends to keep it that way. Aside from an accident—at the hands of poorly chosen allies and their so-called “doomsday engines”—which overloaded Frank’s powers and forced him into a special suit, Afterburner has led a lucky and profitable career that he is happy to talk about to up-and-comers with the good graces to feed his ego and keep his glass full.

Personality:

There are really two Franks: there is Frank the pro, the old hand at dealing with cops, crooks, and capes; and Frank the power-fueled, borderline berserker—who has been a more frequent presence since putting on the suit. Some people have commented that his powers have started to eat away at his sanity, but not while he is listening.

Afterburner works off of a bad mix of ego, selfishness, and resentment. He likes fame and money, but thinks they are due him because of his powers, not his efforts. He is a pro when his temper does not take over, but his fuse grows shorter every day, and he resents having to take jobs just to keep his suit running (rather than to feed the next few weeks of parties).

Powers & Abilities:

Prendergast is a mutant who constantly and unconsciously channels cosmic energies through his every cell. These energies enhance his strength and durability and can be focused to propel him at great speeds; he can also release them as explosive discharges. Following an accident which overloaded his body’s capacity for channeling, Afterburner now needs to wear a special control suit to

regulate the energy coursing through his body or he will suffer tremendous internal and cellular damage.

Afterburner is an old hand at the powered criminal game, and his thuggish behavior hides a cunning, if unsophisticated, mind. Prendergast often plays up a brute or “street” persona in order to make opponents underestimate him. He is an accomplished fighter, an excellent judge of character and intention, and his knowledge of the workings of both the underworld and criminal justice system is extensive, first-hand, and hard-nosedly practical.

Nemesis Options:

Afterburner works best against other speedsters (who he likes to surprise with his damage capacity and durability) and bricks (who he likes to surprise with his maneuverability and movement), but he is adaptable and holds grudges *forever*, so any character type that gets in his way successfully will make a lasting enemy.

Tricks & Tactics:

Frank is a master of hit-and-run maneuvers, staying in constant motion and never restraining his motormouth. His favorite set of tactics is to open with a Taunt, Startle, or Surprise Attack (if he can tear in from an unseen distance), and then go for a Power Attack on a Slam during a Move-by Action. He will fall back on Agile Feint if he has to, but will always do whatever it takes to drop his target’s Defenses low enough to routinely Power Attack. He also likes dropping a sonic boom right in the middle of a massed group, preferably one made up of more fragile characters.

STR 10	STA 11	AGL 1	DEX 0	FGT 8	INT 1	AWE 1	PRE 3
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Powers

Channeling the Inner Fire: 22 point array

- **Cosmic Energy Sheath:** Reaction Damage 5
- **Exploding Punch:** Burst Area Damage 11
- **Rocket-powered Flurry of Punches:** Damage 11, Multiattack
- **Sonic Boom:** Burst Area Affliction 10 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Feature (can cause Knockback Complications)

Human Rocket: Enhanced Advantage 8 (Improved Initiative 8), Feature 1 (glowing aura, can increase to bright enough to read by); Speed 12 (8000 MPH) AE: Flight 6 (120 MPH)

Physical Augmentation: Enhanced Advantage (Diehard), Enhanced Stamina +8, Enhanced Strength +8, Immunity 11 (Environmental Conditions, Fatigue Effects, Starvation & Thirst), Impervious Toughness 8

Skills

Acrobatics 4 (+5)
 Athletics 6 (+16)
 Close Combat: Unarmed 2 (+10)
 Deception 5 (+8)
 Expertise: Professional Criminal 8 (+9)
 Expertise: Media 5 (+6)
 Insight 6 (+7)
 Intimidation 7 (+10)
 Perception 6 (+7)
 Persuasion 4 (+7)

Advantages

Accurate Attack, Agile Feint, All-out Attack, Close Attack 2, Contacts, Daze (Intimidation), *Diehard*, Evasion 2, Improved Defense, *Improved Initiative 8*, Move-by Action, Power Attack, Seize Initiative, Startle, Take-down 2, Taunt, Well-informed

DEFENSE

DODGE 10	INIT +33	PARRY 8
FORT 13	WILL 9	TOUGH 11

OFFENSE

Cosmic Energy Sheath +10	Close, Reaction Damage 5
Exploding Punch –	Close, Burst Area Damage 11 (DC 26)
Rocket-powered Flurry of Punches+10	Close, Damage 11, Multiattack
Sonic Boom –	Close, Burst Area Affliction 10; res. by Fort
Unarmed +12	Close, Damage 10

Complications

Fame Seeker: Afterburner loves to feed his ego by being the center of attention. It is never enough just to pull off a job well - everyone has to know it was him and what his contributions were.

Greedy: Frank likes his money and creature comforts.

Temper: Afterburner has a legendary short fuse that is continuing to grow worse over time.

Unstable Powers: Without the stabilizing suit, Frank's powers will soon gain the Uncontrolled flaw; Further, every full hour that goes by when he isn't wearing the suit (or using equivalent tech), Frank must resist an Affliction effect (Dazed, Stunned, Incapacitated) that starts at rank 1 and gains +1 rank for every continuing hour without the suit's aid.

H7712D-HLF99837

BLACK HERON

Name: Jasper Gregg
Alias: Black Heron, The Birdman of
Beacon City

META
Rating:

Blue♣

FF990 - 3276T0AZ



1223433223558783
903331-890-3-000

DESIGNATION:

ROGUE

Profile:

It's funny how you can admire someone's persistence while still thinking they're a complete loser. The Black Heron is committed to making it as a costumed villain, but he's never really managed to do much more than commit a few crimes, gloat about it, and then get slapped around by some costumed hero and thrown in prison. For example, last month he tried to steal a statue of a rare bird from a Beacon City museum and got slapped around by some guy dressed like a spotted cat. He got away—barely—but not before taking a serious beating and coming away empty-handed.

I'm not saying never take this guy seriously if you encounter him. He's managed to put a few security guards, cops, and even the occasional minor meta down. Just try and use appropriate force and don't call in

META Report**Name:** Jasper Gregg**Alias:** Black Heron, The Birdman of Beacon City**META Rating:** Blue-8**Designation:** Rogue**Profile:**

It's funny how you can admire someone's persistence while still thinking they're a complete loser. The Black Heron is committed to making it as a costumed villain, but he's never really managed to do much more than commit a few crimes, gloat about it, and then get slapped around by some costumed hero and thrown in prison. For example, last month he tried to steal a statue of a rare bird from a Beacon City museum and got slapped around by some guy dressed like a spotted cat. He got away—barely—but not before taking a serious beating and coming away empty-handed.

I'm not saying never take this guy seriously if you encounter him. He's managed to put a few security guards, cops, and even the occasional minor meta down. Just try and use appropriate force and don't call in the cavalry just because he's wearing a costume and talking a big game.

—Agent Alisha Ngyuen

“You haven't heard the last of the Black Heron, hero! My revenge will fly swiftly upon black wings! (muttering to himself) “Fly swiftly upon black wings?” Ugh, I need to work on that.”

**History:**

It is hard to become an ornithologist without an appreciation for birds. However, appreciation is about as far as Jasper Gregg ever got. He was not an avid bird lover; he settled for a degree that seemed interesting, which he showed some natural aptitude for, and decided to study thrushes, wrens, hawks, herons, and doves at the local university until he could claim his inheritance from his dear aunt Lavie. Unfortunately, things did not go as planned. Misunderstanding the extent of her beloved nephew and sole heir's passions, she willed all but a modest amount of her wealth to the university's zoology department for the creation of a new bird conservatory and avian research center. She died content that she was providing her dear Jasper with a wonderful place to do his life's work.

Jasper felt differently. His attempts to nullify the will and inherit Aunt Lavie's money not only failed, but soured his employers on him. He was soon let go, and his competent but unremarkable record was not enough to compete with peers who actually carried about their studies and research. Desperate, he decided that if he could not inherit a fortune, then he would steal one.

Stealing a copy of the costume and weapon designs of a retired hero—the Finch—from a museum, Jasper crafted a bird-like suit and became the Black Heron. It was not supposed to be a permanent thing; he figured he would craft a more fearsome identity once he had the chance to obtain more modern weaponry. That was several years and numerous defeats ago. Now a mix of resignation and determination, Jasper is trying to make the Black Heron a name worthy of respect and fear.

Personality:

Black Heron is a small-time supervillain with dreams of hitting it big. He knows he is not the most powerful or dangerous bad guy around, but he is always on the lookout for ways to increase his reputation, powers, or notoriety. This also means he will brag about any victory he scores, no matter how small, and downplay any defeat he suffers, no matter how large. This makes him fairly insufferable, even to many other costumed criminals. He is likely a little unbalanced—his response to being cut out of a will was to dress up like a bird.

Ever since reading about branding and the important of self-promotion during his last stint in prison, Black Heron has become even more committed to his bird motif. He is not completely nuts about it, but he is always working on new bird-themed quips and capers. He will also criticize other villains—and heroes—if he feels their powers, costume, or methods are not geared to “selling” their image. This makes him even more insufferable, as well as actually limiting his effectiveness by making him predictable.

Powers & Abilities:

Black Heron has no natural powers, but his costume allows him to glide, fly for short distances, and increase his strength and leaping ability through hydraulic boosters. It also sports egg-shaped concussion bombs and lenses that allow for night- and magnified-vision. His outfit has metal inserts along the wings, feet, and the beak-like portion of his headgear for offensive purposes. To better make use of these weapons, he has developed

a fairly effective—if limited—fighting style using wing buffets, kicks, and head-butt-like “pecks”. In addition to his gear, Black Heron is also a moderately skilled combatant, acrobat, and talented ornithologist.

Nemesis Option:

Black Heron makes a good inclusion into the rogue's gallery of a hero with an animal theme. He works even better if he is one of several such villains, making temporary team-ups more likely and increasing the danger he poses. He is also a good antagonist for heroes with complications or subplots related to popularity or media exposure, since Black Heron could single out these PCs in the hope that fighting them will increase his own reputation. Regardless, he will probably never rise above the level of comic nuisance or small-time threat unless something or someone gives him a serious power boost; but that is part of his charm.

Tricks & Tactics:

Black Heron's methods main benefit is their unconventional nature. Most superheroes do not expect to be pelted with exploding eggs or pecked at by a guy wearing a beak on his head. Still, incredulous surprise can only carry one so far, and Black Heron is starting to learn how to use his talents and abilities to their fullest. He prefers to deal with non-flying foes, harassing them with Egg-Splosives and Move-By Attack. If forced to fight another flier, he will try to escape unless he is clearly more maneuverable. In these cases, he will try to outflank his foes and wear them down with fast attacks and fancy flying.

STR 3/1	STA 1	AGL 3	DEX 1	FGT 6	INT 2	AWE 1	PRE 0
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Powers

Heron Harness: Removable

Armored Costume: Protection 2

Beak, Wing Strikes, & Foot Spurs: Strength-based Damage 3, Feature: Can treat as Unarmed for Close Combat

Egg-Splosives: Burst Area Affliction 8 (Resisted by Fortitude; Dazed and Impaired, Stunned and Disabled, Incapacitated and Unaware), Extra Condition

Glider Wings: Flight 5 (60 MPH), Gliding, Quirk: Glider Wings enable Flight, **AE: Booster Turbines:** Flight 4 (30 MPH), Unreliable (5 uses)

Helm Lenses: Senses 2 (Extended Vision, Low-light Vision)

Hydraulic Boosters: Enhanced Strength 2, Enhanced Strength 1, Limited to lifting, Leaping 2 (30 feet)

Skills

Acrobatics 4 (+7)

Athletics 2 (+5)

Close Combat: Unarmed 4 (+10)

Deception 4 (+4)

Expertise: Criminal 3 (+5)

Expertise: Ornithology 3 (+5)

Intimidation 2 (+2)

Perception 5 (+6)

Ranged Combat: Throwing 4 (+5)

Stealth 2 (+5)

Technology 3 (+5)

Vehicles 3 (+4)

DEFENSE

DODGE

11

INIT

+3

PARRY

11

FORT

7

WILL

7

TOUGH

5/3*

*without Defensive Roll

OFFENSE

Beak, Wing Strikes, &

Foot Spurs +10

Egg-Splosives—

Unarmed +10

Close, Damage 6

Close, Burst Area Affliction

8; res. by Fortitude

Close, Damage 3

Advantages

Agile Feint, Defensive Attack, Defensive Roll 2, Favored Environment: Aerial, Improved Trip, Move-by Action, Redirect, Set-up, Taunt

Complications

Committed to His Theme: Although he has successfully stolen and altered advanced technology and is a fairly capable engineer, the Black Heron will not design or incorporate technologies into his harness that do not match his bird/heron theme, lest he “dilute the Black Heron brand.”

Vengeful: Black Heron will never forget a slight and will seek any opportunity to get revenge on those who have wronged him.

H7712D-HLF99837

CALYPSO

Name: Janet Brooke
Alias: Janet Brooke, Calypso

META
Rating:

Red 12



FF990 - 3276T0AZ

1,223433223558783
903331-890-3-000

DESIGNATION:

ROGUE

Profile:

Janet is five gallons of crazy in a one gallon jug.

She hates everyone with super powers, and deep down this includes herself. Denying her metahuman origins is a full-time job for her, and she struggles to maintain the fantasy that she is better than other people. She is so intense in her denial of reality that any attempt to remind her of her real name or build a rapport with her is likely to send her into a fury. Her tantrums are epic in scope and she will not hesitate to fill a city block with storm flooding to prove herself the master of anyone who attempts to treat her as an equal. This irrational behavior leaves her with few options for friends or allies.

Additionally, her parents have disowned the girl and seem to be in as

META Report**Name:** Janet Brooke**Alias:** Janet Brooke, Calypso**META Rating:** Red-12**Designation:** Rogue**Profile:***Janet is five gallons of crazy in a one gallon jug.*

She hates everyone with super powers, and deep down this includes herself. Denying her metahuman origins is a full-time job for her, and she struggles to maintain the fantasy that she is better than other people. She is so intense in her denial of reality that any attempt to remind her of her real name or build a rapport with her is likely to send her into a fury. Her tantrums are epic in scope and she will not hesitate to fill a city block with storm flooding to prove herself the master of anyone who attempts to treat her as an equal. This irrational behavior leaves her with few options for friends or allies.

Additionally, her parents have disowned the girl and seem to be in as much denial about what has happened as the girl is. They refuse to even discuss her, acting for all the world as if their daughter never existed.

Because of her volatile nature, I've upgraded her threat level for this METAs update. Plus, that new Siren's Song gimmick is something our agents need to watch out for. It's embarrassing to be the one caught up in that, let me tell you.

Bring earplugs. And SCUBA gear.

— **Agent Lexi Yousafzai, FBI Metahuman Investigations**

“Stay out of my way, freak! I'm not like you, I'm a goddess! A GODDESS!”

History:

The woman who calls herself “Calypso” was born Janet Brooke. Her family raised her with very strong anti-metahuman political views. Her father was a member of the hate group The Torchbearers, helping to secretly funnel funds to them, while openly preaching their hateful rhetoric at home. Janet absorbed this way of thinking and built her worldview around it. To her, every political, social, and economic problem that the world faced could be traced back to metahumans.



When she discovered the schoolmate she had been dating became metahuman, she quickly broke the relationship off, blaming her ex for “betraying” her trust and joining “them.”

Surrounded by the pressure of anti-metahuman thinking and hate speech, Janet was completely unprepared for her own latent meta-human abilities when they surfaced.

Her powers revealed themselves when she was at a high school swim meet. The effort of pushing her limits to defeat the rival school's star swimmer triggered her abilities and, before she knew what was happening, the contents of the pool swept her up and into the air, putting her in the center of a waterspout.

In a panic, she called out to her parents in the crowd, but her father fled the scene and dragged his wife with him. They have since disowned Janet and turned their backs on the frightened teen.

Abandoned in her moment of crisis, Janet panicked; when the Beacon City authorities showed up, things only got worse. She pulled more and more water from the pool, intuitively learning how to protect herself with it and attack in response. Over the roaring sound of the waterspout, she could not hear anything beyond her own histrionics. Unable to accept she was a metahuman—the very thing she had been taught to hate—she created a new narrative for herself.

She was Calypso, daughter of Oceanus, and she had returned to this world to take back the love and life that had been stolen from her by the “filthy” metahumans who only pretended to be gods.

Personality:

Calypso has suffered a serious disconnect from reality. She reinforces her fantasy by constantly repeating it to herself and anyone who will listen, adding new embellishments all the time. Her narrative changes to suit the situation, but always maintains certain consistent elements: she hates metahumans, she is not a metahuman, and normal humans should love and worship her because she is a goddess.

Calypso is extremely lonely, and will respond well to normal humans who praise her or show her affection. Invariably, however, her fantasy will not allow her to be happy and she will sabotage the relationship.

With careful and constant attention, she may be brought back to herself by either a character with skill in psychology or simply someone who develops a strong bond with Janet. This would take time and patience, however, and a lot of forgiveness for the crimes she commits while under her own spell.

Powers & Abilities:

Janet’s powers allow her to subconsciously draw water from the environment and control it. She can fill a large space with water, maintaining it in a given shape, but most often she will simply form a whirling waterspout around herself. She can move freely in this whirling, winding construct, but anyone else may be snatched into it and drowned or flung out with terrific force. When inside a large body of water, such as the ocean, she is

almost impossible to capture. Her body becomes dispersed and she can move from point to point, reforming in the blink of an eye. Only when she is on land is her power limited by the water available to her, and only then is there a good chance of taking her into custody.

Recently, Janet has learned how to sing in a hypnotic key, adjusting the vibrations of her song with her control over water. This “Siren’s Song” is a skill she developed after reading up on Calypso’s history and deciding that she should “remember” how to accomplish the fictional character’s ability to mesmerize men with her song. She does not use this song very often (in fact, she may not “know” this power when she first encounters heroes), but is most likely to employ it when she fancies a hero and wants them to worship her. Generally, she targets non-metahumans with this power (characters whose abilities are not naturally superhuman). The effect only lasts as long as she continues to sing, however.

Nemesis Options:

Calypso is a perfect nemesis for someone whose powers are innate, or a proponent of metahuman rights. She can also be a dangerous romantic interest for a player character, particularly if the romance begins before the onset of Calypso’s powers, leading the hero to try and rescue Calypso from her own delusion. Any hero who identifies as a “true” scion of legend may take offense at Calypso’s claims to godhood and seek to teach her the error of her ways. As an elemental-focused character, she makes a perfect foe for anyone using a contrasting or complementary element. Finally, her nature as someone dealing with a serious mental breakdown may make her a perfect antagonist for a player character who seeks to help or redeem their foes, where helping Janet recover her true self and grow beyond her psychosis becomes the true victory for the hero.

Calypso’s predictable nature also makes her easy for other villains to manipulate, so she may be used as a pawn against the heroes by a more sinister foe.

Tactics & Tricks:

Calypso is as powerful as a tornado, and just as subtle. On land, her first step is almost always to draw all the water from the environment to create a waterspout around herself. This is primarily defensive, but also gives her more options for attacking or trapping her foes. If she is fighting in an open body of water, her mobility makes her far more dangerous. She can tele-

STR 0	STA 4	AGL 5	DEX 5	FGT 0	INT 2	AWE 3	PRE 1
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Powers

Grace of Calypso: Movement 3 (Environmental Adaptation (Under Water), Permeate, Water Walking); Immunity 13 (Water, Environmental Cold, Pressure, Suffocation (Drowning)); Swimming 12 (2000 MPH), AE: Teleport 6 (1800 feet), Extended, Medium (Water), AE: Flight 12 (8000 MPH), Platform

Oceanus's Gifts: Array (36 points)

- **Thunderstorm:** Environment 12 (Impede Movement (2 ranks), Visibility (-2), Radius: 8 miles)
- **Water Blast:** Ranged Damage 14, Accurate 2
- **Water Control:** Burst Area 2 (60') Move Object 9 (12 tons), Damaging, Selective, Limited to Water, Reduced Range

Siren's Song: Perception Range Affliction 8 (Resisted by Will; Entranced, Compelled, Controlled), Concentration, Instant Recovery, Hearing-dependent

Waterspout Shield: Enhanced Defenses 12 (Dodge 6, Parry 6); Protection 9, Impervious 13, Sustained

Skills

Acrobatics 8 (+13)
 Athletics 2 (+2)
 Deception 4 (+5)
 Expertise: Greek Mythology 1 (+3)
 Intimidation 6 (+7)
 Investigation 3 (+5)
 Perception 3 (+6)
 Technology 2 (+4)

port within a single body of water at will, making her a lightning-fast skirmisher. In such environments, she will seek to disorient and dominate a foe quickly.

She will occasionally single out an attractive hero to attempt her Siren's Song on, or use it to lure innocent people to her side. This is rare, though, as she is more of a bruiser than a manipulator. Calypso's idea of what represents an "attractive" hero is limited to characters whose powers are either not natural (technological heroes or super-skilled heroes, for example) or are not obvious upon her meeting them. Because her hypnotic song only lasts as long as she sings, this can be easily interrupted by the Hero's allies, and is therefore not her most sound tactic.

DEFENSE

DODGE 11	INIT +9	PARRY 11
FORT 12	WILL 12	TOUGH 13

OFFENSE

Siren's Song—	Perception Range, Affliction 8; res. by Will
Water Blast +9	Ranged, Damage 14
Water Control—	Close, Burst Area 2 Move Object 9; Damaging

Advantages

Accurate Attack, Agile Feint, All-out Attack, Favored Environment (Open Sea), Improved Initiative, Power Attack

Complications

High and Dry: Calypso's powers are dependent upon water in the environment. If she cannot find a nearby water main to tap or other source of water, her abilities are severely limited. A GM may choose to play this as a gradual building of power as she finds more and more water to add to her waterspout, rather than a de-powering in their absence. One thing is clear: she cannot create water, only control it and move within it.

Metahumans are an insult to the gods!: Calypso has a pathological hatred of metahumans. This hatred extends subconsciously to herself, but she has built such a fantasy world around denying her own meta-human nature this is sometimes hard to understand. She sees anyone with superhuman abilities, other than herself, as a liar and a personal threat.

Temper: Because the fantasy world she has created for herself is so fragile, any hint of someone confronting her about her true nature is likely to spark a temper tantrum from Calypso. Her tantrums are epic in scope, and have been known to flatten towns.

H7712D-HLF99837

COLDSNAP

Name: Brandon Strnad
Alias: Sparky, The Spark

META
Rating:

Blue11

FF990 - 3276T0AZ



1223433223558783
903331-890-3-000

DESIGNATION:

ROGUE

Profile:

Brandon Strnad, aka "The Spark", was a pretty straightforward case. He seemed unexceptional in every way, apart from generating high levels of electricity he can barely control. He operated as part of teams, supplying them with limited scientific and technological support or raw power. He had shown an incredible resistance to cold, assumed a side-effect of his electrical generation.

This changed when he became Coldsnap. He now single-handedly engages in spectacular crimes and campaigns of terror using applied scientific theories. Observations indicate his new powers are attributable to an advanced cold-generating suit that draws power from his electrical capability. We have surmised the suit has advanced sensory equipment, as he easily took out an entire elite SWAT team in the

META Report**Name:** Brandon Strnad**Alias:** Sparky, The Spark**META Rating:** Blue-11**Designation:** Rogue**Profile:**

Brandon Strnad, aka "The Spark", was a pretty straightforward case. He seemed unexceptional in every way, apart from generating high levels of electricity he can barely control. He operated as part of teams, supplying them with limited scientific and technological support or raw power. He had shown an incredible resistance to cold, assumed a side-effect of his electrical generation.

This changed when he became Coldsnap. He now single-handedly engages in spectacular crimes and campaigns of terror using applied scientific theories. Observations indicate his new powers are attributable to an advanced cold-generating suit that draws power from his electrical capability. We have surmised the suit has advanced sensory equipment, as he easily took out an entire elite SWAT team in the commission of his latest crime.

—Agent Raphael Smith

"I see 7 applications of cryonics that will end the nuisance you have represented to me. I suggest you run... if you can."

History:

Brandon "Sparky" Strnad had always been of average intelligence and aptitude. The only thing that made him exceptional in any way was his mutant ability to



generate incredible amounts of electricity, offset by his less than average skill at harnessing it. Coming from a poor neighborhood and broken home, Brandon was an easy mark for criminal elements in his area looking for a certain skill set and a bit of unconventional power. Approached by people he considered friends, Brandon

was given a costume and named “The Spark”—super-powered muscle for criminal gangs. His first outing was successful beyond anyone’s wildest dreams, boosting Brandon’s ego and making him something of a commodity. This was not to last, though.

The Spark quickly became a joke after inadvertently taking out his crews on a few high profile jobs. People he thought of as friends now took to calling him “Sparky”—the mocking nickname he grew up with—in his presence, where once they only used it when he was not around. Brandon wanted out but, with his criminal record and the widespread knowledge of his powers, realized he had no other options. He dropped the costume and turned to being tech backup, only using his powers in emergencies. Then came the job that changed his life.

Brandon got on a crew with a bizarre plan—they would hit a cryonics lab and hold the bodies within for ransom, based on the assumption they would all be wealthy people. What they did not expect was their plan drawing superhuman attention. During the course of the ensuing fight, Brandon took a chance and escaped through the deep freeze storage area. He was surprised at how little he felt the surrounding cold and how much sharper his thinking was becoming. A stray shot then ruptured several cold gas containers, and Brandon used the ensuing cloud to make good his getaway. As soon as he got outside, though, he felt his clarity dull and quickly headed for the nearest cold storage warehouse he could find. Once there, he began using his increasing intelligence to find ways to further lower the temperature, then started designing a way to maintain his body at an ideal operating temperature without being confined, creating the first incarnation of his Cryo-Electric Suit.

Calling himself Coldsnap, Brandon implemented plans to acquire the resources he needed to perfect his suit, adding the ability to harness the intense cold as a weapon and integrating advanced optics and analytical equipment into the helmet. He now steals what he needs to keep the suit working at peak capacity and shows the world how amazing he has become, often at the expense of those who once mocked him.

Personality:

Brandon Strnad was best described as a hapless jobber; he imagined greater possibility for himself and his powers, telling anyone who would listen about it, but had neither the drive nor the ability to realize those

dreams. He is dedicated, however, and constantly sought challenging—for him—ways to use what he had, working with crews of people he knew from his old neighborhood; of course, these same people knew exactly how to play on his need for validation.

Once he discovered the secret to his unique physiology, though, his personality transformed. Brandon now considers himself the smartest, most insightful criminal around, able to implement all he imagines and more. Cold science, detailed planning, and his own power are the only things he counts on.

Brandon still limits himself by obsessing over the maintenance of his greatest accomplishment—the Cryo-Electric Suit—and the perceived fragility of his enhanced state, but his desire for recognition sometimes outweighs those concerns.

Powers & Abilities:

Brandon generates incredible amounts of electricity, though he has very little skill in the manipulation of it. He has a small amount of scientific and technical knowledge and is able to apply that knowledge creatively. He is immune to extremely cold temperatures, which activate his superconductive physiology. In this enhanced state, his reflexes, intellect, perception and ability to process information are increased exponentially.

The Cryo-Electric suit uses Brandon’s electricity to create a field of intense cold within the suit, putting him permanently in his superconductive state. It also allows him to focus his electrical powers and generate bursts of intense cold and large volumes of ice for various applications, from volleys of icy spears to walls of ice and ice slides. The suit is resistant to small arms fire and electromagnetic effects, and houses an AR-enabled sensory-enhancement suite.

Tricks & Tactics:

Coldsnap devises a master plan with a number of contingencies, adapting it based on the forces that show up to oppose him. He will use Accurate Defensive Attacks while sizing up unknown opponents with Assessment and Insight, then switch combat maneuvers to most effectively deal with any given target, power stunting electrical or magnetic effects if needed. He is fond of duping stealth-based characters into believing they have an upper hand, only to take them out once they move on him.

Without his suit, Brandon uses Seize Initiative to get off

STR 2	STA 4	AGL 5	DEX 6	FGT 8	INT 8	AWE 8	PRE 0
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Powers

Adapted for Low Temperatures: Immunity 10 (Cold)

Cryo-Electric Suit: Removable

Armored Shell: Protection 4, Impervious Toughness 8

Augmented Reality Interface: Senses 11 (Analytical Hearing, Analytical Visual Senses, Darkvision, Direction Sense, Distance Sense, Infravision, Radio, Time Sense, Ultravision), Feature: Heads Up Display, Precise

Cold Generation: Array (36 points)

- **Hypothermic Shock:** Ranged Burst Area Affliction 11 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Affects Insubstantial 2
- **Ice Constructs:** Create 12, Innate, Permanent, Stationary
- **Ice Shards:** Ranged Damage 12, Multiattack
- **Trap in Ice:** Ranged Cumulative Affliction 9 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobile, Incapacitated), Extra Condition

Ice Slides: Flight 5 (60 MPH), Platform

Magneto-Electric Resistance: Immunity 20 (Electricity, Magnetic), Limited to Half Effect

No Heat Signature: Concealment 2 (Infravision)

Radiant Cold: Environment 1 (Cold), Permanent

Sealed Environment and Sensory Shielding: Immunity 14 (Disease, All Environmental Conditions, Poison, Sensory Affliction Effects, Suffocation)

Electricity Generation: Array (24 points)

- **Electric Bolt:** Ranged Damage 12
- **Chain Lightning:** Ranged Damage 8, Multiattack
- **Electric Burst:** Burst Area 2 (60 ft.) Damage 8

Superconductive Physiology: Enhanced Agility 4, Enhanced Awareness 8, Enhanced Dexterity 4, Enhanced Fighting 4, Enhanced Intellect 8, Enhanced Defenses 8 (Dodge 4, Parry 4), Enhanced Advantages 14 (Accurate Attack, Assessment, Defensive Attack, Eidetic Memory, Improved Initiative 2, Inventor, Skill Mastery 2 (Insight, Perception), Takedown 2, Ultimate Insight, Ultimate Perception, Uncanny Dodge), Enhanced Skills 14 (Expertise: Science 2, Insight 8, Intimidation 10, Perception 6, Technology 2), Quickness 4 (2 ranks Limited to Mental only)

DEFENSE

DODGE

14

INIT

+13

PARRY

14

FORT

9

WILL

13

TOUGH

8

OFFENSE

Chain Lightning +10	Ranged, Multiattack Dmg. 8
Electric Bolt +10	Ranged, Damage 12
Electric Burst –	Close, Burst Area 2 (60') Damage 8
Hypothermic Shock –	Ranged, Burst Area Affl.11
Ice Shards +10	Ranged, Multiattack Dmg 12
Trap in Ice +10	Ranged, Affl. 9; Res. by Dodge

Advantages

Accurate Attack, Assessment, Defensive Attack, Eidetic Memory, Improved Initiative 2, Inventor, Power Attack, Ranged Attack 4, Seize Initiative, Skill Mastery 2 (Insight, Perception), Takedown 2, Ultimate Insight, Ultimate Perception, Uncanny Dodge

Skills

Acrobatics 2 (+7)
Athletics 4 (+6)
Close Combat: Unarmed 2 (+10)
Expertise: Science 5 (+15)
Expertise: Streetwise 2 (+10)
Insight 1 (+17)
Intimidate 0 (+10)
Investigation 2 (+10)
Perception 1 (+15)
Technology 5 (+15)
Vehicles 2 (+8)

Complications

Continued next page...

Complications

Greater Than I Ever Imagined: Despite the increase in his intelligence, Coldsnap is still driven by his ego and desire for acknowledgement—especially getting those who once belittled him, hero and criminal, to understand how exceptional he is now.

Loose Wiring: Without the Cryo-Electric Suit, Coldsnap's Electricity Generation array is hard to control. There is an equal chance any of the three effects will happen, and one of the effects may go off when he is feeling stressed or overwhelmed.

Maintenance Budget: Coldsnap's primary motivator is the maintenance and upkeep of his Cryo-Electric Suit, and he requires both funds and specialized technology to keep it in peak condition.

Optimal Performance: Coldsnap hates what he becomes in warmer temperatures and will always seek extremely cold environments if he is separated from his suit.

Thermal Dampening: Coldsnap's Superconductive Physiology is reliant on extremely cold temperatures to function properly. Normally not an issue due to the freezing environment within his Cryo-Electric Suit, should the suit become damaged or he find himself in warm environments without it, he will lose its benefits. Note: the Cold Generation array has Side Effect (Damage 12, Resisted by Fortitude, always occurs).

an electrical strike in the hopes it will quickly drop any opponent he faces. Should that not succeed, he will use Power Attacks to wreak havoc and slip away in the chaos.

Nemesis Option:

Coldsnap's intelligence, methodology and ego make him an enemy to super-intelligent or inventor heroes, whom he seeks to prove better than. His enhanced physical abilities and calculating ways can make him a challenge for martial artist, weapon master or costumed detective types. His use of plans and contingencies can challenge an entire team of heroes, if used effectively.

One option to explore with Coldsnap is introducing him first as The Spark, allowing a PC to confront and embarrass Brandon a few times, and then having that PC become a focus for Coldsnap once he puts on the suit.

Brandon "The Spark" Strnad PL8

STR 2 STA 4 AGL 1 DEX 2 FGT 4 INT 0 AWE 0 PRE 0

Powers: Adapted for Low Temperatures: Immunity 10 (Cold), **Electricity Generation: Electric Bolt:** Ranged Damage 12; **AE: Chain Lightning:** Ranged Damage 8, Multiattack; **AE: Electric Burst:** Burst Area 2 (60 ft. radius) Damage 8

Advantages: Power Attack, Ranged Attack 4, Seize Initiative

Skills: Acrobatics 2 (+3), Athletics 4 (+6), Close Combat: Unarmed 2 (+6), Expertise: Science 5 (+5), Expertise: Streetwise 2 (+2), Insight 1 (+1), Investigation 2 (+2), Perception 1 (+1), Technology 5 (+5), Vehicles 2 (+4)

Offense: Initiative +1; Chain Lightning +6, Ranged Multiattack Damage 8; Electric Bolt +6, Ranged Damage 12; Electric Burst, Burst Area Damage 8

Defense: Dodge 6, Parry 6, Fortitude 9, Toughness 4, Will 5.

Totals: Abilities 26 + Powers 36 + Advantages 6 + Skills 13 + Defenses 17 = 98

Complications: Greater Than Me: Brandon wants to be acknowledged as something other than completely average or, worse, a joke.

Loose Wiring: Brandon has little control of his Electricity Generation; there is an equal chance any of the three effects will happen. One of the powers may also go off when he is feeling stressed or overwhelmed.

META Report

Name: Erik Edison
Alias: The Conductor
META Rating: Gold-12
Designation: Rogue

Profile:

I don't know what I find more aggravating about this guy—that he's an egomaniacal supervillain, or that he's got such a fan club. Have you read his blog? It's full of seven dollar words and pontification about how the average man is just too darn stupid to dress himself, much less run the country. And then he follows up his 'I'm so superior' rants with the plans for car engines that get triple the gas mileage of a hybrid. A bunch of the super-smart guys just say they're smarter than the idiots at university who dared mock him; this guy backs up his words. So now, every disgruntled MENSA member who got a wedgie in third grade wants Edison to run for President. Thank God his felony record is as big as his ego or I might have to worry.

The good news is—if you can call it that—Edison's getting up there in years. So he's doing less crime but posting more on his stupid blog.

Of course, no auto company is going to touch his designs because they're afraid it's really the first step to a robot army—or worse, that he'll want a cut.

—Agent John Carlson, Technical Services Division



History:

Professor Erik Edison got his first PhD at age eleven. Genetic testing remains inconclusive as to whether or not Edison's mind was due to super-powers or human genius. When he was 15, he was studying brain surgery—though unlicensed to actually perform it, he was a welcome presence in most operating rooms—and

“In a nation of idiots, the brilliant man should be king, don't you think?”

made a breakthrough. He discovered a process that gave him a super-charged nervous system, making him a living megawatt battery. He could then supercharge his own mind, allowing him to have breakthroughs at unprecedented rates. The university found out about his experiments and tried to shut him down. He electrocuted three security guards and discovered he did not care. It is possible Erik had a spark of humanity prior to the accident, but if there was, the electricity burned it out of him. Using the dregs of his bank account, he set up a second lab, one where he could research what he wanted, without fear of intervention by pesky authorities. The equipment he wanted was expensive, so he turned to crime. He would usually disable the alarms and help himself to whatever was not nailed down. Crime, he soon discovered, was a fine way to keep his ever-questing mind quiet. Soon after, he built his first suit of armor, powered by his own massive bioelectric powers. For the longest time, he considered himself the archnemesis of the Captain of Industry, an armored inventor. However, the Captain of Industry died of pancreatic cancer three years ago, and the Conductor was left without someone to “arch” against. At first, he considered himself the victor by simply outliving his enemy; but without that vital spark of an equally brilliant foe to pit himself against, the Conductor had something of a “mid-villain crisis.” Just to keep his hand in the game, the Conductor built the Overclock robot as a talent scout of sorts. By sending Overclock against various heroes, he could gauge their abilities and see if they are “worthy” of becoming his nemesis.

Personality:

The Conductor is an old school, monologuing, master-planning, smarter-than-thou villain. The death of the Captain of Industry opened up a self-reflective side that he did not know he had. He is a lot more self-aware now, and what he knows about himself is that he needs a nemesis. He needs to prove himself against a worthy foe. And woe unto he who shall hear the bitter music of The Conductor.

Powers & Abilities:

The Conductor's body and mind are supercharged with electricity. He can discharge the electricity through touch, causing either physical damage or disorientation. His superconducting neurons allow him to think hundreds of times faster than normal humans and can briefly supercharge his mind by shocking himself. He has used his enhanced intelligence to construct a bat-

lesuit, powered by his electrical powers, that lets him project his electrical abilities at range, fly at supersonic speeds, and protect him from most physical and energy attacks. The suit also has strength multipliers and an onboard targeting system that makes him a much deadlier threat in combat.

Nemesis Option:

The Conductor is looking for someone like himself—brilliant and sophisticated, with an eye on the ever-expanding possibilities technology can bring to the world. He does not necessarily have to pit himself against a fellow inventor. Brilliant crimefighters might pique his interest, as would many other heroic types, so long as they had a mind that could challenge his. Should the Conductor decide that one of the player-heroes is to be his nemesis, he will introduce himself formally and announce his intentions: He will not just defeat the hero; he will show the world who is the smarter man.

Tactics & Tricks:

The Conductor's battlesuit makes him a formidable opponent. He prefers to fight from range; however, his real strength is his mind and his ability to invent more devices. He usually has some special invention built for whatever his current plan is; for example, if he is fighting a fire-based hero, he will invent some sort of fire-suppression device.

STR 14	STA 2	AGL 2	DEX 3	FGT 3	INT 11	AWE 3	PRE 3
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Powers

Power Suit: Removable

Basic Systems: Protection 13, Impervious, Flight 9 (1000 MPH), Immunity 10 (Life Support)

Lightning Strike: Ranged Damage 12, **AE:** Enhanced Strength 12

Targeting System: Enhanced Advantages 12 (Close Attack 6, Ranged Attack 6), Enhanced Defenses 8 (Dodge 4, Parry 4)

Supercharged Nervous System: Comprehend Machines 2, Narrow Type (Electronics); Senses 7 (Accurate, Acute, Analytical, Radius, Ranged Detect Electricity); Immunity 10 (Electricity), Redirect, Reflect; Enhanced Intellect 11, Fades and Reaction (Electricity) on 6 ranks

Shocking Touch: Damage 10, **AE: Neural Shock:** Affliction 10 (Resisted by Fortitude; Entranced, Stunned, Incapacitated)

DEFENSE

DODGE 9	INIT +11	PARRY 9
FORT 10	WILL 12	TOUGH 15

Advantages

Assessment, Beginner's Luck, Benefit 2 (Independently Wealthy), *Close Attack 6*, Connected, Contacts, Daze (Intimidation), Eidetic Memory, Equipment 4, Fascinate (Intimidation), Improvised Tools, Inventor, Jack-of-all-trades, Languages 4 (Arabic, Chinese (Mandarin), German, Hebrew, Japanese, Russian, Spanish; English is native), *Ranged Attack 6*, Skill Mastery (Technology), Speed of Thought, Well-informed

Equipment

Underground Lair

Skills

Deception 7 (+10)
 Expertise (DEX): Performance (Piano) 7 (+10)
 Expertise: Classical Music Composition 3 (+14)
 Expertise: Engineering 4 (+15)
 Expertise: Science 4 (+15)
 Insight 5 (+8)
 Intimidation 8 (+11)
 Perception 3 (+6)
 Persuasion 3 (+6)
 Ranged Combat: Lightning Strike 3 (+6)
 Technology 7 (+18)
 Treatment 1 (+12)
 Vehicles 7 (+10)

OFFENSE

Lightning Strike +12	Ranged, Damage 12
Neural Shock +9	Close, Affliction 10; res. by Fortitude
Shocking Touch +9	Close, Damage 10
Unarmed +9	Close, Damage 14

Complications

Arrogance: The Conductor believes he is the smartest man in the world, if not the universe. His arrogance has led him to miss flaws in his plans, and no minion would dare to contradict him.

Getting Older: The Conductor has been in the villain business for a long time, and even with his supercharged metabolism, he is starting to slow down and think about what comes next. Part of him wants to retire, but his need to prove himself the smartest keeps him in the game.

Needs Recognition: The Conductor loves the spotlight, and will monologue like nobody's business if he is not stopped.

Rivalries: The Conductor takes special pleasure in outsmarting other geniuses, hero and villain. He often builds elaborate traps, just to highlight a flaw in a hero's abilities, and will make certain other villains' plans fail just to show how much smarter he is than them.

META Report**Name:** Overclock**Alias:** N/A**META Rating:** Blue-10**Designation:** Rogue**Profile:**

So far, I think we're actually up to Overclock #23. The Conductor keeps rebuilding him and installing upgrades while he's in there. I kind of feel sorry for the poor 'bot. He seems like his heart isn't in it.

—Agent John Carlson, Technical Services Division

History:

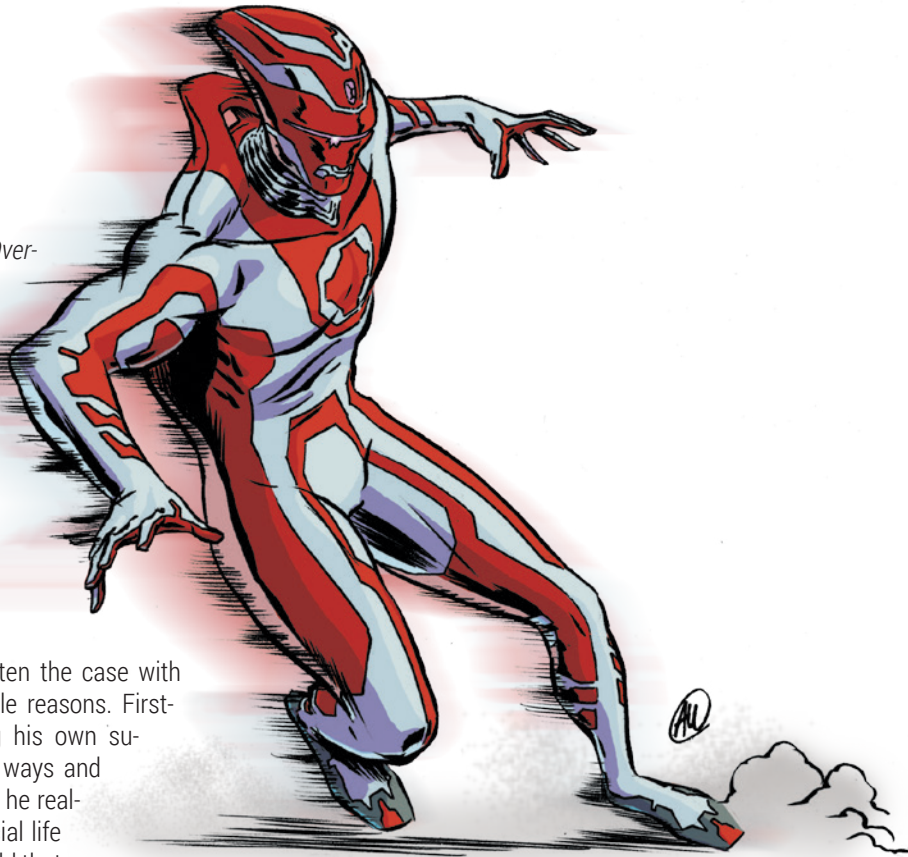
Overclock is a sentient robot built by The Conductor—as is often the case with super-villain geniuses—for multiple reasons. First, he had the idea for applying his own super-charging abilities in physical ways and needed a test platform. Secondly, he realized he had never made an artificial life form, and wanted to show the world that he could. Thirdly, he was on the hunt for a super-hero to “arch” and was sick of “wading through the lowbrow hordes” of super-heroes. Lastly, a villain team had been pestering for him to mentor them and the Conductor thought they were a ripe group of morons; Overclock brings home his share of the take and it helps with the Conductor’s ongoing operating expenses.

Personality:

Overclock was programmed with the sort of manners that The Conductor expects. He is something of a gentleman, especially to ladies. More than a few villains have offered the Conductor money for their own model of Overclock; it does not even have to have the speed powers. He is a classy and polite villain. That said, Overclock’s moral compass always points to “how is this going to help my creator?”

Powers & Abilities:

Overclock’s chassis was designed—from the skeleton up—to be a biomechanical masterpiece engineered to move at extreme hypervelocities and overall superhuman performance, from speed to strength to fighting skills.

**Nemesis Option:**

Overclock works as a nemesis for artificial heroes—an enemy that they could want to free from its hardwired slavery circuits. Heroes who the Conductor sees as potential “arches” will initially face Overclock in a variety of situations to test the hero’s mettle.

Tactics & Tricks:

Overclock uses his speed and the Move-By advantage to harry heroes. He will strike and run far away, repeating the tactic. When teams are clustered together, he will frequently attempt to Grab one of the heroes, run 20 miles or so away, and then leave them there. That can be really frustrating to heroes who have no way to get back to the fight, so Game Masters should feel free to give marooned heroes a Hero Point or two.

STR 7	STA -	AGL 6	DEX 3	FGT 8	INT 0	AWE 1	PRE 1
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Powers

Robot: Immunity 30 (Fortitude Effects), Protection 8, Impervious, Senses 1 (Communication Link), Feature (Can Upload Sensory Data)

Super-Speed: Enhanced Advantages 6 (Defensive Roll 2, Improved Initiative 4), Movement 3 (Wall-crawling 2, Water Walking), Quickness 10, Speed 15 (64000 MPH)

Skills

Acrobatics 2 (+8),
 Athletics 2 (+9)
 Close Combat: Unarmed 5 (+13)
 Expertise: Known Superheroes 5 (+5)
 Expertise: Super-Villain Society 5 (+5)
 Perception 2 (+3)
 Technology 4 (+4)

DEFENSE

DODGE 10	INIT +22	PARRY 10
FORT -	WILL 4	TOUGH 10/8*

*without Defensive Roll

OFFENSE

Unarmed +13 Close, Damage 7

Advantages

Defensive Roll 2, Eidetic Memory, Fast Grab, Fearless, Improved Initiative 4, Move-by Action, Takedown 2

Complications

Broken Bad: Should he be captured or rendered Incapacitated, Overclock's remote self-destruct sequence activates. Having gaps in his memory—the time between his last backup and his activation—is very disconcerting, so he will go to great lengths to avoid capture.

Servant Of The Conductor: As a creation of The Conductor, Overclock has to follow the Conductor's orders.

H7712D-HLF99837

Dr. Grimm

Name: Rhonda Meyers
Alias: Dr. Grimm

META
Rating:

Orange10

FF990 - 3276T0AZ



1223433223558783
903331-890-3-000

DESIGNATION:

ROGUE

Profile:

To: lilymoscovitz@activefiles.META.internal.org
From: millicentpierce@bureausecure.FBI.gov
RE: Changes to Grimm investigation

I understand Bureau inquiries go through your office, Ms. Moscovitz. My name is Special Agent Millicent Pierce. I'll be replacing Special Agent Toby Greer in all future communications with your office regarding the individual the press calls "Dr. Grimm."

Unlike my predecessor, I will be cooperating fully with you and view this as an exchange of information, not a one-way street. Expect me to be very receptive to your thinking on this woman. Greer ignored your people's advice and paid dearly for that judgment. He was an

META Report

Name: Rhonda Meyers
Alias: Dr. Grimm
META Rating: Orange-10
Designation: Rogue

Profile:

To: lilymoscovitz@activefiles.META.internal.org
From: millicentpierce@bureausecure.FBI.gov
RE: Changes to Grimm investigation

I understand Bureau inquiries go through your office, Ms. Moscovitz. My name is Special Agent Millicent Pierce. I'll be replacing Special Agent Toby Greer in all future communications with your office regarding the individual the press calls "Dr. Grimm."

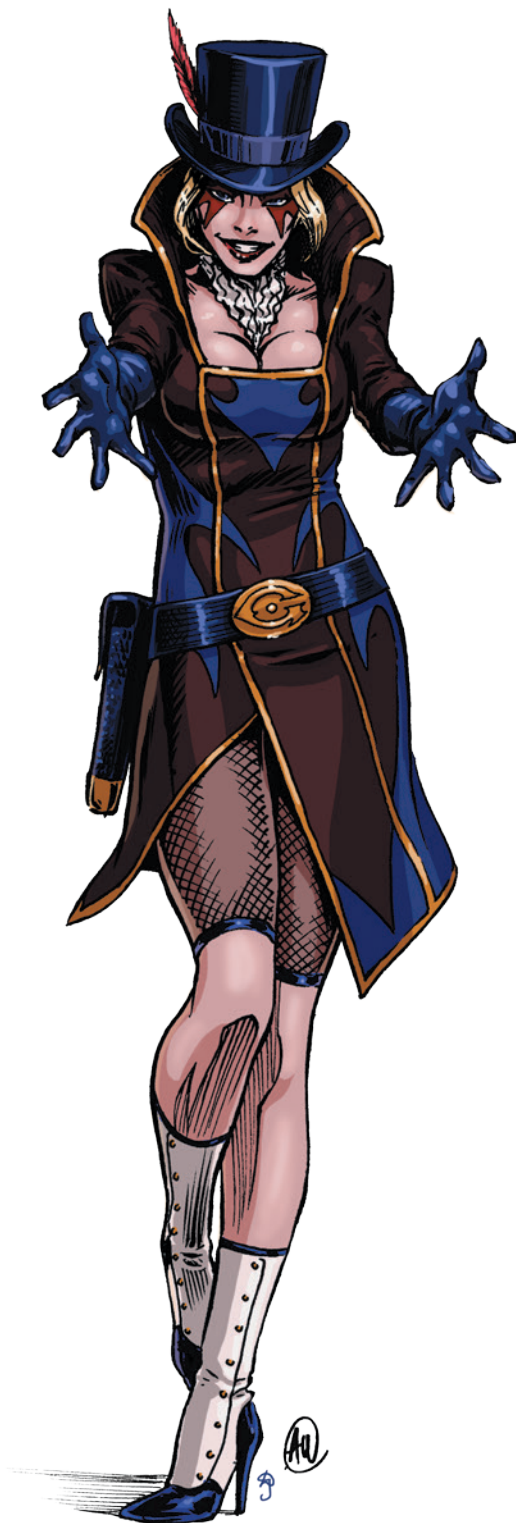
Unlike my predecessor, I will be cooperating fully with you and view this as an exchange of information, not a one-way street. Expect me to be very receptive to your thinking on this woman. Greer ignored your people's advice and paid dearly for that judgment. He was an exemplary agent otherwise, and though he'll be missed, I don't plan on repeating his mistakes or meeting his fate. Please feel free to add whatever personal observations or "unofficial" information your people feel is pertinent in addition to the actual reports. Anything that will help put the so-called "Fairy Tale Fiend" behind bars would be greatly appreciated. Thank you.

***"Tweedledee and tweedledum,
you have no time to be so glum***

***For as this rhyme it races by,
you'll see my victims start to die***

***One by one they do succumb, by
the pricking of my pretty thumb***

***Which of you, so brave, so
strong, will save the day ere time
runs long?"***



History:

Hermann Wertz, the original Dr. Grimm, was a noted musician and poet who emigrated from his native Germany as a youth. A polymath, Wertz quickly amassed a fortune and a celebrated reputation, but he also experienced a psychotic breakdown, developing a second personality called “Dr. Grimm.” As Grimm, Wertz became a criminal mastermind obsessed with fairy tales and children’s folklore, finding comfort in these stories and using them as inspiration for his many crimes. Eventually, age caught up with him and he was caught, tried, convicted, and locked away in a secure mental institution. His story should have been over, and for years he sat silently in his padded cell, lost in his own world and ignoring outside distractions. This changed when he was assigned a new doctor.

Rhonda Meyer worked and fought hard to reach the career heights she enjoyed. Underplaying her looks because they influenced preconceptions about her other abilities, she sacrificed any semblance of a social life to concentrate on her work. Finally, she became respected enough to be trusted with a challenge she knew would offer her the professional standing she craved—piecing back together the shattered psyche of the famous Dr. Grimm.

Week after week she struggled to break through to Wertz, only to find herself ignored. After months of frustration, inspiration finally struck. She brought a book of recently discovered fairy tales—published long after his incarceration—to their weekly sessions and started reading these stories to her patient, claiming they were her own, and embellished them based on what she knew were Wertz’s favorite tales. She developed a connection with Wertz by “sharing” fictional details about her own life and claiming a fascination with fairy tales, seeking to persuade the former villain to open up to her. She was far more convincing than she knew and her goal of establishing a rapport with Wertz succeeded beyond her initial goal. Unfortunately.

Through the sessions, Wertz reached a terrible epiphany—he was the “Summer King”, fallen to autumn and winter; that was the real reason for his defeat and incarceration. Pride and arrogance had blinded him to the overwhelming truth, and Wertz finally understood he was supposed to reign for his own time and then pass on the crown. Fate was giving him a chance to redeem himself with this wonderful kindred spirit.

Escaping the institution and kidnapping Meyer was child’s play for a man of his talents. His true achievement was the care and expertise with which he broke Meyer’s mind, gobbling her sanity up—bones and all. When he finished, when she was her ready to accept her new role, he set her free, and promptly became her first victim. He died with a smile on his lips, confident that the new Dr. Grimm would have many wondrous stories to tell the world.

Personality:

Rhonda Meyers no longer exists. There is only Dr. Grimm, and Dr. Grimm is insane; her reality is very different from everyone else’s reality. A delusional narcissist of the first order, to her the world and all the people in it other than her are fictional characters. Dr. Grimm views reality as a set of stories she is “improving” through her actions. People are story elements, nothing more, nothing less; their suffering does not matter as long as the story works out as she perceives it should.

As a master storyteller—in her own estimation—Dr. Grimm takes great care in planning, manipulating, and crafting her interactions with others; after all, it is a poor storyteller who cannot take responsibility for the details of their stories. She has no compunctions with taking actions on a grand scale, so long as it fits her stories, as the potentially ghastly results only exist for that very purpose. At least from her warped perspective.

Powers & Abilities:

Dr. Grimm is extremely creative and resourceful, even if is not always apparent in the chaos with which she is surrounded. Though not the technical genius the original Grimm was, she has access to all his tools and leftover equipment, and has proven on more than one occasion an even better manipulator and improviser than Mertz ever was. Over the years, she has also manipulated people into repairing or even upgrading her mentor’s technology when needed. Her signature equipment revolves around powerful psychotropic mechanisms—electronic or chemical—hidden inside objects that display fairy tale motifs. Mind control, brainwashing, and distortion of perception are ongoing hallmarks of her schemes or appearances.

Also, unlike her predecessor, who considered himself a graceful, cultured man of class, the current Grimm is not above playing to her audience (“...times change... stories need to keep pace, even the classics”). She will

STR 1	STA 3	AGL 3	DEX 3	FGT 6	INT 3	AWE 4	PRE 3
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Powers

My Wittle Fwiends (Animated Stuffed Animal Mobile Shields): Deflect 14, Fades, Reduced Range (Close)

The Cunning Plan: Variable 4 (Limited to Minions, Equipment, or Devices for elaborate plans), Slow

Themed Arsenal: 46 point array, Removable

- **Disguised Bomb:** Burst Area Damage 10, Triggered (Detonator)
- **Mind Control Pulse Pocket Watch:** Cone Area 2 (120' cone) Affliction 10 (Resisted by Will; Entranced, Compelled, Transformed)
- **Psychotropic Pulse Hat:** Illusion 8 (All Sense Types), Independent; Limited to images from subconscious or fears, Resistible by Fortitude
- **Rubby Dubby Gummy Ball Gun:** Burst Area Affliction 10 (Resisted by Dodge, Overcome by Damage or Sleight of Hand; Hindered and Vulnerable, Defenseless and Immobilized), Contagious, Extra Condition, Limited Degree, Quirk 4 (10 foot sphere instead of 30 foot)
- **"Magic Wand" Taser:** Ranged Cumulative Affliction 8 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Accurate 4, Multiattack

Skills

Acrobatics 6 (+9)
 Athletics 6 (+7)
 Deception 12 (+15)
 Expertise: Fairy Tales and Folk Stories 8 (+11)
 Expertise: Psychology 9 (+12)
 Expertise: Psychotropics 9 (+12)
 Insight 8 (+12)
 Intimidation 7 (+10)
 Investigation 7 (+10)
 Perception 7 (+11)
 Persuasion 7 (+10)
 Sleight of Hand 5 (+8)
 Stealth 5 (+8)
 Technology 4 (+7)
 Treatment 4 (+7)
 Vehicles 2 (+5)

DEFENSE

DODGE 8	INIT +7	PARRY 8
FORT 8	WILL 12	TOUGH 6/3*

*without Defensive Roll

OFFENSE

Disguised Bomb—	Close, Burst Area Damage 10, Triggered
Mind Control Pulse Pocket Watch—	Close, Cone Area 2 Affliction 10; res. by Will
Rubby Dubby Gummy Ball Gun—	Close, Burst Area Snare 10; res. by Dodge
"Magic Wand" Taser +11	Close, Cumulative Affliction 8; res. by Fort
Unarmed +6	

Advantages

Assessment, Attractive, Daze (Deception), Daze (Intimidation), Defensive Attack, Defensive Roll 3, Equipment 3 (Abandoned Warehouse with 3 alternate Abandoned Warehouses), Evasion, Fascinate (Deception), Fascinate (Intimidation), Fascinate (Persuasion), Fearless, Improved Defense, Improved Initiative, Jack-of-all-trades, Luck, Minion 8 (Storyteller's Aides), Quick Draw, Redirect, Skill Mastery (Deception), Taunt, Ultimate Intimidation, Well-informed

Complications

Carrying on the Legacy: The doctor is carrying on a “sacred” tradition begun by her predecessor and “the world needs her stories.”

Not the Face! Grimm is “pummel-averse” and will go to great lengths to avoid getting attacked or dragged into a direct fight against her targets.

Obsessed: Dr. Grimm has an all-consuming obsession with fairy tales, children’s stories, and folk tales.

Oh, We’re All Mad Here...: Grimm is absolutely insane and delusional, with a tenuous grasp on the real world.

adopt any role or use whatever resources she has to move things along, indifferent to her personal pride or Rhonda Meyer’s now forgotten morals and preferences.

Nemesis Options:

Grimm is the ultimate foil for a motif hero, costumed detective, or highly skilled vigilante. She can use her intellect to distract or foil other types of heroes, but the hero who can match wits with her in story after story, making her work for the win or earn the loss based on outthinking her—“coming up with a better story”—will quickly find themselves joining her cast of regular characters. Grimm may even come to see such a PC, or an equally clever sidekick or ally, as a kindred spirit to one day replace her—once they have been properly prepared for the role.

Tricks & Tactics:

Two things are the only constants where Grimm is involved: nothing is ever what it seems, and she always has a purpose—a fairy tale or folklore driven plot with preconceived twists and goals. Unfortunately, she seems to continually increase the collateral damage levels as time goes by. She never lowers herself to direct combat—if faced with violent frontal confrontation, she will cheat robustly, sacrifice minions or valuable tools, take hostages, endanger bystander lives, whatever it takes to get away...and she likely planned for those escapes and worked them into her “script” anyway, as she would never put herself into such an awkward situation otherwise.

Grimm’s Variable trait is finely limited as an adaptive set of Minion or Equipment advantages used for different schemes.

Storyteller’s Aides

PL5

STR 2 STA 2 AGL 0 DEX 0 FGT 4 INT 0 AWE 0 PRE 0

Equipment: Brass Knuckles, Commlink, Gas Mask, Heavy Pistol, Undercover Shirt

Advantages: Close Attack, Equipment 3, Fearless, Startle

Skills: Athletics 2 (+4), Close Combat: Unarmed 2 (+6), Deception 2 (+2), Expertise: Criminal 4 (+4), Intimidation 4 (+4), Perception 2 (+2), Ranged Combat: Heavy Pistol 4 (+4), Stealth 2 (+2), Vehicles 4 (+4)

Offense: Initiative +0, Brass Knuckles +5 (Close, Damage 3), Heavy Pistol +4 (Ranged, Damage 4), Unarmed +7 (Close, Damage 2)

Defense: Dodge 4, Parry 4, Fortitude 3, Toughness 4, Will 0

Totals: Abilities 16 | Powers 0 | Advantages 6 | Skills 13 | Defenses 5 | Total 40

Complications: Fanatic: All of Grimm’s thugs are conditioned to be fanatically loyal to her and obey her every command. She has trigger phrases to incite berserker rages and even catatonia.

META Report**Name:** Diego de Guerrero y Fontanez**Alias:** El Conquistador, Rex Reyes, James Fontana, Casimiro Guerrero**META Rating:** Black-13**Designation:** Rogue**Profile:**

Make no mistake, despite a relative lack of higher-end metahuman abilities, the individual known as El Conquistador is an extremely dangerous and incredibly resourceful foe. He possesses remarkable physical and mental abilities, and is a highly skilled combatant. These traits, combined with a natural cunning and an arsenal of weapons and equipment of frankly confounding depth and variety make him a world-class threat. Until we know more about him, I am classifying him as Black-13.

Thus far, we have been unable to discern the civilian identity of El Conquistador. We suspect he is operating out of the West Indies or Caribbean, based on the ethnicity of many of his agents, but we cannot confirm this. It seems likely that wherever El Conquistador is, he is almost certainly head of some major criminal syndicate. We are currently contacting the heads of various nations in those regions to see if they can supply any additional intelligence; so far, only Barbados, Saint Kitts, and San Judas have been responsive. I had a promising meeting with San Judas's president, who promises to try and persuade his neighbors to find out more about El Conquistador and his criminal operations. I will provide more on that as it develops.

Regards,

Agent Trevor Wilmore



“I have seen empires rise and fall, young one. I have raised vast fortunes and toppled governments. Your defeat will be but a footnote in the grand tale that is the unparalleled life of El Conquistador.”

History:

Son of an impoverished nobleman in early Sixteenth Century Spain, Diego Guerrero y Fontanez used what family fortunes he inherited to buy a commission in the Spanish Army. After earning modest accolades and promotions fighting for his country, he joined an expedition to explore and conquer the New World. In the Americas, Diego quickly became known for his valor and tireless pursuit of glory. He was also renowned by both his men and the natives for his cruelty and uncompromising nature. Over numerous campaigns, Diego revealed himself to be a violent, brutal man of limitless ambition who

saw no one as his equal. His belief in his own superiority—mixed with a latent fear of his eventual mortality—pushed Diego to embark on a quest that would change him forever.

While “pacifying” natives in the West Indies, Diego came across a tale of a lost island which supposedly held the fabled Fountain of Youth. Imagining the fame and fortune he would achieve with such a discovery, Diego led a small force to investigate the island’s alleged location. As their ship neared the location, a thick fog rolled in, cutting visibility to almost nothing. Then something struck Diego’s ship, capsizing it and sending the bulk of his crew to the deep. Diego and a few survivors managed to pilot the ship’s launch to safety, listening to something very large in the fog drag their ship beneath the waves. Scant hours later, the launch beached on the shore of a small island. As the fog began to lift, Diego and his crew found themselves face to face with a party of tall, thin, hairless, golden-eyed natives.

The islanders, who called themselves the Benin, welcomed Diego, and explained they had lived in peaceful seclusion “since the early days of man”, protected by the “sacred fog” surrounding their home. They revealed there was no magical fountain granting immortality, but that the Benin long ago learned how to transcend sickness and extend life through the use of special compounds which transformed one into an ideal physical specimen. Thus freed from mortal frailty, the Benin had spent millennia contemplating the nature of existence and the true purpose of life in the universe. Beings of infinite compassion, they offered to teach their new guests these secrets.

Instead, Diego drew his pistol and shot their leader through the head, then led his men on a brief one-sided assault on the peace-loving Benin, killing most of them and taking the rest prisoner. Diego then set to dragging the secrets of extended life from the survivors, securing his men’s enthusiastic cooperation with promises of great fame and eternal youth.

Finally, one of the Benin could take no more and revealed to Diego the method by which they achieved physical perfection. Diego forced the natives to prepare the treatment in ample doses and reveal how to leave the island safely, putting those natives not preparing the treatment to work on repairing and provisioning the launch Diego and his men had arrived in.

The night before the compound was ready, Diego had the remaining Benin executed to the last man, woman, and child. As Diego and his men looked over the bodies of their victims, he promised his men that come next morning, they would be as living gods. He then murdered his crew in their sleep and took the entirety of the compound himself, in the hope of gaining true immortality. This overdose changed Diego, pushing his body beyond normal human limits and completely stalling the aging process. He passed out, awaking days later taller, stronger, and bereft of human fears, concerns, and frailties.

Returning to the world, he used his superior abilities and long life to amass power and wealth across several lifetimes and multiple false identities. He has battled both great heroes and other would-be conquerors, outliving or outlasting them all. Over four centuries he has amassed a vast collection of weapons, artifacts, and devices to augment his impressive skills and abilities, making him a truly formidable threat. Since 1973, he has been Rex Reyes, the “President for Life” of the small Caribbean nation of San Judas. This position provides him with both a base of operations and an air of legitimacy in world politics. As the Twenty-first Century begins, El Conquistador has set his sights on an even greater goal—mastery over the entire world.

THE ISLAND OF THE BENIN

The exact location and nature of the Benin are left for individual GMs to explore as they desire. They may be alien-human hybrids, extradimensional shamans, descendants of angels who mated with early humans, or a simply wise and ancient people who sought to better understand their world. In any event, El Conquistador wiped them out, robbing humanity of a potential source of enlightenment and increased vitality. Unless of course there are other Benin hidden somewhere, perhaps even ones who would know the secret of stripping the villain of his superior physical abilities and immortality.

Personality:

Although he plays at being an honorable and cultured aristocrat, El Conquistador is really a ruthless opportunist. Through betrayal and unfettered ambition, he has gone from military leader to explorer to immortal ruler of his own nation; with that record of success, he sees little reason to change his ways. Instead, he justifies deceit and depravity with the idea he is among the world's true elite. To him, anyone he harms, uses, or manipulates should be honored to be of use to one such as he.

El Conquistador never thinks or acts small, believing modest or humble actions the provenance of "lesser men." This does not mean he cannot be patient, subtle, or sneaky—he is a skilled strategist with centuries of experience, after all. His plans often take months, years, or even decades to realize. However, it does mean El Conquistador is always reaching for the big win, the great gain, and the bigger prize. He sets these lofty goals not just because of their great benefits, but also because he truly believes he is destined to be the most powerful and influential person in the world, if not beyond.

Powers & Abilities:

El Conquistador is an immortal warrior whose transformation centuries ago has gifted him with peak human abilities. He is stronger than an Olympic weightlifter, more agile than an acrobat, and as charismatic as any actor in Hollywood. His lifetimes of experience make him a masterful combatant and tactician with expertise in a variety of fields. He speaks countless languages and has a passing familiarity with both science and mysticism, though he often utilizes skilled subordinates he has convinced or coerced into serving him for large scale projects.

Chief among El Conquistador's minions are his Tercio troops. Using a modern version of the Tercio formation perfected during his early campaigns, he has spared no expense outfitting his troops with high-tech weapons and armor modeled after the classic mix of pikemen, swordsmen, and musketeers.

In addition to his formidable talents and abilities, El Conquistador has access to a vast array of items he has acquired over the centuries. Some are magical in nature, others are products of super-science. Many have been taken from past foes El Conquistador has vanquished, and the weapons and gear of more than one superhero feature prominently in his trophy room. He uses these as needed, though he has some reliable favorites he is

rarely without, including an enchanted sword and armor, a high tech blaster, a ring that can open teleportation portals, an alien gauntlet that emits a telekinetic field, and a pistol that fires knockout gas. In addition to his personal gear and specialized forces, he can easily outfit himself or his minions with a number of conventional vehicles and weapons due to his status as President of San Judas.

Nemesis Option:

El Conquistador is intended to be a mastermind villain for either a PC or group of heroes who operate on a global stage. He wishes to rule an ever-increasing part of the world, and will never stop reaching to acquire more power and influence. He could easily put together a team of other villains to assist him, offering them shelter in San Judas and rich rewards in exchange for their service. Many of the rogues and several renegade types in *Rogues, Rivals, and Renegades* would fit into such a group; so could mercenaries from other Vigilance Press products, such as SixGun.

The villain's tendency to collect and use the weapons and equipment of defeated foes can be a great hook for GMs seeking to bring him into conflict with his PC group. A hero who is the former protégé or successor of a retired or deceased superhero might find that El Conquistador has a powerful weapon that once belonged to their former mentor. Alternatively, a journal of a fallen hero might mention the villain and some terrible plan that is only years later coming to fruition. Such plot hooks not only can lead the PCs into conflict with El Conquistador, but they can be used to give a campaign a sense of history.

Tricks & Tactics:

El Conquistador often uses minions and lackeys to support him in combat, but he is more than capable of engaging most superhumans in a stand up fight. El Conquistador's weapons and equipment are effective against a variety of foes, and a mix of science and magical devices in his arsenal means he has an excellent chance of having something on hand that can capitalize on an opponent's weakness. He can use Extra Effort with his Arsenal of Artifacts Array to reflect special items from his collection of trophies and artifacts that he can use to facilitate a particular plan or better deal with expected opposition.

STR 6	STA 6	AGL 6	DEX 3	FGT 12	INT 4	AWE 4	PRE 6
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Powers

Armor of Cortez: Protection 8, Impervious, Removable
Assorted Artifacts: Variable 2, Limited to Items Only, Slow

Immortal: Enhanced Advantage 1 (Diehard), Immortality 2 (1 week), Immunity 12 (Aging, Disease, Environmental Conditions, Poison, Sleep, Starvation & Thirst, Suffocation), Limited to Half Effect (except Aging and Disease)

Perfect Specimen: Enhanced Advantages 5 (Attractive, Eidetic Memory, Extraordinary Effort, Fearless, Great Endurance), Enhanced Agility 4, Enhanced Presence 4, Enhanced Stamina 4, Enhanced Strength 4

Arsenal of Artifacts: Array (29 points), Removable

- **Gauntlet of Dragos the Defier:** Move Object 9 (12 tons), Accurate, Damaging, Precise
- **Ring of Ekahau:** Teleport 7 (120 miles), Change Direction, Extended, Portal, Limited to Extended
- **Sword of El Cid:** Strength-based Damage 6, Affects Insubstantial 2, Breaking, Dangerous, Incurable, Penetrating 6, Reversible, Smashing, Split
- **The Futurist's Blaster Pistol:** Ranged Damage 9, Accurate, Affects Insubstantial, Multiattack
- **The Whisper's Gas Gun:** Cumulative Affliction 11 (Resisted by Fortitude; Fatigued, Exhausted, Asleep), Cumulative, Reach 5 (25 feet), Split 2

Advantages

All-out Attack, Assessment, *Attractive*, Beginner's Luck, Benefit 8 (President for Life of San Judas, Billionaire), Chokehold, Close Attack 2, Connected, Contacts, Defensive Attack, *Diehard*, *Eidetic Memory*, Equipment 8, *Extraordinary Effort*, *Fearless*, *Great Endurance*, Improved Aim, Improved Disarm, Improved Initiative, Inspire, Jack-of-all-trades, Languages 5 (Arabic, English, French, German, Greek, Latin, Mandarin Chinese, Portuguese, Russian, 7 other languages; Spanish is native), Leadership, Minion 5, Move-by Action, Power Attack, Precise Attack (Close, Concealment), Quick Draw, Ranged Attack 6, Skill Mastery (Expertise: History), Takedown, Trance, Well-informed

DEFENSE

DODGE 12	INIT +10	PARRY 12
FORT 12	WILL 14	TOUGH 14

OFFENSE

Gauntlet of Dragos the Defier +17	Ranged, Move Object 9
Sword of El Cid +14	Close, Damage 12
The Futurist's Blaster Pistol +17	Ranged, Damage 9
The Whisper's Gas Gun +15	Close (25'), Cumulative Affliction 11; res. by Fortitude
Unarmed +18	Close, Damage 6

Skills

Acrobatics 2 (+8)
 Athletics 6 (+12)
 Close Combat: Unarmed 4 (+16)
 Deception 2 (+8)
 Expertise: History 11 (+15)
 Expertise: Magic 2 (+6)
 Expertise: Military 8 (+12)
 Expertise: Politics 4 (+8)
 Expertise: Science 2 (+6)
 Insight 4 (+8)
 Intimidation 6 (+12)
 Investigation 2 (+6)
 Perception 6 (+10)
 Persuasion 4 (+10)
 Ranged Combat: Arsenal of Artifacts 6 (+9)
 Stealth 2 (+8)
 Technology 2 (+6)
 Treatment 4 (+8)
 Vehicles 5 (+8)

Equipment

Hidden base

Complications

Hubris: El Conquistador is extremely arrogant and believes he is fated to rule over lesser beings. This attitude can cause him to lose his temper when foiled or humiliated, leading to tactical errors which can be exploited.

Secret: El Conquistador keeps his immortality and abilities secret from the world. Currently, most of the world believes him to be a mostly benevolent dictator of the small island republic of San Judas and he expends considerable resources keeping up this facade.

EL CONQUISTADOR'S TROPHIES AND OTHER RESOURCES

The names of El Conquistador's various trophies in his statblock are not set in stone. GMs can change them to fit an established (and possibly deceased) hero in their own campaign. For example, The Futurist's Blaster Pistol could be changed to another pulpy sci-fi type hero that is native to another campaign setting.

Also, given his wealth and status, El Conquistador has access to a lot of things not explicitly detailed here. For example, he is the head of a country with its own military. So if he really needed a tank, or wanted to outfit a supervillain with a surface to air missile to attack an aircraft or flying hero, he can likely do that. These resources make the villain even more dangerous than he already is, and GMs should play him as someone who is aware of such advantages and makes use of them when desired.

Tercio Troops PL 6

STR 1 STA 1 AGL 1 DEX 2 FGT 6 INT 0 AWE 1 PRE 0

Equipment: Advanced Weaponry (either **Electric Pike** (Cumulative Affliction 5 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Reach, Split), **Railgun Musket** (Ranged Damage 8, Dangerous, Penetrating 4; Activation (move action), Distracting), or **Vibrosword** (Strength-based Damage 5, Breaking, Dangerous, Penetrating 5)), Commlink, Goggles, **Polymer Plate Armor** (Protection 5)

Advantages: All-out Attack, Equipment 4, Improved Aim, Languages (English; Spanish is native), Ranged Attack 2, Teamwork

Skills: Athletics 4 (+5), Expertise: Military 5 (+5), Intimidation 5 (+5), Perception 2 (+3), Stealth 3 (+4), Vehicles 4 (+6)

Offense: Initiative +1, Electric Pike +6 (Close, Cumulative Affliction 5 (DC Fort 15)) or Railgun Musket +4 (Ranged, Damage 8) or Vibrosword +6 (Close, Damage 6)

Defense: Dodge 6, Parry 6, Fortitude 6, Toughness 6, Will 5

Power Points: Abilities 24 + Advantages 10 + Skills 12 + Defenses 14 = 60

Hidden Base PL 9

Toughness: 18, **Size:** Colossal, **Features:** Communications, Computer, Concealed 4, Deathtraps, Defense System, Dock, Fire Prevention System, Garage, Gym, Habitat, Hangar, Holding Cells, Holding Cells (Impervious), Holding Cells (Punishment), Holding Cells (Sleeper), Infirmary, Laboratory, Library, Living Space, Personnel, Power System, Security System 3, Trophy Room, Workshop

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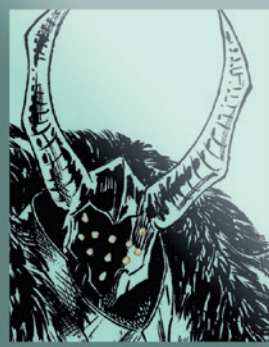
FRIGHT KNIGHT

Name: Winston Severin
Alias: Fright Knight

META
Rating:

Gold12

FF990 - 3276T0AZ



1223433223558783
903331-890-3-000

DESIGNATION:

ROGUE

Profile:

To: lilymoscovitz@sup.activefiles.METAS.internal.org
From: marcushicks@sup.digmedia.METAS.internal.org
RE: Discrepancies in file footage for "Fright Knight"

Pursuant to your departmental request as presented through proper channels, I have tasked a small team with reviewing file footage of the criminal referred to by the alias "Fright Knight."

The different file sources have been meticulously cross-referenced and analyzed down to even the pixel-level in some cases. There is no error in the discrepancies—they are valid artifacts of the sensor processes. Yes, the un-enhanced video footage does show a different physical profile than the AFRIS (Accelerated Frame-Rate Infra-red

META Report

Name: Winston Severin

Alias: Fright Knight

META Rating: Gold-12

Designation: Rogue

Profile:

To: lilymoscovitz@sup.activefiles.
METAS.internal.org

From: marcushicks@sup.digmedia.
METAS.internal.org

RE: Discrepancies in file footage for
"Fright Knight"

Pursuant to your departmental request as presented through proper channels, I have tasked a small team with reviewing file footage of the criminal referred to by the alias "Fright Knight."

The different file sources have been meticulously cross-referenced and analyzed down to even the pixel-level in some cases. There is no error in the discrepancies—they are valid artifacts of the sensor processes. Yes, the un-enhanced video footage does show a different physical profile than the AFRIS (Accelerated Frame-Rate Infra-red Scanner). Yes, the audio-tracking of his nightmarish mount fails to also present as frequency distortions on the CUCMs (Concave Ultrasound Capture Microphones). These and the other sensor log discrepancies are addressed point by point in the report I have already filed with the Director/Field Operations.

Explanation? What the human brain and standard sensors are looking at isn't real. How is he doing it? Off the top of my head, advanced holography or light-porous force field projections both spring readily to mind, and that's just from technology I've actually seen the specs on in-house. There are probably quite a few technologies that I've never heard of that could pull off the same tricks and that's before we even get to superhuman powers. However, not to put too fine a point on it, high-level analysis of digital media contents is your people's job, not mine. My people gather the information and put it in formats your people can access. End of basic responsibilities.

This is the third time this month alone that your Ms.



"That wasn't a real scream. No heart. No enthusiasm. We'll just have to work harder, won't we?"

Southerland has circumvented channels to complain to our superiors. The third time I've had to drain finite departmental resources to validate work that didn't need validating. The third time she's tried to shift blame from her minions to my hard-working techs for deficiencies in your department's final reports. If this persists, I will request a

hearing with the Professional Review Board and I will file a complaint with Human Resources.

You know I'm not a bluffing man, Lily. Deal with her.

History:

Winston Severin was always an unusual child. His parents could not keep nannies, as they all quit after only a few weeks. It was not that he was difficult to manage; no one ever saw him cry, or throw tantrums, or act in any way other than calm. A very well-behaved little boy was what everyone agreed. The former nannies reported being afraid of the child and other, more scurrilous feelings of ambiguous worry, tension, and fear they could not explain and that Winston's parents dismissed out of hand. Then, one died. The autopsy stated the cause was a massive coronary brought on by emotional state, and that adrenaline levels still present in bloodstream suggested fear as that state; she had only been 26 years old. The Severins mentioned something vague to the neighbors, something about drugs, and how you could not be sure with the youth of today and such, but they stopped hiring nannies after that. Everyone understood. Everyone agreed with the Severins that the youth of today were a very disappointing bunch. Little Winston's mother began working out of the home and taking care of him herself. That was the end of the stories the neighbors would tell about the Severin family, at least until Winston was in college.

Then the dreadful murder-suicide that claimed both his parents happened—all very tragic. Witness reports say there were shouts of terror and mentioned the parents were screaming loud enough to be heard outside the home about not letting the monsters get them; that last part was dismissed by the police as unreliable hearsay, of course. Similarly, the witness who claimed she had seen Winston there that night instead of away at school could not be relied on, what with her lapsing into hysterics and making up stories about the shadows coming to get her. Yes, everyone agreed, all very tragic.

But Winston persevered, finished college, and then medical school. He went into psychiatry, and everyone agreed that he was indeed a very good psychiatrist. He had the misfortune of suffering through a series of bad clients, though. People so broken with their own fears and doubts that, unfortunately, they were beyond helping.

There were several suicides.

The strain of attracting such hopeless souls and feeling like he failed them is what most colleagues believe drove him to leave his practice and re-enter academia. Unsurprisingly, he excelled. Everyone agrees, medicine's loss was academia's gain. Word from among the students is that he is the teacher whose classes the real students work to get a seat in, and that the poor and uncommitted students avoid like the plague.

But tragedy refuses to leave him alone, the poor man. Recently, this dreadful Fright Knight has been terrorizing the city, and several of the murderous fiend's victims have been Dr. Severin's students. That is what drove him to offer his assistance to the police, people say. There is confidence that his profile of the killer will help the police. A very admirable display of civic responsibility, everyone agrees. Everyone.

Personality:

Severin generally breaks other people down into one of three categories: Threatening, Interesting, or Appetizing. They are to be fought, studied, or fed off of. As might be concluded from that, he has embraced his own unusual breed of sociopathy. Growing up with his powers warped his emotional development and pretty much erased his ability to empathize with others. He understands on an intellectual level that if people were to see the real Winston Severin, he would spend the rest of his life in a very special and very secure hospital.

Winston, therefore, presents to the world a finely-crafted persona of the dry and only slightly detached academic. A bit of absent-mindedness thrown in for flavor and the occasional well-planned display of cluelessness in matters of modern popular culture serve to highlight the act. In other words, nothing outside the somewhat eccentric bounds of your average ivory-tower aristocracy, and thus easily explainable, and more importantly, deemed *harmless* by the casual observer.

Only while wearing the guise of Fright Knight does the real Winston come out—the insatiable student of human weakness, the predator who needs to play with his prey before finishing them off. Regardless of those observed elements he has adopted into his everyday façade, Winston Severin no more understands the mind and feelings of actual humanity than the tiger understands the desires of the lamb it is about to devour. And that is just the way he likes it.

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
5	1	1	1	3	4	4	6

Powers

Illusory Disguise: Enhanced Defense 18 (Dodge 9, Parry 9), Enhanced Skill 8 (Intimidation 16), Enhanced Presence 5, Enhanced Strength 4, Protection 11; Morph 2 (Terrifying Gothic Knight with variations), Resistible by Will

Illusory Flaming Sword: Strength-based Damage 5, Alternate Resistance 10 (Will), Subtle

Illusion Generation: 72 point array

- **Illusion:** Illusion 12 (All Sense Types), Increased Area (8000 cubic feet), Independent, Limited to sensory reception forms he knows are going to be there
- **Fearsome Presence:** Perception Area (Visual) Affliction 12 (Resisted by Will; Impaired, Disabled, Paralyzed), Selective, Subtle; Dynamic
- **Illusory Damage:** Perception-ranged Damage 12, Alternate Resistance (Will), Variable Descriptor 2 (Illusory effects), Resistible by Will; Dynamic
- **Illusory Affliction:** Perception-ranged Affliction 12 (Resisted by Will; Variable Conditions), Reversible, Subtle; Dynamic

Illusory Mount: Flight 6 (120 MPH), Subtle

Skills

Deception 10 (+16)
 Expertise: Psychology 7 (+11)
 Insight 10 (+14)
Intimidation 16 (+22)
 Investigation 3 (+7)
 Perception 8 (+12)
 Persuasion 8 (+14)
 Stealth 1 (+2)
 Technology 4 (+8)
 Treatment 4 (+8)

DEFENSE

DODGE	INIT	PARRY
12/3	+4	12/3
FORT	WILL	TOUGH
6	14	12

OFFENSE

Fearsome Presence –	Close, Perception Area Affliction 12; res. by Will
Illusory Damage –	Perception Range, Damage 12; res. by Will
Illusory Affliction –	Perception Range, Affliction 12; res. by Will
Illusory Flaming Sword +3	Close, Damage 10, res. by Will

Advantages

Benefit (Well-off), Daze (Intimidation), Fascinate (Intimidation), Fearless, Speed of Thought

Complications

Joy of the Hunt: Fright Knight is a predator who enjoys his perceived role in the universe thoroughly.

Need to Feed: Severin is not only addicted to the high of victims feeling and/or perishing from fear, he will experience symptoms of withdrawal and even starvation if he cannot feed off fear regularly.

Secret Identity: Fright Knight's true identity as Winston Severin is a closely—and brutally—kept secret.

Powers & Abilities:

Winston Severin is a psionic, a projecting telepath and limited telekinetic with very specialized talents and a unique need. He appears, when using the Fright Knight persona, as a dark, monstrous knight of vaguely gothic overtones riding a nightmarish dragon/demon steed. Human perception and basic sensor systems will all register this, but highly sophisticated systems—those Severin does not understand the functions of well enough to replicate the sensory phenomena they read—will fail to register any of the illusory overlays Severin is feeding into his surroundings.

Growing up, his powers were much weaker, limited to the ability to instill fear in the mind of a chosen victim and to reinforce and strengthen that fear over time. As a student at college, in a Parapsychology elective class, Winston was involved in a failed experiment using psychotropics and electronic enhancement to amplify natural telepathic capacity. All the other participants came away feeling sick and suffering from recurring migraines; Severin, on the other hand, came away with massively amplified versions of his until-then mostly latent powers. He can create incredibly realistic, psychokinetically-reinforced illusions, perceive empathically, and control human emotional responses. For all practical purposes, his illusions are essentially real—his fires burn, the talons of his monsters tear, and the suit of illusory armor he wears turns bullets and super-strong fists alike. However, a side-effect of the power jump is that where he once simply enjoyed the feeling of personal power he derived from instilling fear in others, he now physically *needs* that fear. If he is not exposed with some frequency to the psychic turmoil of a human mind swallowed in blind terror, he actually begins to show symptoms of starvation or withdrawal. He grows noticeably weaker and becomes short-tempered.

Unfortunately, repeated experiences of terror at the levels Fright Knight needs inevitably induce heart failure, pressure aneurysms, or, at the very least, catatonia. This is fine with Severin, as the rush he gets when one of his victims actually expires while in the grips of an illusion (whether by their body failing them or the illusion directly and fatally injuring them) is an indescribable high, infinitely better than any street drug. But it does mean he leaves a trail of broken minds or corpses behind him.

Aside from his powers, Winston is a well-educated student of the human mind and an accomplished actor,

and is actually a very good teacher when he wants to be.

Nemesis Options:

A hero who proudly displays his courage and steadfast determination, who embraces the role of inspiration to the people—that hero is Fright Knight's grail. He *loves* them like a cat loves balls of yarn and will seek to exploit them whenever he can. He also works well against purely physical heroes, like bricks, martial artists, or speedsters—who never quite understand how he can accurately target them regardless of their speed. Unsure of what they can or cannot sense about his powers, he will do his best to avoid mystical types and other psionics.

Tricks & Tactics:

Fright Knight normally plans out his assaults like a director choreographing theater. He knows what he is going to say, how he is going to act, and so on. He generally chooses locations instead of specific victims, assigning priority based on the variety of potential prey available: parks, schools, hospitals, actual theaters; anywhere he can get a decent-sized crowd composed of people who will succumb to their natural fear responses without reservation or control. On occasion, he will choose specific people who interest him, but that is mostly for the intellectual challenge of fine-tuning his attack to that specific victim's fears. As he sees it, a man who eats the same thing every single night risks becoming bored with his meal.

His favorite performance is to have the clouds darken and belch fire as he descends from the sky astride a monstrous winged dragon-beast, massive sword shooting fire in one hand and dark lightning flaring from his other hand, all tearing into a crowd as he roars loudly about how the ancient gods of darkness he serves need souls.

He does not usually have a problem when heroes arrive to stop him, as he relishes the chance to tear down icons of courage and determination in front of an audience. If he succeeds, the jump in the crowd's fear level is worth the investment of effort tenfold over; if he fails, he simply throws up a dazzling pyrotechnic display, sheds his illusions and fades into the crowd to escape. There is always another day.

META Report**Name:** Cezar Arcos**Alias:** Iron Dog, The Hound of the Iron Hells, Last Son of the Five Venoms, Saint Cezar the Wicked**META Rating:** Orange-11**Designation:** Rogue**Profile:**

When I asked Interpol to send me everything they had on Cezar Arcos, they sent me twelve boxes of files and reports; nearly all of it was about the subject's various crimes and victims. The information on his background, history, and training? Barely enough to fill a travel brochure, and most of that was highly speculative.

What is known is that Iron Dog is an incredibly skilled martial artist who seems to have developed some sort of special power or technique that makes him incredibly hard to hurt. This creates a special problem for dealing with him as he's crippled or killed so many trained fighters over the years META is reluctant to simply pass him off to a kung fu master or ninja playing superhero. True, those types are probably best equipped to deal with his fighting skills, but we should select such candidates carefully unless we want a lot of blood on our hands.

This guy's involved in everything from human trafficking to drugs to illegal fight rings to assassination. Psych seems to think he's motivated by some sort of spiritual ideology based on wickedness and sadism but I admit I find that hard to believe. I just think he's an evil bastard who gets off on profiting from other's misery. After all, if we're right about his origins, that inclination already runs in the Arcos family.

—Agent Alisha Ngyuen

“Your pain is my way, your suffering my path, and your screams my mantra. I would thank you for your gift of torment, but grace is not one of my virtues.”

**History:**

The last and most powerful disciple of the Brotherhood of the Five Venoms, a secret martial arts society of assassins and killers, Cezar Arcos was trained to be ruthless, uncompromising, and totally without mercy. Cezar's father, Stelian, was one of the Ceaușescu's secret police during the Cold War, specializing in torture and interrogation. When Ceaușescu's totalitarian hold over Romania was broken, Stelian became a target of his victims and their families. An angry mob stormed his office, intent on getting revenge for all those who had suffered under Stelian's knives and needles. Stelian Arcos threw his own wife and children to the mob to buy himself a chance to escape. Saved by an agent of the Brotherhood who happened to be on assignment nearby, Cezar was taken back to the group's stronghold for training—but not before he witnessed a mob tear his mother and siblings limb from limb.

The Brotherhood's methods were as brutal as they were simple. Youths were rescued, recruited, or even kidnapped, trained for years, then pitted against each other in a series of deadly struggles until only five remained. These five would join the Brotherhood, then the cycle would begin anew. At least, until Cezar was recruited.

Cezar was an excellent student; if anything, he was too good. He eliminated weaker trainees without prompting and soon drew the attention of the Esteemed Venomous Fathers, the five eldest members of the Brotherhood. The Fathers selected Cezar for special training, making him pay for these lessons with acts of depravity, violence, and cruelty designed to destroy whatever altruism and love the boy had left in his soul. This would poison the young man's spirit, infusing him with dark chi energies which the Fathers believe could eventually render him both invincible and immortal.

The indoctrination worked well. Too well, in fact. Once he had learned the secrets of the Fathers, Cezar led a mutiny and killed his teachers and any loyal to them. Then he killed his own allies, thus insuring the dark martial secrets of the Brotherhood of Five Venoms were his and his alone. Taking the name Iron Dog, he has built a name for himself as an enforcer, killer, slaver, and sometimes crime boss. He believes that every crime or act of evil leads him closer to a state of pure wickedness and corruption that will make him immortal. It is for this reason that he is sometimes known as Saint Cezar the Wicked, especially by those few who see him as a prophet and inspiration.

Personality:

Iron Dog's philosophical outlook drives him to be ruthless, callous, self-centered, and embracing of corruption and evil the way many heroes embrace justice and goodness. He truly believes this twisted path will lead to a sort of enlightenment, allowing him to achieve spiritual and physical immortality; for Cezar, being compassionate or generous is not just against his character, it is a violation of his spiritual tenets. It also makes him reverting to his evil ways very likely even if someone could reform or break down this mindset, since it is a core element of his being.

In addition to this tyrannical and bleak outlook, Iron Dog is obsessed with the concepts of weakness and strength. He cultivates the latter, destroying, conquering, or enslaving others to prove his might. He loathes the former, seeking to kill all weakness within himself

and seeing flaws in others as evidence they deserve whatever he inflicts on them.

Powers & Abilities:

An incredibly skilled fighter, Iron Dog is a master of various hard styles of martial arts capable of damaging even superhumans with punishing blows. In addition, he has mastered the secret martial arts of the now extinct Brotherhood of the Five Venoms; chief among these techniques is the ability to seal off the pathways of chi—life energy—to protect himself from harm. This allows him to blunt the force from nearly any attack. He can achieve this state at will and maintain it indefinitely, though he must leave his Third Eye Chakra, a pressure point in the middle of his forehead, open. Any blow to this area will bypass the technique and allow him to be damaged normally. To protect this vulnerability, Iron Dog wears an iron mask that he has welded around his head. In addition to his combat skills, he is a brutal criminal, warlord, and expert in the corrupt philosophies he follows.

Nemesis Option:

Iron Dog is a perfect foe for a martial arts hero, especially one who sees themselves as a protector of the weak or cultivates compassion and inner peace as core virtues. Reformed killers and villains associated with the Brotherhood of the Five Venoms would also draw Iron Dog's attention. A long-lost relative or ally of the PCs could turn up as a disciple, captive, or victim of the villain. Finally, other enemies could seek out Cezar to deal with a troublesome PC and later come to the PC for aid when Iron Dog decides to punish or replace them for not having the strength to deal with the PCs on their own.

Tricks & Tactics:

Iron Dog can soak up more punishment than most martial arts characters and he makes good use of this fact. Using advantages like All-Out Attack, he can increase his accuracy, relying on his Heartless Iron Body Technique and Toughness to counteract his loss of defense, then concentrate on landing Power Attacks and attacks from his array to batter down a foe's defenses. Note that the villain is usually immune to Critical Hits and rarely takes full damage from attacks, making him hard to hurt unless opponents can exploit his Open Chakra Complication. If his mask is shattered or removed, he will attempt to quickly finish his opponent or flee if he is either outnumbered or defeat looks probable. He has no trouble committing any variety of vile and violent acts to escape.

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	4	2	0	11	1	2	1

Powers

Fists of the Five Venomous Fathers: Array (22 points)

- **Iron Toad Palm:** Strength-based Damage 1, Feature (counts as Unarmed), Penetrating 8, Split
- **Sleeping Centipede Strike:** Affliction 11 (Resisted by Fortitude; Impaired, Disabled, Paralyzed)
- **Stone Lizard Counter:** Strength-based Reaction Damage 2, Accurate, Feature (counts as Unarmed)
- **Twisted Scorpion Fist:** Cumulative Affliction 11 (Resisted by Fortitude; Vulnerable, Defenseless), Limited Degree
- **Viper Echo Blow:** Strength-based Damage 2, Accurate, Feature (counts as Unarmed), Secondary Effect 6

Heartless Iron Hell Body Technique: Enhanced Advantages 2 (Ultimate Fortitude, Ultimate Toughness); Reaction Damage 2, Quirk (If struck with weapon, damages it instead of wielder); Immunity 110 (Fortitude Effects, Toughness Effects) Sustained, Limited to Half Effect; Immunity 2 (Critical Hits), Sustained; Protection 6, Impervious

Skills

Acrobatics 4 (+6)
 Athletics 6 (+10)
 Close Combat: Unarmed 2 (+13)
 Deception 5 (+6)
 Expertise: Martial Arts 7 (+8)
 Expertise: Mercenary 7 (+8)
 Expertise: Tactics 3 (+4)
 Intimidation 11 (+12)
 Investigation 3 (+4)
 Perception 4 (+6)
 Ranged Combat: Throwing 12 (+12)
 Stealth 4 (+6)
 Treatment 1 (+2)

DEFENSE

DODGE	INIT	PARRY
12	+2	12
FORT	WILL	TOUGH
12	10	10

OFFENSE

Heartless Iron Hell Body–	Close, Damage 2
Iron Toad Palm +13	Close, Damage 5
Sleeping Centipede Str. +11	Close, Affliction 11; res. by Fortitude
Stone Lizard Counter +15	Close, Damage 6
Twisted Scorpion Fist +11	Close, Cumulative Affliction 11; res. by Fortitude
Unarmed +13	Close, Damage 4
Viper Echo Blow +15	Close, Damage 6

Advantages

All-out Attack, Chokehold, Daze (Intimidation), Favored Foe (Martial Artists), Fearless, Improved Critical 2 (Unarmed), Improved Defense, Improved Grab, Improved Smash, Interpose, Languages 3 (English, Korean, Mandarin Chinese, Russian; Romanian is native), Power Attack, Precise Attack (Close, Concealment), Precise Attack (Close, Cover), Startle, Takedown 2, Trance, *Ultimate Fortitude*, *Ultimate Toughness*, Weapon Break

Complications

“Mercy is For the Weak!”: Iron Dog believes it is his destiny to crush or subjugate the weak and achieve immortality through perfecting a philosophy of ultimate strength and heartlessness.

Open Chakra: To use his Heartless Iron Hell Body Technique, Iron Dog must keep his Third Eye Chakra open, making attacks targeting that region bypass the Immunity and Protection of that power. To counter this, he wears a metal mask secured to his face by bolts. The Mask is considered to be an Impervious Toughness 11 target that must be destroyed, penetrated, or removed (DC 21) to allow Iron Dog’s Chakra to be attacked without that protection.

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THE KRAMPUS

Name: Oliver Christmas
Alias: The Krampus; The Spirit of
Christmas Vengeance

META
Rating:

Blue9

FF990 - 3276T0AZ

1223433223558783
903331-890-3-000



DESIGNATION:

ROGUE

Profile:

Okay. This guy is kind of a joke, and he is really only active part of the year. However, after a Black Friday encounter with him at the Mall of America last year, I caution getting too cocky for two reasons: 1) he is clearly unbalanced, and such targets are unpredictable and often dangerous; 2) his tech is no joke.

On that last point, we should consider it fortunate he is constrained by his obsession, because that electro-whip of his hurts, and those jump boots make him hard to pin down if you leave—or he makes—a hole in your perimeter. In fact, we should be happy he has not decided to re-engineer his arsenal for pure utility instead of theming it after a weird holiday legend.

META Report

Name: Oliver Christmas

Alias: The Krampus; The Spirit of Christmas Vengeance

META Rating: Blue-9

Designation: Rogue

Profile:

Okay. This guy is kind of a joke, and he is really only active part of the year. However, after a Black Friday encounter with him at the Mall of America last year, I caution getting too cocky for two reasons: 1) he is clearly unbalanced, and such targets are unpredictable and often dangerous; 2) his tech is no joke.

On that last point, we should consider it fortunate he is constrained by his obsession, because that electro-whip of his hurts, and those jump boots make him hard to pin down if you leave—or he makes—a hole in your perimeter. In fact, we should be happy he has not decided to re-engineer his arsenal for pure utility instead of theming it after a weird holiday legend.

—Agent Raphael Smith

“I am the spirit of the season. And I am a vengeful spirit indeed!”

History:

Born on the 25th of December, Oliver Christmas always loved the holiday. He loved the bright lights, decorations, stories of peace and goodwill, and the colorful characters. He did not even mind when his relatives gave him one gift and told him “this is for your birthday *and* Christmas!”, because it was, for him, truly the most wonderful time of the year. This love affair with the Yuletide continued into adulthood. His fellow engineers and researchers good-naturedly tolerated the constant parade of holiday music, his lamenting not working in toy-making instead of electrical engineering on defense contracts, his over-decorated house and office, and all the other things Oliver did to celebrate the season. He



even planned to get married on Christmas Day—which is when things took a nasty turn.

Oliver’s fiancée left him at the altar after confessing she was sleeping with Oliver’s best man and co-worker. Worse, the pair had first hooked up at Oliver’s “Christmas’ 11th Annual Christmas Extravaganza” party last year. An altercation with his now-ex’s lover resulted in him losing his job and spending Christmas in jail. During his brief incarceration, a fire started at his home due to the sheer number of Christmas lights and decorations he used in his holiday decorations. He then found out he was adopt-

ed, and that Christmas was his birthday only because the agency was not sure when he was really born.

Under this improbable rush of tragedies, Oliver snapped. His shattered mind blamed the only thing that made sense—it was Christmas's fault! More accurately, it was the perversion that people had turned Christmas into. He reasoned that if people were not defiling and warping the true meaning of the holiday, then his fiancée and best friend would not have cheated, greedy corporations would not have manipulated him into buying defective and dangerous decorations, the insurance company would not have been so uncharitable to deny his claim, and his parents would have respected him enough to tell him the truth about his birth. It was not that Oliver was overly obsessive, somewhat neglectful, and rather annoying to his loved ones for about a third of the year, or that he had personally come to identify to unhealthy levels with one day of the year. No—it was clearly the fault of all those who had taken the best day of the year and *ruined it*.

Oliver Christmas decided he would show the world. Taking inspiration from a legendary monster who tormented naughty children during the holidays and designing a small arsenal of weapons and gear, he became The Krampus. He now wages a one man war of terror on any he feels have sullied the holiday season.

Personality:

Oliver is nuts. He was always a bit wacky during the holidays, but it was the sort of annoyingly harmless eccentricity that really did not hurt anyone. That has all changed now that he is The Krampus. Oliver is a self-righteous fanatic who has decided that *he* understands the true meaning of Christmas and will enforce his views on everyone who disagrees. He is prone to long rants about “naughty” people, greedy companies, and a callous, uncaring world. His logic on who does and who does not have “true” holiday spirit is often shaky and erratic, but that does not diminish his passion.

Powers & Abilities:

Oliver has no inherent powers, but he is a skilled electrical engineer capable of designing various weapons and devices—some capable of making him a billionaire, were he not busy kidnapping “substandard” mall Santas and bombing holiday toy fairs. His costume is armored, fitted with hydraulic leg boosters, and sports a demonic-looking mask that can emit sleep gas or a

subsonic pulse that causes feelings of dread in targets. His “Yule Whip” is cybernetically-controlled and can entangle foes, deliver a painful electrified lashing, or let him swing from rooftops. He also carries a special sack that opens to a small pocket dimension, though it is unknown if he designed this technology or acquired it somehow. When necessary, he will craft other holiday-themed weapons, such as exploding Christmas ornaments or entangling tinsel.

Nemesis Option:

The Krampus is a great theme villain to pull out for adventures focused on the holiday season. He might not be the main nemesis of a player hero, but he makes a wacky addition to most rogues galleries. Science and street-level heroes in particular will find the Krampus's powers and theme a good fit. He is more appropriate for heroes around his own power-level, but with the right devices or weapons he could menace a group of heroes or a more powerful opponent.

Tricks & Tactics:

Realizing he is usually outclassed, The Krampus tries to avoid direct confrontation with most heroes. When forced to fight a single hero, he uses his Yule Whip to disable, Trip, or Grab them. When facing a group, or if he starts to lose a fight, he will use his mask's powers to create an opportunity to flee or gain the upper hand. He is not above shoving a defenseless hero or bystander into his Portal Sack to use as a hostage.

Given time to prepare, or when expecting trouble, The Krampus will have various Christmas-themed devices ready to defend himself and pull off his schemes. These include exploding Christmas ornaments (Burst Area Damage 9) and a bell that fires a cone of amplified sound (Cone Area Damage 9).

STR 1	STA 1	AGL 1	DEX 2	FGT 4	INT 4	AWE 0	PRE 2
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Powers

Armored Costume: Immunity 1 (Cold), Protection 4, Removable

Hydraulic-Powered Boots: Leaping 3 (60 feet), Movement 2 (Wall-crawling 2), Removable

Krampus Mask: Immunity 3 (Poison, Suffocation), Senses 3 (Extended Hearing, Low-light Vision, Ultra-vision), **Subsonic Projector:** Cone Area Affliction 9 (Resisted by Will; Dazed and Fatigued, Prone and Defenseless), Extra Condition, Limited Degree, **AE: Gas Jets:** Cloud Area Affliction 9 (Resisted by Fortitude; Fatigued, Exhausted, Asleep); Removable

Portal Sack: Movement Attack 1 (Dimensional 1 (Pocket Dimension)), resisted by Dodge, Portal, Easily Removable

Yule Whip: Strength-based Damage 4, Accurate, Reach 4; Enhanced Advantages 3 (Improved Disarm, Improved Grab, Improved Trip), Movement 2 (Safe Fall, Swinging); Easily Removable

Skills

Acrobatics 2 (+3)
 Athletics 2 (+3)
 Close Combat: Yule Whip 7 (+11)
 Deception 2 (+4)
 Expertise: Christmas 9 (+13)
 Expertise: Science 4 (+8)
 Intimidation 2 (+4)
 Investigation 2 (+6)
 Perception 4 (+4)
 Sleight of Hand 2 (+4)
 Stealth 4 (+5)
 Technology 6 (+10)
 Treatment 2 (+6)
 Vehicles 2 (+4)

DEFENSE

DODGE 11	INIT +1	PARRY 11
FORT 7	WILL 9	TOUGH 7/5*

*without Defensive Roll

OFFENSE

Gas Jets—	Close, Cloud Area Affliction 9; res. by Fortitude
Portal Sack +4	Close, Movement Attack 1; res. by Dodge
Subsonic Projector —	Close, Cone Area Affliction 9; res. by Will
Yule Whip +13	Close, Damage 5

Advantages

Accurate Attack, Defensive Roll 2, Favored Environment: Christmastime (Day after Thanksgiving to December 25th), Improved Disarm, Improved Grab, Improved Trip, Inventor, Languages 3 (Finnish, German, Norwegian, Russian; English is native), Skill Mastery (Expertise: Christmas)

Complications

Obsession: The Krampus is obsessed with Christmas, the holiday season, and punishing those who "ruin" it.

H7712D-HLF99837

Minotarr

Name: Charles "Chuck" Knippler
Alias: Bull-Man, The Bull, Mr. Minotarr,
"The Knipple Man! Moo-Yah!"

META
Rating:

Violet12

FF990 - 3276T0AZ



1223433223558783
903331-890-3-000

DESIGNATION:

ROGUE

Profile:

What Charles Knippler lacks in subtlety and smarts he makes up for in pure destructive power. His methods are dead simple—he charges in and tries to take what he wants. He’s really easy to outmaneuver or outsmart, but agents or allied metahumans engaging him still need to be careful because he can power his way out of most situations. Also, he’s so dense that I’ve seen clever agents and heroes manage to throw a taunt or trick so far over his head he basically ignores it and just keeps slugging away. So leave the multisyllabic banter at home and aim low if you’re going to try and push him into making a mistake. And skip trying to appeal to his basic humanity: our investigators have determined he didn’t have much of that even when he was human.

META Report**Name:** Charles "Chuck" Knippler**Alias:** Bull-Man, The Bull, Mr. Minotarr, "The Knipple Man! Moo-Yah!"**META Rating:** Violet-12**Designation:** Rogue**Profile:**

What Charles Knippler lacks in subtlety and smarts he makes up for in pure destructive power. His methods are dead simple—he charges in and tries to take what he wants. He's really easy to outmaneuver or outsmart, but agents or allied metahumans engaging him still need to be careful because he can power his way out of most situations. Also, he's so dense that I've seen clever agents and heroes manage to throw a taunt or trick so far over his head he basically ignores it and just keeps slugging away. So leave the multisyllabic banter at home and aim low if you're going to try and push him into making a mistake. And skip trying to appeal to his basic humanity: our investigators have determined he didn't have much of that even when he was human.

And yes, I know, but that's how he spells it. I suppose we're lucky he can write.

—Agent Subhan Goraya

"S'like they say, you mess with the Bull, you get the fist!"*

**No, he's not saying that to be clever; he really doesn't know the saying.*

History:

Chuck Knippler was a small-town high school jock and bully, the kind that give many dedicated and pleasant athletes a bad name. He pushed around anyone he could, confident that his dad's position as a celebrated football and wrestling coach would get him out of any trouble brute force could not. Sadly, he was often correct. As the Middletown Bulls' star linebacker and heavyweight wrestling champ, Chuck enjoyed a certain amount of petty fame, but few people actually liked

him. Even most of his teammates, tired of his rages and finger-pointing whenever they would lose, quickly grew sick of "The Knipple Man! Moo-Yah!" and his attitude. Which is why nobody but his equally jerky father was all that upset when Chuck ran afoul with a spirit more mean-spirited and nasty than he was.

When Ken Goreman, a bookish classmate and regular victim of Chuck's bullying, finally had enough, he did not get a gun or call the cops. No, he used an old family journal on hoodoo and black magic to summon a spirit to get even. Vengeance came in the form of the Floating



Skull (see *Due Vigilance: The Oktobermen*), a long-dead occultist literally trapped inside his own decapitated and fleshless head. For the low cost of Ken's soul, he agreed to take care of Chuck.

The Skull tormented Chuck for days. After blowing up his car, rendering him incontinent, causing all his hair to fall out, and briefly turning him into a morbidly obese 50-year old woman with a terrible speech impediment, he decided he had enough fun. Inspired by the sneering mascot adorning Chuck's varsity jacket, he slapped the moronic young man with "The Curse of Minos" and called it a night. Since that day, Chuck has been trapped in the body of a half-man/half-bull. Shunned by his family and hunted by fearful and angry townsfolk, he fled his home. Eventually, Chuck decided his new form was not so bad and decided to use his great strength and power to acquire the wealth and fame he believes is his due. Now he pulls simple smash-and-grabs and works as hired super-muscle as the Minotarr.

Personality:

Chuck was always a brutal jerk who felt he should be able to take anything he wanted by force. As Minotarr, he is an irritable, brutal jerk who constantly tries to take anything he wants by force. He is a classic bully with an overinflated ego that he feeds by exerting physical dominance over others. He particularly likes to pick on "nerds" and "geeks", which Minotarr defines as anyone who acts noticeably smarter than him; in other words, nearly everyone. He also fancies himself a ladies man, which he never was and now *really* is not. This often results in him making unwanted advances on attractive females, including female superheroes, and getting angry and destructive when he gets shut down. He is prone to low-brow insults, and often does not understand when he is being goaded or mocked unless those taunts are similarly simplistic. For example, pointing out the misspelling of his name just results in him declaring "that's because I don't spell it gay!" or a similar response. Yeah, he is a real charmer.

Powers & Abilities:

Minotarr is a big, dumb human who has been permanently transformed into a big, dumb bull-man. He is incredibly strong, tough, and can run as fast as a car. His horns can pierce steel and stone and his sense of smell is greater than human norms. Other than these potent abilities, Minotarr is a bullying brawler and fair athlete with no other skills of note.

Nemesis Option:

Minotarr is a big dumb brute who holds a mean grudge. This makes him simple to use as an enemy for a PC. He will try to beat down any hero who gets in the way of his latest cash grab or who he is paid to fight. If a PC hero bests Minotarr, he will remember that defeat and seek revenge. Invariably, his elaborate revenge plot involves finding the hero and trying to smash him until his foe goes down or he is defeated again.

Tactics & Tricks:

Well, forget tricks, and tactics is *really* stretching it. Minotarr uses his superhuman strength to beat down anything between him and his current goal. He loves All-Out Power Attacks and Slams, using them even if they are ill-advised. Of course, if he connects with one of these attacks, the effects are pretty devastating. Despite his strength, he is not much of a grappler, attempting grabs only against fast or agile foes that will not stand still so he can clobber them.

THE BULL PACK

Surprisingly, even a villain such as Minotarr can attract minions. A group of violent, sexist, and overall jerky thugs and disgraced former athletes, Minotarr's Bull Pack comes and goes frequently. Minotarr attracts these goons to aid in heists or other crime and then abandons them as "losers" when they get captured. To foster "team spirit", the villain had jerseys and football-like armor commissioned for his followers, providing a cohesive look and moderate protection. The group tends to use simple, hard-hitting weapons like sledgehammers, baseball bats, and heavy chains. Many of the group are abusing various steroids and performance enhancing substances, making them both very strong and emotionally volatile. The result is a gang that acts more like rowdy frat boys on a rampage than effective criminals, but if left unchecked they can help their boss cause additional damage to bystanders and property.

The gang has never had a female member, though many members comment how they need to "get some chicks around" because "this whole scene is a total sausage fest". Unsurprisingly, efforts in this area have failed both predictably and miserably. Even the rare female supervillain and minions who agree to work with Minotarr tend to avoid these guys as much as possible.

Though no mastermind, Minotarr has realized getting his “boys” some metahuman-grade enhancements would make them more effective, but so far he has balked at implementing this idea—he is not sure he wants anyone around him who approaches his strength and toughness.

BULL PACK VEHICLES

The Bull Pack sometimes use stolen vehicles painted with bulls and minotaurs in Chuck’s old team colors. These are normal vehicles, though some have had some additional armor sloppily bolted or welded onto their frame. This reduces their Speed by 1 but increases Toughness by 2. These vehicles are regularly abandoned, trashed, or confiscated by the authorities and, other than the above modifications, they use the statistics of normal cars, vans, buses, and SUVs found in *Mutants and Masterminds* products.

THE BULL PEN

When active and working with Minotarr, the Bull Pack tends to take over an old warehouse, bar, or other run-down establishment to use as a headquarters. These places are not headquarters in the traditional hero or villain sense; they are simply regular buildings with banners and crudely made signs marking them as “The Bull Pen”. This is about the only bull-based reference of analogy this group gets right, and it was not Minotarr’s idea.

The Bull Pack is not a constant presence around Minotarr, and are completely optional; however, they can serve to show how any villain can attract unpowered minions and thugs. And as purely physical threats, the Bull Pack is fairly dangerous for minions. However, they are also painfully simple in their tactics and remarkably easy to fool. GMs using them should play these qualities up, so that even PC heroes unfortunate enough to be captured by these guys have ample opportunity to escape or regain the upper hand.

One final note: While Minotarr and the Bull Pack are overly violent ex-athletes prone to bullying and abusing others, they are not meant to be a knock on athletes in general. Many superheroes and positive figures in comics and superhero stories are athletic or even current or former amateur or professional athletes. Guys like Chuck and his goons are the exception, standing out because they are so determined to do so through their terrible behavior.

Bull Pack Thug PL7

STR 4 STA 3 AGL 1 DEX 0 FGT 5 INT -1 AWE -1 PRE 1

Equipment: Big Blunt Weapon (Warhammer), Chain, Plate-mail

Advantages: All-out Attack, Equipment 3, Power Attack, Teamwork

Skills: Athletics 2 (+6), Close Combat: Unarmed 4 (+9), Expertise: Sports 3 (+2), Intimidation 3 (+4), Perception 3 (+2), Stealth 1 (+2), Vehicles 2 (+2)

Offense: Init +1, Big Blunt Weapon +5 (Close, Damage 7), Chain +5 (Close, Damage 6), Unarmed +9 (Close, Damage 4)

Defense: Dodge 6, Parry 6, Fortitude 8, Toughness 8, Will 4

Complications: A Special Kind of Stupid: Bull Pack Thugs are argumentative, violent, stupid, and never seem to learn better. They are all a bit afraid of their boss, Minotarr, but also admire him as the “alpha bull” in their little “pack.” They also think a group of bulls is called a pack...really.

Totals: Abilities 24 + Powers 0 + Advantages 6 + Skills 9 + Defenses 16 = 55

STR 13	STA 10	AGL 0	DEX 0	FGT 7	INT -1	AWE 0	PRE 1
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Powers

"Oh Yeah? Well...You're the stupid!": Immunity 5 (Interaction Skills), Limited to Interaction Skills by those with Intellect 2+, Limited to half effect

Horns: Strength-based Damage 3

Running: Speed 5 (60 MPH)

Super-Endurance: Immunity 5 (Environmental Conditions)

Super-Jumping: Leaping 3 (60 ft)

Ultra-Tough Hide: Impervious Toughness 15, Protection 5

Skills

Athletics 3 (+16)
 Close Combat: Unarmed 3 (+10)
 Expertise: Criminal 3 (+2)
 Intimidation 9 (+10)
 Perception 2 (+2)
 Ranged Combat: Throwing 8 (+8)

DEFENSE

DODGE 9	INIT +1	PARRY 9
FORT 15	WILL 7	TOUGH 15

OFFENSE

Grab +8	Close, Strength 13
Horns +8	Close, Damage 16; crit. 19-20
Throw +8	Ranged, Damage Varies
Unarmed +11	Close, Damage 13

Advantages

All-out Attack, Close Attack, Great Endurance, Improved Critical (Horns), Improved Smash, Move-by Action, Power Attack, Takedown, Ultimate Slam Attack

Complications

Bullheaded Moron: Minotarr is a jerk. A dumb jerk. A bullying dumb jerk. He is almost perpetually unpleasant, and being turned into a man-bull has not done anything for his temperament.

Simpleminded Greed: Minotarr wants money and fame. He figures the best way to get it is to just bust in places and take what he wants.

META Report**Name:** Peter Price**Alias:** The Thespian, Peter Prince, Vincent Lee Cushing, William Marlowe**META Rating:** Orange-10**Designation:** Rogue**Profile:**

Normally we don't worry much about the small army of unpowered costumed criminals who come up with some theme, make big speeches, and seem more out for attention more than power or profit. The Thespian is an exception. Sure, he's a completely overdramatic fifty-something with no powers. However, he's also a highly trained, well-educated, very intelligent psycho with an arsenal of surprisingly dangerous weapons. Worse, he favors high-profile affairs with large groups of civilian bystanders who can serve as victims, hostages, and his "beloved audience." This sort of exposure seems to fuel The Thespian's mania, making him even more unstable and dangerous.

It's easy to get cocky when an old guy quotes Hamlet and throws a skull at you. It's even easier to get yourself and a bunch of other people killed when that skull explodes. So do us all a favor and don't let the stage whispers and opera cape fool you; this guy is bad news.

Note: If you encounter this subject and, contact Robert Brook in Psych immediately. He's been working up a profile on The Thespian and has been in contact with various experts in arts and drama to help us better predict and prevent his crimes.

Agent Alisha Ngyuen

History:

Once considered one of the greatest upcoming young talents of the stage, Peter Price lived in the time when live performance and traditional drama gave way to movies, television, and other forms of entertainment. A third generation stage actor, Price's father and grandfather scorned "the silver screen and boob tube" in favor of remaining pure to the concept of live theater. They



"All the world's a stage, and all the men and women merely players. They have their exits and their entrances; and one man in his time plays many parts. Thus prepare for your final exit, dear fellow, for tonight I play the role of your executioner!"

instilled these values in young Peter, who took to the stage in London, New York, and other venues around the world.

Unfortunately, while Peter was talented, his drive to promote theater above all other performance art and outspoken critiques of television and film undid him. He sunk his family fortunes into failed plays and, when the money and exposure dried up, found himself with few friends or allies. Worse, the stress of financial ruin began to affect his performances and, after several harshly reviewed roles, even his beloved theater seemed to be slipping away. It was frankly too much for a man who knew or desired no other life. Facing obscurity and poverty in his twilight years, he snapped. Thus Peter Price, actor, became The Thespian, spirit of theatrical vengeance.

His first victims were the critics who panned his later performances. Price fed the first his own “sons” (actually an assistant and intern) and then murdered him, recreating a scene from *Titus Andronicus*. He smothered another in her bed like Desdemona in *Othello*. Timely intervention by a costumed hero barely saved the third critic from being murdered by the villain masquerading as the victim’s wife—a nod to Aeschylus’ *The Suppliants*. After a brief stay in an asylum for the criminally insane, the villain escaped, beginning a pattern of theatrical terror, capture, and a return to action that has continued for several years.

Personality:

The Thespian is obsessed with drama, theater, and the purity of his art form. He holds those he feels undermine or disrespect these things with murderous contempt, considering them a plague that must be eliminated so that society can return to the days when the stage was the ultimate in entertainment. He particularly hates critics, television and movie executives, and anyone who sneers at theater as outdated or boring.

It is not enough for Peter to simply kill or maim, he has to do it with style. He turns every act of vengeance into performance, recreating famous scenes from various plays with his own lethal twists, planning these crimes so that he is sure to have an audience. For The Thespian, the method is at least as important as the result; he wants his victims, audience, and any other “actors”—such as costumed heroes or the authorities—to appreciate the grandeur and artistry involved. He really puts the “psycho” in psychodrama.

Powers & Abilities:

The Thespian has no superhuman powers, though he is incredibly fit for a man of his age and is a highly-trained acrobat, fencer, marksman, and actor. In addition, he is a master of disguise, misdirection, and stagecraft. These skills make him exceptionally dangerous if he has had time to prepare for an encounter.

The Thespian carries a variety of weapons and equipment modeled after famous props or concepts from various plays; these include: exploding “Yorick” skulls from *Hamlet*, a razor-sharp version of *Cyrano De Bergerac*’s fencing rapier, a poisoned version of Romeo’s dagger, and a Chekovian revolver converted to fire big-game hunting rounds. He also makes use of smoke and flash bombs to distract opponents. If incorporating a particular work into his crimes, he will certainly develop new weapons or equipment to fit that theme.

Nemesis Option:

The Thespian makes a great foe for heroes with theatrical flair or some sort of entertainment background. He also makes a great twisted antagonist for most street-level heroes. Any hero with friends, family, or co-workers who are entertainers or worse, producers and critics, could find that The Thespian has targeted them for special attention. Even substandard actors in a school play may draw the ire of this villain if they are mangling subject matter bad enough.

Tricks & Tactics:

The Thespian, like any true actor, understands the value of rehearsal, preparation, and manipulating one’s audience. When facing a hero, he will do everything he can to distract and unbalance his foe and will not engage a target until prepared and ready. A favorite tactic is to lead an opponent to a deathtrap-laden old theater or other dramatic venue filled with an “audience” of innocent civilians. In direct combat, he will use feints, demoralization, and other such maneuvers to open up a hero’s defenses for a potent attack. If an opponent is especially dangerous, The Thespian will employ mercenaries or thugs dressed like famous characters from dramatic works to assist him.

Headquarters

Theater of Blood

Toughness: 10, **Size:** Large, **Features:** Deathtraps, Gym, Holding Cells, Library, Living Space, Secret 3, Trapdoors & Secret Passages 2, Workshop

STR 2	STA 2	AGL 2	DEX 3	FGT 7	INT 3	AWE 2	PRE 5
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Powers

Theatrical Devices: 28 point array; Removable

- **Chekhov's Revolver:** Ranged Damage 6, Accurate
- **Exploding Yorick Skull:** Ranged Burst Area Affliction 10 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Diminished Range 2
- **Flash Bombs:** Ranged Burst Area Affliction 10 (Resisted by Dodge, Overcome by Fortitude; Visually Impaired, Visually Disabled, Visually Unaware), Diminished Range 2
- **Oh Happy Dagger!:** Strength-based Damage 1, Improved Critical, linked to Progressive Affliction 10 (Resisted by Fortitude; Vulnerable, Defenseless, Paralyzed), Limited to only taking effect if damage is done; Accurate, Reach 5
- **Smoke Bombs:** Ranged Cloud Area Concealment Attack 4 (All Visual), Resisted by Dodge
- **Sword of Cyrano:** Strength-based Damage 4, Accurate, Improved Critical 2, Multiattack 6

Equipment

Armored Costume (Protection 3), Headquarters (Theater of Blood), Reinforced Gauntlets (Strength-based Damage 1), Restraints

Skills

Acrobatics 3 (+5)
 Athletics 3 (+5)
 Close Combat: Tools of the Trade 5 (+12)
 Deception 5 (+10)
 Expertise (PRE): Performance 7 (+12)
 Expertise: Literature & Drama 7 (+10)
 Expertise: Stagecraft 7 (+10)
 Insight 6 (+8)
 Intimidation 3 (+8)
 Investigation 3 (+6)
 Perception 6 (+8)
 Persuasion 3 (+8)
 Ranged Combat: Guns 2 (+5)
 Sleight of Hand 2 (+5)
 Technology 2 (+5)
 Vehicles 2 (+5)

DEFENSE

DODGE 14	INIT +6	PARRY 14
FORT 8	WILL 14	TOUGH 6/5*

*Without defensive roll

OFFENSE

Chekhov's Revolver +14	Ranged, Damage 6
Exploding Yorick Skull –	Ranged, Burst Area Affliction 10; res. by Fort
Flash Bombs –	Ranged, Burst Area Affliction 10; res. by Dodge
Reinforced Gauntlets +12	Close, Damage 3
Smoke Bombs –	Ranged, Cloud Area Concealment Attack 4; res. by Dodge
Sword of Cyrano +14	Close, Damage 6 + Progressive Affliction 10; res. by Fort

Advantages

Assessment, Beginner's Luck, Benefit 2 (Independently wealthy), Daze (Deception), Defensive Attack, Defensive Roll, Equipment 4, Fascinate (Expertise: Theatre), Favored Environment (The Stage/In Front of an Audience), Improved Aim, Improved Defense, Improved Disarm, Improved Initiative, Improved Trip, Inspire, Languages 3 (French, German, Greek, Latin; English is native), Quick Draw, Ranged Attack 7, Redirect, Skill Mastery 2 (Expertise: Performance, Expertise: Stagecraft), Takedown, Taunt, Weapon Bind

Complications

All The World's A Stage: The Thespian is obsessed with performance, acting, and drama; he views all life through that lens.

Vengeful: The Thespian is devoted to getting revenge on anyone he feels has wronged him or hurt the "divine art of theater!".

H7712D-HLF99837

TICKTOCK

Name: Ticktock
Alias: The Clockwork Kid

META
Rating:

Blue 10

FF990 - 3276T0AZ



1223433223558783
903331-890-3-000

DESIGNATION:

ROGUE

Profile:

This guy got me nothing but grief. Oh, not in the usual “he’s a bad robot with onboard guns” sort of way. Form J1-MHMD is a nightmare to fill out the first time, but once you’ve completed the forms for Turing-positive sentient machinery—as opposed to the stuff we can just melt down—a few times, it gets to be old hat. It’s his damn fan club. Every walking toaster out there, hero or villain, thinks he’s their great-grandfather. Last time we collared him, he got more visits than any other con in the block. And doing security sweeps on things that are already 100% artificial had prison security ready to let him out just to cut out the hassle.

META Report**Name:** Ticktock**Alias:** The Clockwork Kid**META Rating:** Blue-10**Designation:** Rogue**Profile:**

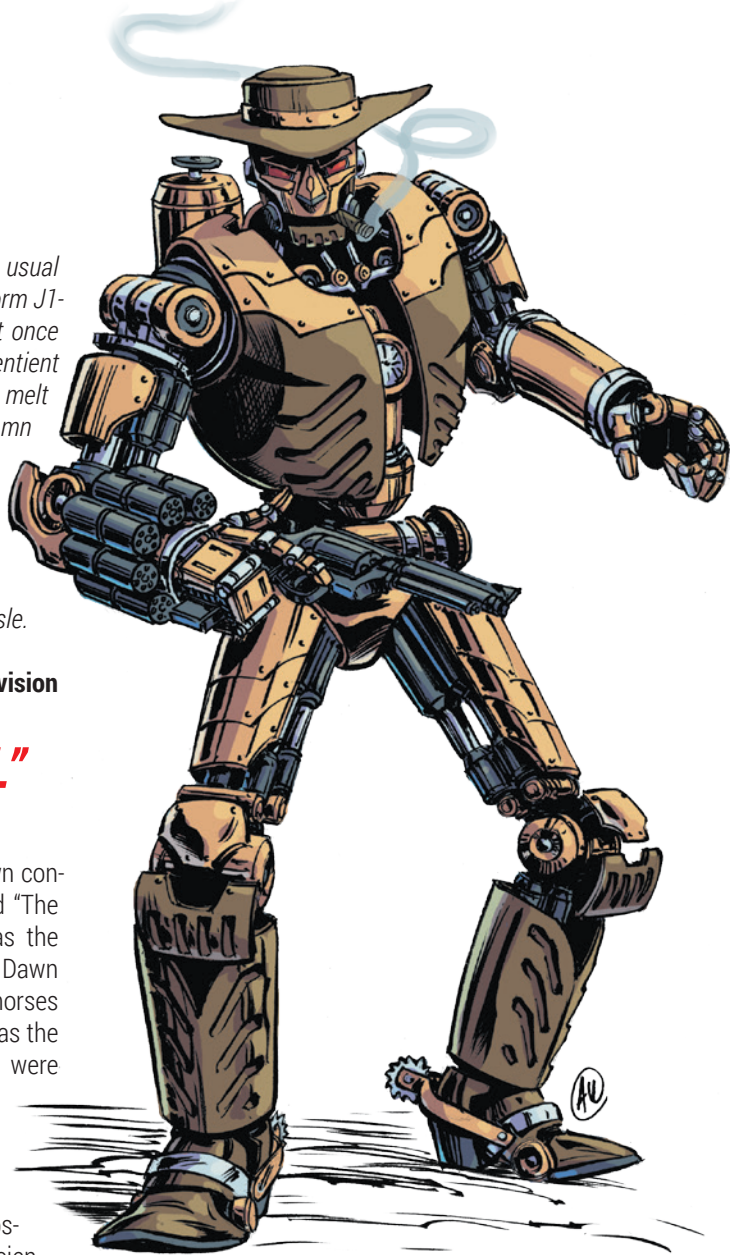
This guy got me nothing but grief. Oh, not in the usual “he’s a bad robot with onboard guns” sort of way. Form J1-MHMD is a nightmare to fill out the first time, but once you’ve completed the forms for Turing-positive sentient machinery—as opposed to the stuff we can just melt down—a few times, it gets to be old hat. It’s his damn fan club. Every walking toaster out there, hero or villain, thinks he’s their great-grandfather. Last time we collared him, he got more visits than any other con in the block. And doing security sweeps on things that are already 100% artificial had prison security ready to let him out just to cut out the hassle.

—Agent John Carlson, Tech Services Division

“Hero, >tik< I deal in lead.”

History:

In 1872, the outlaw scientist Doctor Michael Dawn constructed a cadre of clockwork robots he dubbed “The Windup Gang.” Ticktock, the group’s leader, was the most intellectually advanced of the gang. Doctor Dawn sent the Clockwork Gang and their mechanical horses out to drive the people of Manitou Springs away, as the unique properties of the mineral springs there were essential to the next step in the doctor’s plans: self-replicating robots that would become his private army. However, before Dawn’s plans could come to fruition, they were thwarted by a team of Old West heroes known as The Power Posse. The robots were deactivated by the team’s scientific expert, Professor Hercules Storm, who later loaned them to *Buffalo Bill Cody’s Wild West* show for display. Following Professor Storm’s death, R.J. Ripley purchased the robots for his *Believe it Or Not* museum; they eventually ended up in storage. A year ago, a wealthy steampunk enthusiast and dabbler in robotics, Thomas Rook, bought the robots and, by cannibalizing the parts from the other robots, was able to fix Ticktock and two of the horses, making him think he had just won the lottery. However, Rook was oblivious to one important fact: Ticktock was *not* programmed for good. Once he was



up to speed on the twenty-first century, Ticktock killed Rook and began a new crime spree. From his perspective, the main difference between Wild West outlaws and modern day super-villains was the outfits. Ticktock is now a villain for hire, occasionally working with other villains for a single job or two, then moving on. He still has parts of the Clockwork Gang hidden safely until he can reassemble them. As some of the missing parts he needs have not been made in over a century, it will take time; but then, he has nothing but time.

Personality:

Doctor Dawn based Ticktock's personality on gunslingers he knew personally; looking at Ticktock from today's point of view, he seems to be a caricature of an Old West outlaw. He was programmed with some manners, and has an old-fashioned charm that occasionally pops up.

Powers & Abilities:

Doctor Dawn was a genius over a century before his time: he was able to build and program a true artificial intelligence using clockwork parts and a steam engine. As a robot, Ticktock is strong, durable, and programmed to be one of the fastest guns in the west. Ticktock's gun cannot be taken away from him without some serious robo-surgery, as it locks into the holster and will only release by locking into his hand as he draws. His arm contains an enormous ammo supply that auto-feeds into the gun through his hand. His robotic horse, Bullet, is incredibly fast, but not self-aware.

Nemesis Option:

Modern day robotic heroes might see Ticktock as a precursor, and while they may not approve of his villainous behavior, might respect him as a historical artifact or even an ancestor. Similarly, Wild West or steampunk-themed heroes would be a good fit for this old-fashioned robot.

Ticktock's long term goal is to reassemble the Windup Gang, so he may seek out heroes who are robotics experts or robots themselves. The rest of the gang are: Belle, a "female" robot who fires sonic blasts when she claps her hands together; Ox, the strongest of the group; Hangman, who uses a metal lariat for various effects; Cutter, a knife wielder; Digger, a prospector that carries lots of dynamite; and Metal Feather, an incredibly racist stereotype of a Native American.

Tactics & Tricks:

Ticktock is about as straightforward as they come: shoot it 'til it ain't movin' no more. He rarely dodges, as most attacks barely scratch his chassis, and his unrivaled marksmanship allows him to pick off targets anywhere. If someone is tougher than a single shot can deal with, he will close distance and load them up with lead.

MIKADO PL9

STR 6 STA - AGL 2 DEX 0 FGT 6 INT 1 AWE 1 PRE 0

Powers: **Robot Body:** Immunity 30 (Fortitude Effects), Protection 8, Impervious; **Robot Legs:** Speed 2 (8 MPH), **AE:** Leaping 2 (30 ft); **Hypno-Ray:** Cone Area Affliction 9 (Resisted by Will; Entranced and Vulnerable, Compelled and Defenseless), Extra Condition, Limited Degree, Sight-dependent; **AE: Whirling Samurai Blades** Strength-based Damage 4, Improved Critical 2, Multiattack 10

Advantages: All-out Attack, Improved Initiative, Takedown, Weapon Break

Skills: Acrobatics 2 (+4), Athletics 2 (+8), Close Combat: Whirling Samurai Blades 2 (+8), Expertise: Musical Theater 2 (+3), Intimidation 4 (+4), Perception 3 (+4), Technology 3 (+4)

Offense: Init +6; Hypno-Ray— (Close, Cone Area Affliction 9), Whirling Samurai Blades +8 (Close, Damage 10, Multiattack; crit. 18-20)

Defense: Dodge 10, Parry 10, Fortitude Immune, Toughness 8, Will 9

Totals: Abilities 22 + Powers 66 + Advantages 4 + Skills 9 + Defenses 20 = 121

THE ROBOT ROUNDUP

For a time, Ticktock led another group of robotic rogues: The Robot Roundup. This group was composed of other archaic, but still dangerous, automatons from throughout history; it was his first—and only—attempt to replace his old crew. The robotic gunslinger has since decided that replacing his old gang as exactly as possible is more ideal, but PCs may have encountered these criminal constructs in the past. The members of the Robot Roundup Were:

MIKADO (Mechanized Independent Killer Automaton Designed for Oppression): A killer robot designed by an early twentieth century mad scientist, MIKADO was a big-headed, round-bodied, electric-powered automaton that looked somewhat like an Imperial Japanese samurai, with whirling blades and a "hypno-ray"

SOUTH-PAW PL9

STR 5 STA - AGL 2 DEX 0 FGT 5 INT -1 AWE 1 PRE 0

Powers: **Counterpunch Program:** Reaction Damage 5, Attack Check Required; **Impact Resistance Chassis:** Immunity 20 (Bludgeoning), Limited to half effect; **Punching Pistons:** Strength-based Damage 3, Feature (counts as unarmed attack); **Robot Body:** Immunity (Fortitude Effects), Protection 6, Impervious

Advantages: Defensive Roll 2, Favored Foe (Right-Handed Martial Artists and Boxers), Improved Defense, Power Attack

Skills: Athletics 3 (+8), Close Combat: Unarmed 5 (+10), Expertise: Boxing 5 (+4), Intimidation 6 (+6), Perception 3 (+4)

Offense: Init +2, Counterpunch Program +5 (Close, Reaction Damage 5), Punching Pistons+10 (Close, Damage 8)

Defense: Dodge 10, Parry 10, Fortitude Immune, Toughness 8/6*, Will 9
*without Defensive Roll

Totals: Abilities 14 + Powers 71 + Advantages 5 + Skills 11 + Defenses 21 = 122

that could mesmerize targets. MIKADO's creator was crazed, violent, not Japanese, and a fan of Gilbert and Sullivan—all qualities painfully obvious from the robot's stereotypical appearance, racist voice modulator that only spoke badly accented English, and tendency to quote the operetta *The Mikado*. The robot currently sits deactivated in Rarity Quirk's Museum of Super-Oddities in Beacon City.

South-PAW (Pugilistic Automated Warrior): A "boxing robot" originally designed for exhibition matches during the 1933 Chicago's World's Fair, South-PAW went berserk and had to be taken down by the masked heroine Ms. Fist. South-PAW was later reactivated by Ticktock for use in his gang. It too now resides, deactivated, in Rarity Quirk's Museum of Super-Oddities in Beacon City.

VENDAR PL9

STR 4 STA - AGL -1 DEX 1 FGT 1 INT 3 AWE 2 PRE 1

Powers: **Electrified Grasp:** Cumulative Affliction 9 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Grab-based; **Extendable Robot Arms:** Elongation 1 (15 feet); **Retractable Wheels:** Speed 3 (16 MPH); **Robot Body:** Immunity 30 (Fortitude Effects), Protection 10, Impervious; **Energy Dampening Foam:** Ranged Burst Area Weaken Energy Powers 9 (Resisted by Fortitude), Broad; **AE: Explosive Canisters:** Ranged Burst Area Damage 9, Triggered (Remote Triggered); **AE: Psychotropic Gas:** Ranged Cloud Area Cumulative Affliction 9 (Resisted by Will; Dazed and Impaired, Stunned and Disabled), Extra Condition, Limited Degree; **AE: Sleeping Gas:** Ranged Cloud Area Cumulative Affliction 9 (Resisted by Fortitude; Fatigued, Exhausted, Asleep)

Advantages: Assessment, Eidetic Memory, Inventor, Languages 3 (French, Greek, Latin; English is native), Speed of Thought

Skills: Close Combat: Grab 8 (+9), Deception 1 (+2), Expertise: Science 2 (+5), Perception 2 (+4), Technology 3 (+6)

Offense: Init +3; Electrified Grasp +9 (Close, Affliction 9; res. by Fortitude), Grab +10 (Close, DC 15), Energy Dampening Foam—(Ranged, Burst Area Weaken 9; res. by Fortitude), Explosive Canisters—(Ranged, Burst Area Damage 9), Psychotropic Gas—(Ranged, Cloud Area Affliction 9; res. by Will), Sleeping Gas—(Ranged, Cloud Area Affliction 9; res. by Fortitude)

Defense: Dodge 8, Parry 8, Fortitude Immune, Toughness 10, Will 2

Totals: Abilities 12 + Powers 102 + Advantages 7 + Skills 8 + Defenses 16 = 145

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
5	-	4	7	4	2	2	3

Powers

Robot Chassis: Immunity 30 (Fortitude Effects); Immunity 30 (Will Effects), Limited to half effect; Protection 14, Impervious

Shooting Iron: Perception Ranged Damage 10, **AE:**
Fanning: Ranged Damage 10, Multiattack

Equipment

Bullet: Strength 7, Defense 3, Toughness 10, Size Medium, **Features:** Remote Control, Use Athletics Instead of Vehicles to Ride and Maneuver **Powers:**
A Fiery Horse At The Speed of Light: Speed 7 (250 MPH), Movement 3 (Sure-footed 2, Wall-crawling)

Skills

Athletics 6 (+11)
Close Combat: Unarmed 6 (+10)
Deception 5 (+8)
Expertise: Cowboy 18 (+20)
Insight 2 (+4)
Intimidation 5 (+8)
Perception 8 (+10)
Ranged Combat: Guns 3 (+10)
Technology 5 (+5)

VENDAR (Villainous Engine of Nihilism, Destruction, Annihilation, and Revenge): VENDAR was the product of a drug-addled and unstable mad scientist from the early 1970s, who used a malfunctioning vending machine as the basis of his robot creation... look, the 70s were a weird time. This blocky, megalomaniacal automaton dispensed devastation until it was deactivated by the groovy Beacon City alien hero Space Oddity. It was reactivated to join the Robot Roundup, and now dispenses sodas and vitamin water instead of carnage in Rarity Quirk's Museum of Super-Oddities.

The Robot Roundup was defeated by an incredulous collection of teen heroes in Beacon City some years back. Ticktock escaped, but the other robots were deactivated and eventually purchased in a government auction.

DEFENSE

DODGE	INIT	PARRY
6	+4	6
FORT	WILL	TOUGH
-	2	14

OFFENSE

Fanning +10	Ranged, Multiattack Damage 10, Crit. 18-20
Shooting Iron— Unarmed +10	Perception Ranged, Damage 10 Close, Damage 5

Advantages

Assessment, Diehard, Eidetic Memory, Equipment 6, Improved Critical 2 (Shooting Iron), Precise Attack (Ranged, Cover), Quick Draw, Seize Initiative

Complications

Code of the West: While Ticktock is a criminal, he also possesses anachronistic manners. He will not shoot people in the back, and his word is his bond—and no using weasel words to get out of a bargain; he keeps the spirit of the deal. He tries to avoid shooting “womenfolk”, but if they take a swing at him, he will hit back.

Out of His Time: Ticktock understands the modern world much in the same way a person with a translation guide understands a foreign language. His hard-coded programming was for the Old West, and his “instincts”—if he could be said to have them—are over a century old.

Parts Ain't Cheap: Ticktock was built by an eccentric genius using technology that is well out of warranty. He can repair himself under most circumstances, but getting certain parts he needs fabricated is both time-consuming and expensive. He does have most of his old gang as spare parts, but since he wants to bring them back, he will only use them in the direst of emergencies.

META Report**Name:** Valerie Xenakis**Alias:** VXen**META Rating:** Blue-12**Designation:** Rogue**Profile:**

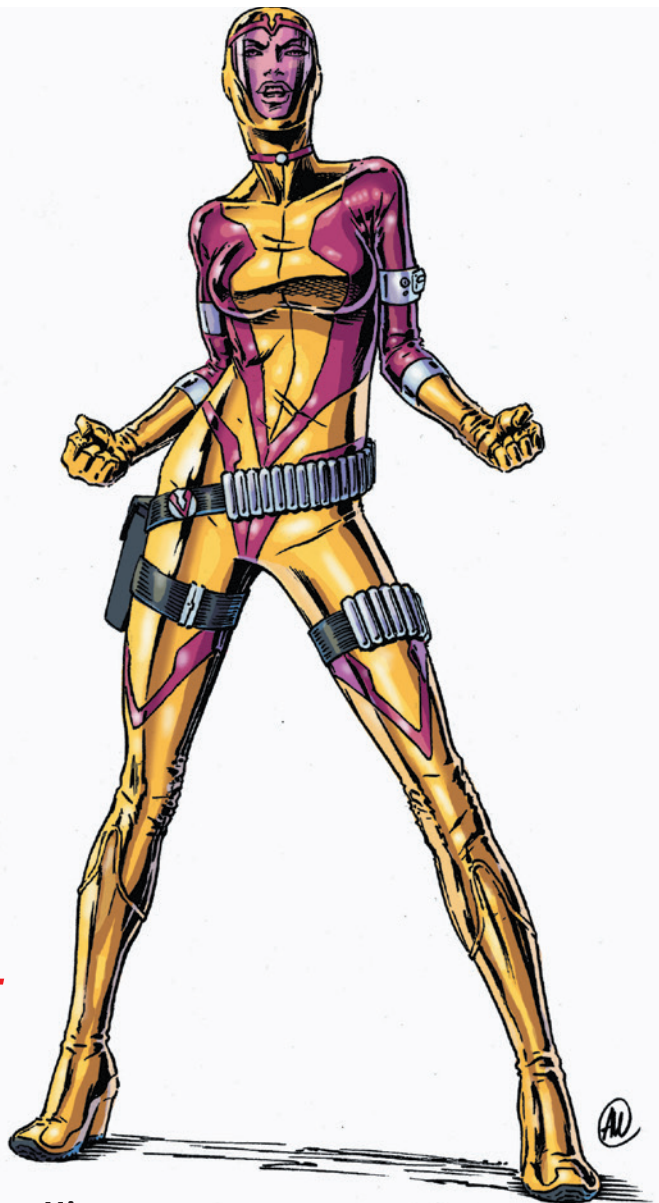
Operatives dealing with Valerie Xenakis, aka VXen, should exercise extreme caution. Xenakis' predilection for using chemical agents makes her a threat not only to agents engaging her, but also large sections of the civilian populace. Mishandling an encounter with her could cost untold lives and rest assured that VXen herself won't hesitate to injure and kill hundreds or thousands if it benefits her.

There's some debate whether Xenakis' current mental state is a result of exposure to unknown chemical agents or just inherent sociopathic tendencies. In either case, she's one of the most dangerous criminals we have on file. I know various government agencies want her taken alive and her equipment confiscated for study, but I advise this not be the primary goal of any field teams or allied meta-humans dealing with her.

Also, if you capture her? Don't give her a damned thing. Not a cup of coffee. Not a cigarette. Certainly not shampoo or cosmetics. If you're going to do that? Just open her cell and let her go; at least we'll lose fewer people that way.

—Agent Alisha Ngyuen

“Oh how charming...a superhero. I wonder if all those rippling muscles of yours can deal with the airborne incendiary I just introduced into the room. I wouldn't make a mess, darling—one spark and all these nice people will have a very bad day...”

**History:**

Highly intelligent and never particularly compassionate, Valerie Xenakis's skill with chemistry led her from the classroom to the R&D departments of various defense contractors. She never thought about the practical uses of her nerve agents or mind-altering chemicals or the various international treaties banning their use, instead focusing on growing her expertise and reputation by making ever-better drugs and chemical agents. When a lab accident with a weaponized hallucinogen she was developing for Orion Private Security augmented both her scientific aptitude and amoral nature, she left Ori-

on's employ, leaving a trail of chemically induced chaos in her wake. She reappeared sometime later, marketing her wares to various terrorists and criminal organizations, but refuses to join any such organization fully, instead offering her services on a pay-as-you-go basis to any who can meet her price.

VXen claims she can design any chemical, narcotic, or dangerous compound, given the time and material. Worse, where before she was merely indifferent to the uses of her inventions, she now delights in knowing her creations are used to incapacitate and kill. She revels in the challenge of creating increasingly potent weapons of terror and death. To this end, she now often uses her concoctions directly as a costumed mercenary. In her lab or out, VXen is very dangerous. She is a sultry WMD factory that cares only for her own comfort and advancement.

Personality:

VXen sees everything as chemistry. From social interactions to designing neurotoxins, everything is a mix of ingredients, compounds, environmental influences, and experimentation. She often pushes an ally or enemy just to see the reaction, then explores various ways to exploit the results. VXen is positive she is the most brilliant, beautiful, and perceptive person around and, if this is challenged, she becomes remarkably petty and resentful. In truth, VXen does not have much experience with social interaction or morality; life is just some grand collection of things for her to play with. Her exposure to mind-altering drugs and the side effects of her physical enhancements make her erratic and distracted at times, but she refuses to recognize this and insists she is always in total control.

VXen is terrifyingly smart, but her long term goals are currently undeveloped. She likes power, attention, and the rush that comes from being desired and feared. She has not yet decided how best to secure a steady supply of these things beyond acquiring wealth and influence among criminals and shadowy terrorist and military groups; if she ever decides to become a true criminal mastermind, she will be even more dangerous.

Powers & Abilities:

VXen is a chemical genius. She is capable of designing complex chemical compounds on the fly and creating anything from pharmacological compounds to nerve agents with ease. To assist in these creations, VXen wears a bodysuit fitted with numerous chemicals and

automated mixing devices. These allow her to create various acids, drugs, and other chemical agents as desired. The suit also provides protection from attacks, especially those of a chemical variety. Although an unremarkable combatant, VXen has undergone regular treatments of various performance enhancing drugs of her own invention, making her surprisingly strong, tough, and agile. However, her lack of combat training means these augmentations mainly fuel her personal vanity and assist her in dealing with unpowered opponents. In addition to her chemistry skills and intellect, VXen is an accomplished liar, seductress, and extensive knowledge of various criminal enterprises.

Nemesis Option:

The quintessential mad scientist crossed with a heartless femme fatale, VXen makes a great villain for science heroes and those who worry about using technology for evil ends. Her willingness to work with terrorists, arch-criminals, and other such villains make her a good choice to go up against heroes who concentrate on protecting civilians more than stopping costumed criminals. Brilliant and immoral, she provides a strong contrast for intelligent, idealistic heroes who must contend with her callous disregard for human life.

Tricks & Tactics:

VXen relies on chemical agents that best serve her current goals. If she is trying to capture or neutralize a target, she will utilize her Polymer Snares, Frictionless Gel, and Knockout Gas; if engaged in more lethal pursuits, she favors her Nerve Gas and Acid attacks. She is capable of coming up with other chemical-based powers on the fly, using Extra Effort with her Chemical Mixers array. She is particularly fond of Subtle, Insidious, or Triggered effects. She rarely engages in close combat with any but obviously inferior foes and, if expecting resistance, employs criminals and mercenaries to assist her. She does not care about the welfare of these hirelings, and curtails using her more dangerous area effect powers only to keep them tactically viable.

When cornered or if chemical weapons prove ineffective, VXen will try manipulation and seduction to secure escape opportunities. If captured, she will often go along peacefully and escape later using some amazing chemical compound she created from mundane substances.

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	4	4	2	2	9	2	1

Powers

Chemical Suit (Removable)

Chemical Mixers: Array (38 points)

- **Acid:** Ranged Damage 8, linked to Ranged Weaken Toughness 8 (Resisted by Fortitude), Affects Objects; Quirk (does not damage glass/silicates)
- **Chemical Attack:** Ranged Damage 12, Alternate Resistance (Fortitude), Incurable, Variable Descriptor (Chemicals)
- **Frictionless Gel:** Cone Area Cumulative Affliction 12 (Resisted by Dodge, overcome by Fortitude; Hindered and Impaired, Prone and Disabled), Extra Condition, Limited Degree
- **Nerve Gas:** Cloud Area Cumulative Affliction 12 (Resisted by Fortitude; Impaired, Disabled, Incapacitated), Incurable
- **Odorless, Colorless Knockout Gas:** Cloud Area Cumulative Affliction 12 (Resisted by Fortitude; Fatigued, Exhausted, Asleep), Subtle 2
- **Polymer Snares:** Ranged Affliction 12 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Immobile and Defenseless), Contagious, Extra Condition, Limited Degree

Environmental Seals: Immunity 4 (Disease, Environmental Radiation, Poison, Suffocation (Hazardous Atmosphere))

Treated Body Armor: Protection 6, Impervious

Chemical Treatments: Enhanced Advantages 6 (Close Attack 4, Great Endurance, Improved Initiative), Enhanced Agility 4, Enhanced Stamina 4, Enhanced Strength 4, Enhanced Fortitude 4; Immunity 2 (Aging, Sleep), Limited to Half Effect

Super-Genius Chemist: Quickness 9, Limited to Chemical Computations

Skills

Close Combat: Unarmed 2 (+4)
 Deception 9 (+10)
 Expertise: Chemistry 13 (+22)
 Expertise: Criminal 3 (+12)
 Insight 4 (+6)
 Intimidation 3 (+4)
 Investigation 1 (+10)
 Perception 6 (+8)
 Persuasion 3 (+4)
 Ranged Combat: Chemical Mixers 10 (+12)
 Technology 7 (+16)
 Treatment 3 (+12)
 Vehicles 2 (+4)

DEFENSE

DODGE	INIT	PARRY
12	+8	12
FORT	WILL	TOUGH
12	12	10

OFFENSE

Acid +12	Ranged, Damage 8 and Weaken Fortitude 8
Chemical Attack +12 Frictionless Gel—	Ranged, Damage 12 Close, Cone Area Affliction 12; res. by Dodge
Nerve Gas—	Close, Cloud Area Affliction 12; res. by Fortitude
Odorless, Colorless Knockout Gas—	Close, Cloud Area Affliction 12; res. by Fortitude
Polymer Snares +12	Ranged, Affliction 12; res. by Dodge
Unarmed +8	Close, Damage 4

Advantages

Attractive, *Close Attack 4*, *Great Endurance*, *Improved Initiative*, Inventor, Languages 4 (Arabic, English, French, German, Greek, Korean, Mandarin Chinese, Russian, Spanish), Skill Mastery (Expertise: Chemistry)

Complications

Everything is Chemistry: VXen sees everything in terms of chemical reactions and delights in combining, mixing, and altering situations to achieve various reactions; the act of manipulation and experimentation is at least as important as any considerations of morality.

H7712D-HLF99837

DR. WACHSFIGUR

Name: Hertha Wachsfur
Alias: Dr. Wachsfur, Madame de Cera,
Waxwork, Lady Waxwork

META
Rating:

Violet10

FF990 - 3276T0AZ



1223433223558783
903331-890-3-000

DESIGNATION:

ROGUE

Profile:

I put ten rounds into the maniac in the musketeer costume last night before he threw me out the window. Now forensics tells me they didn't find anything but a couple bone fragments and something they think is wax? I hate to jump to conclusions, but I believe it might be time to reopen the Dr. Wachsfur file.

Attached is what we know to date. Yes, it is a bit of an eclectic mess. This subject—or some earlier incarnation—has been active for at least the last forty years, and we are still in the process of digitizing and restoring data from some of those older cases. Worse, some of our analysts believe that is an extremely conservative estimate. I am not sure I agree with Gunderson's theory that Wachsfur's crimes date back to the 1800s, but we have seen stranger things....

META Report**Name:** Hertha Wachsfigur**Alias:** Dr. Wachsfigur, Madame de Cera, Waxwork, Lady Waxwork**META Rating:** Violet-10**Designation:** Rogue**Profile:**

I put ten rounds into the maniac in the musketeer costume last night before he threw me out the window. Now forensics tells me they didn't find anything but a couple bone fragments and something they think is wax? I hate to jump to conclusions, but I believe it might be time to reopen the Dr. Wachsfigur file.

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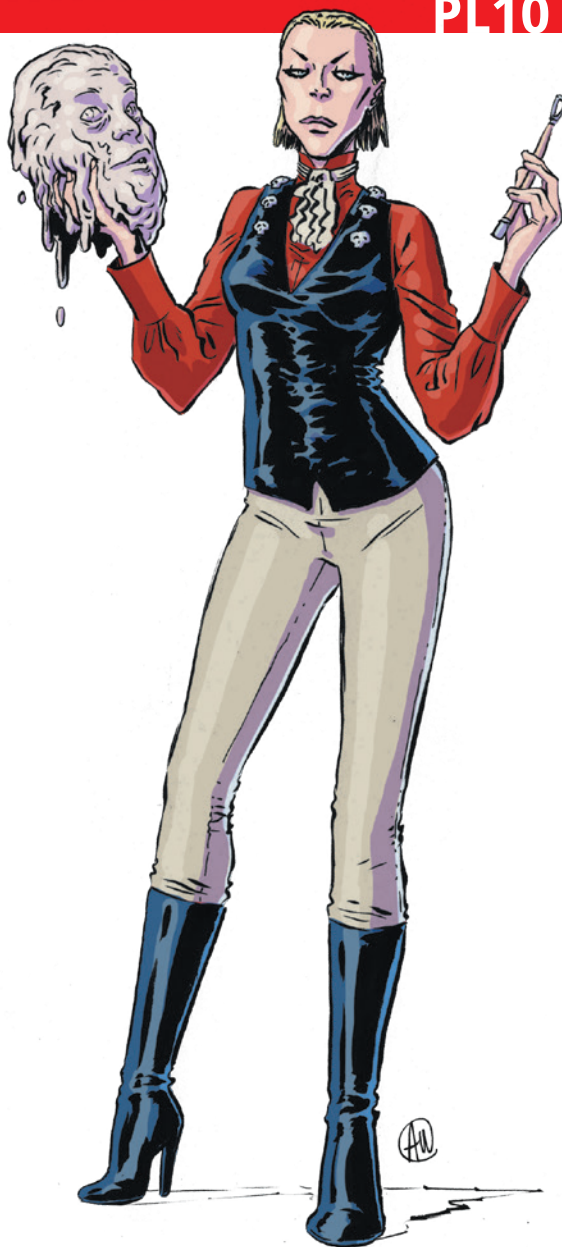
—Agent Raphael Smith

“You have excellent bone structure...you remind me of a young Sarah Bernhardt. Perhaps you would model for me?”

History:

It would be dramatically appropriate if Hertha Wachsfigur was some tragic figure turned to evil ends by the sins of others, if she was some poor artist pushed to the brink of madness after losing all she loved in a terrible calamity. The truth is more direct, but no less unsettling.

For several years in Vienna during the late 1800s, a series of strange disappearances mystified the authorities. The victims came from all walks of life. None had made any indication they planned to leave their homes or loved ones. Instead, two dozen people had simply vanished.



At the same time, Dr. Wachsfigur's Wondrous World of Wax opened to rave reviews. The wax museum's figures were stunning in their accuracy and lifelike appearance. Critics in particular praised the figures perfectly proportioned anatomy and the lifelike quality of the special tallow wax the museum used instead of traditional beeswax. These were no simple wax effigies—these were something else entirely. The museum's owner and chief sculptress, Hertha Wachsfigur, was hailed as a true artist. Her exhibitions drew the attention of famous entertainers, aristocrats, and the wealthy elite.

Unfortunately, fame was fleeting, quickly replaced by horror and revulsion. An intrepid detective, refusing to accept the various Vienna disappearances were unsolvable, persisted in tracking down every lead in those cases, no matter how slim. Eventually, through perseverance, skill, and providence, he discovered the true fate of the missing victims—they were part of the exhibits at Dr. Wachsfigur's museum; indeed, they were the secret to the lifelike nature of the waxworks. Dr. Wachsfigur would select individuals to serve as models for her creations, luring them with offers of posing as a model for some new work or simply kidnapping an appropriate subject. Then the "model" would be killed and their bodies used as materials in Wachsfigur's creations.

When the gruesome mystery of the wax museum was uncovered, the people's reaction was swift and decisive. An angry mob stormed the museum, burning it to the ground with Dr. Wachsfigur inside. The world presumed her dead, burned alive in the dreadful museum. This was not the case.

Hertha would have perished in the flames, but she escaped down a drainage grate used to dump unused victim parts. Burned, disfigured, ruined, but still alive, Hertha Wachsfigur fell into the dark muck of the sewers of Vienna, where Springheel Jack found her.

The half-demon leader of the mystical mercenaries known as the Oktobermen confessed to being an "admirer" of Hertha's work. He exchanged some mostly one-sided pleasantries with the half-dead Wachsfigur, then offered her a deal she could not help but accept. Jack would give Hertha the means to heal her wounds, restore her appearance, and continue her "wonderful work", in exchange for serving him as one of his lieutenants for 24 years—one year for each previous victim.

The number was arbitrarily picked because it suited the half-demon's sense of whimsy, though Jack need not have been so conservative. Once supplied with the alchemical knowledge to restore her physical form and bring a semblance of life to her wax creations, Hertha faithfully served with the Oktobermen for over fifty years. She left during a period where the group was inactive and has declined to return, though she remains on good terms with her former teammates.

Dr. Wachsfigur has worked for dictators, despots, and secret societies over the years, supplying wax assassins, doubles, soldiers, and scapegoats as necessary.

However, she has never cared much for their individual ideologies; they are simply a means to an end, supplying her with resources and equipment to study and perfect her art, allowing her ample opportunity to test the limits of her creations' physical and mental abilities. To Hertha, the crafting and evolution of her wax menagerie is everything.

Personality:

First and foremost, Dr. Wachsfigur is a megalomaniacal sociopath who has trouble relating to anything not made of wax. She can be erratic or focused, charming or rude, raging or calm, but at all times she is focused on herself, her plans, and her creations.

Though always driven by an aberrant psychology, Dr. Wachsfigur has evolved over the years as the obsession over her creations and studies has deepened. She has now spent four times the number of years as a reclusive crafter of alchemical wax effigies as she ever did as a functional member of society and it shows. Her interactions with normal people are detached, practiced, and out of date, like an aging veteran actor going through the motions but not really into the role. Real people are just obstacles, distractions, or raw materials.

This changes when Hertha engages with her creations, becoming more animated, passionate, and involved. She feels more comfortable when surrounded by a world of wax crafted by her own hands; it gives her a sense of control and stability. Wachsfigur treats her wax creations with varying degrees of concern based on their appeal and the craft that went into them—the crudely crafted wax minions are disposable lackeys, usable for simply tasks and easily replaced, but the replicas of real historical and contemporary figures are treated as valuable agents or even children. Nevertheless, she is vaguely disappointed in all her effigies; they may be excellent semblances of life, but they are not truly alive.

At least, not *yet*. It is that final qualifier that drives Wachsfigur. Sure she can create true life with her work, Hertha intends to craft a kingdom of wax she will rule over as goddess, creator, and queen. She simply needs the right materials and time. She is unmoved by failure, though anyone who foils her plans will draw her wrath.

Powers & Abilities:

Dr. Wachsfigur is an extremely skilled alchemist and sculptor specializing in the creation and animation of

living wax effigies. She can make waxworks that look nearly human, or she can craft larger, more deadly, but less subtle, creations. Living victims are not required to craft each work, though dark magic and certain sacrifices are essential to enchant the materials and tools she uses. She still prefers to use human subjects in her works whenever possible, though—old habits die hard.

Dr. Wachsfigur has covered her own burned and aging flesh with a special wax that gives her the appearance of youth and beauty and eliminates cellular decay from aging and various other sources. The shell looks incredibly lifelike, even up close, but it can melt or crack in extreme temperatures. Given time, she can craft her shell into a number of appearances, though she favors the form of a young, Germanic-looking woman. Under her wax façade Hertha continues to age, but she will never perish from age-related ailments or succumb to disease. This wax covering also augments Wachsfigur's physical abilities, though she is not much of a combatant.

Nemesis Option:

Dr. Wachsfigur is an old-fashioned mastermind in the style of pulp novels and Hammer Horror films. She desires nothing realistic or simple; she wants to flaunt her terrible skills, dominate those around her, and bask in her own glory like a true megalomaniac. She has little tolerance or regard for humans, especially innocent bystanders who she equates with the chattering, unsophisticated crowds who once admired her work. This mix of retro-flamboyance and disregard for others makes her a great nemesis for a pulp-style or detective hero focused on saving the innocent on a more intimate level, and who may be compelled to track down the mastermind behind various crimes involving animated waxworks. A hero descended from the original detective who uncovered Wachsfigur's crimes would be particularly appropriate, as would anyone with ties to such descendants—the villain might even target such individuals out of a cruel sense of irony or a form of indirect revenge.

Anyone with psychic abilities could find her mindless minions challenging, and any insight into Wachsfigur's psychology is likely to be unnerving for mind reader and investigator alike. Given the alchemical nature of her creations, Wachsfigur also makes a good nemesis for a mystical hero, and if she could be coaxed to join a mystical villain group, as she once did with the Oktobermen, she could serve as a mastermind whose minions

allow her to tie up several heroes while her companions perform other tasks.

Tricks & Tactics:

Dr. Wachsfigur has two standard methods of operation, based on whether she is working for another or operating on her own. If operating solo, she prefers to set herself up as the proprietor of an old-fashioned wax museum, using it as a base of operations, showcase for her creations, and hunting ground to acquire new victims for her experiments. For years this method was suboptimal; few were interested in wax figures and museums in the age of computers, video games, television, and film. A recent surge of interest in retro art and oddities has allowed her to attract a new clientele—what was once old and boring is once again trendy and kitsch. This often results in horror movie-style scenarios, with would-be victims being stalked by killer waxworks for the needs of their mistress. Any player heroes or allies in their civilian guise could easily find themselves in the middle of such an encounter, though Wachsfigur seeks to avoid modern day superheroes unless pursuing a grudge or contract.

Under the employ of others, Dr. Wachsfigur focuses on creation over location, crafting effigies according to her employer's specifications. These creations usually fit themes favored by the villains in question; for example, if working for a supervillain with a Halloween motif, she might craft waxworks based on classic movie monsters

HORRORS OF THE PAST

Springheel Jack and the Oktobermen, who feature into the origins of Dr. Wachsfigur, are from another Vigilance Press product, *Due Vigilance: The Oktobermen*. That book details the groups' history and current lineup of twisted mystical mercenaries, and is part of Vigilance Press's Beacon City setting. Dr. Wachsfigur did not work with the version of the group presented in the book, but served in a past incarnation alongside Floating Skull, Springheel Jack, and other yet unrevealed members. GMs using the Oktobermen in their campaigns, or playing in the Beacon City setting, will find it exceptionally easy to add Dr. Wachsfigur to their campaigns.

GMs are free to alter and adapt Dr. Wachsfigur's origins to fit the needs of their individual campaigns, however, making any mystical or demonic force the source of Dr. Wachsfigur's secrets for extending her life and animating her waxworks. She could have even discovered the process herself in some ancient text.

Waxwork Minion PL7

STR 4 STA - AGL 0 DEX 0 FGT 4 INT - AWE -1 PRE -

Powers: **Enchanted Wax Body:** Immunity 30 (Fortitude Effects); Protection 7, Impervious; **Mostly Lifelike:** Feature 1 (+5 bonus to appear human)

Advantages: Teamwork

Skills: Athletics 1 (+5), Close Combat: Unarmed 6 (+10), Perception 2 (+1), Stealth 1 (+1)

Offense: Initiative +0, Unarmed +10 (Close, Damage 4)

Defense: Dodge 7, Parry 7, Fortitude Immune, Toughness 7, Will Immune

Complications: **Made of Wax** (Waxwork Minions have half Toughness against extreme heat or fire attacks, and will melt or crack in extreme temperatures, revealing their true natures), **Mindless** (While they can follow instructions and mimic basic programmed human reactions, Waxwork Minions lack any initiative or will of their own; unless under strict and clear orders, they stand around like statues)

Power Points: Abilities -16 + Powers 45 + Advantages 1 + Skills 5 + Defenses 10 = 45

or characters from old horror stories. She may alternately be hired to make duplicates of particular characters in the setting, using these to frame, harass, distract, or torment her targets.

Waxwork Creations:

Dr. Wachsfigur's creations fall into two categories: Minions and Masterpieces. Waxwork Minions are simple but effective animated waxworks, appearing as anything from historical figures to modern celebrities. They are strong, tough, but relatively simple. They are exquisitely crafted—the villain would tolerate nothing less—but the animation processes used to give them life is suited to mass animations. Waxwork Minions may be made of any sort of waxy substance treated with the proper alchemical formulas. They are considered minions according to the *Mutants and Masterminds, Third Edition* rules.

Masterpiece creations are more involved but more powerful, bearing some semblance of life and mimick-

Waxwork Masterpiece PL9

STR 6 STA - AGL 2 DEX 1 FGT 6 INT 0 AWE 1 PRE 0

Powers: **Enchanted Wax Body:** Immunity 30 (Fortitude Effects); Protection 8, Impervious; **Lifelike:** Feature 2 (+10 bonus to Deception checks to appear human); **Verisimilitude:** Feature 15 (15 points to customize each Waxwork Masterpiece with Weapons, Skills, or Abilities suitable to their exact type; for example, a Waxwork based on a famous Swordsman might have a Strength-Based Damage Device (Sword) and Advantages and Skills to make them a deadly swordfighter)

Advantages: Interpose, Teamwork

Skills: Athletics 2 (+8), Close Combat: Unarmed 6 (+12), Perception 2 (+3), Stealth 3 (+5)

Offense: Initiative +2, Unarmed +12 (Close, Damage 6)

Defense: Dodge 10, Parry 10, Fortitude Immune, Toughness 8, Will 5

Complications: **Bound to Obey** (Waxwork Masterpieces are fairly intelligent and can make their own plans and decisions, but are mystically compelled to always obey their creator; they cannot defy her will), **Made of Wax** (Waxwork Masterpieces have half Toughness against extreme heat or fire attacks, and will melt or crack in extreme temperatures, revealing their true natures)

Power Points: Abilities 22 + Powers 63 + Advantages 2 + Skills 7 + Defenses 16 = 110

ing emotions and complex thought. These creations require additional time and materials to craft, and always require a living being be used in their construction. Theoretically, Wachsfigur could use animals, but her twisted aesthetics demand human materials. These Masterpieces are often modeled after famous heroes and villains from history, real and fictional. One creation may appear as Attila the Hun, another as Sun Tzu, Jean D'Arc, or even Marilyn Monroe. In all cases, the figures also strongly resemble the victim used in their creation, meaning Hertha needs to carefully select victims similar to the subject. Waxwork Masterpieces are treated

STR 4/1	STA 6/0	AGL 0	DEX 1	FGT 2	INT 5	AWE 3	PRE 2
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Powers

Alchemical Wax Shell: Enhanced Advantages 2 (Attractive, Great Endurance), Enhanced Stamina 6, Enhanced Strength 3, Immunity 2 (Aging, Disease), Quirk (Doesn't stop physical effects, just practical), Feature 2 (Malleable Visage gives +10 bonus to disguise appearance), Protection 4, Impervious

Mistress of Wax: Enhanced Advantages 4 (Inspire 3, Leadership), Limited to her Waxworks

Skills

Close Combat: Knife 4 (+6)
 Deception 6 (+8)
 Expertise: Alchemy 7 (+12)
 Expertise: Art 7 (+12)
 Insight 2 (+5)
 Intimidation 3 (+5)
 Perception 4 (+7)
 Stealth 4 (+4)
 Treatment 3 (+8)

Equipment

Knife, Wax Museum (Headquarters)

DEFENSE

DODGE 10	INIT +0	PARRY 10
FORT 10	WILL 10	TOUGH 10

OFFENSE

Knife +6 Close, Damage 5; crit. 19-20
 Unarmed +2 Close, Damage 4

Advantages

Artificer, Assessment, *Attractive*, Benefit 1 (Independently Wealthy), Equipment 3, *Great Endurance*, *Inspire* 3, Languages 3 (English, Hungarian, Romanian, Russian, German is native), *Leadership*, Minion 3 (Waxwork Minions), Sidekick 22 (Waxwork Masterpiece)

Complications

They WILL Live! Dr. Wachsfigur is obsessed with the creation and perfection of her living wax creations. She will pursue any knowledge or opportunity that will advance her obsession.

Under a Waxy Skin: Dr. Wachsfigur's Alchemical Wax Shell does not protect her from fire, and will begin to soften, run, and melt in extreme heat. In addition, while she is not vulnerable to damage from cold, extreme cold may cause the shell to stiffen and crack, revealing its true nature.

Wax Museum

Toughness 10, **Size** Large, **Features:** Deathtraps, Laboratory, Personnel, Secret 2, Trophy Room, Workshop

as sidekicks according to the *Mutants and Masterminds, Third Edition* rules, meaning they require normal damage conditions to take them down. Dr. Wachsfigur usually has at least one PL 9 creation available, though she may have more according to the GM's discretion and needs of the campaign.

Dr. Wachsfigur has theorized, but not yet implemented, a third type of waxwork. If she could secure the body of a metahuman, she believes she could transfer some, or even all, of the subject's metahuman abilities to one of her creations. GMs wishing to explore this option should use the Waxwork Masterpiece as a template and adjust their abilities and powers to more closely match the metahuman subject the creation is based on.

H7712D-HLF99837

CAPTAIN ARCHON

Name: Captain Julia Cunningham
Alias: Captain Archon; Archangel (U.S. Air Force callsign)

**META
Rating:**

Blue11

FF990 - 3276T0AZ



1223433223558783
903331-890-3-000

DESIGNATION:

RIVAL

Profile:

I sincerely believe a doctor more detached from the subject would be a better choice for this evaluation, but I was asked by Captain Cunningham to provide this personality profile myself.

Julia Cunningham's personality is driven and meticulous. She cares deeply about her role in protecting her country, and considers her work with research and development on the Archon project to be a highlight of her career. What Julia does not appreciate are those who work outside of a nice, orderly chain of command, especially when those people have the power to defy authority with impunity. This lack of empathy with other Meta-humans can lead to unnecessary escalation of personal conflicts.

META Report**Name:** Captain Julia Cunningham**Alias:** Captain Archon; Archangel
(U.S. Air Force callsign)**META Rating:** Blue-11**Designation:** Rival**Profile:**

I sincerely believe a doctor more detached from the subject would be a better choice for this evaluation, but I was asked by Captain Cunningham to provide this personality profile myself.

Julia Cunningham's personality is driven and meticulous. She cares deeply about her role in protecting her country, and considers her work with research and development on the Archon project to be a highlight of her career. What Julia does not appreciate are those who work outside of a nice, orderly chain of command, especially when those people have the power to defy authority with impunity. This lack of empathy with other Meta-humans can lead to unnecessary escalation of personal conflicts.

Julia displays a rather myopic approach to following orders which—combined with her abrasive attitude towards other Meta-Humans, particularly younger Metas—could be considered her greatest obstacle in fulfilling her duties as a peacekeeper. While she is capable of cooperating when ordered to do so, it is occasionally necessary to remind her that not every infraction of the rules must be met with punishment. Her military mindset leaves little room for compromise, especially when dealing with Meta-humans who operate in the private sector.

Captain Cunningham is obsessed with proving herself, instead of observing the successes she has already made. This constant urge for acceptance from those in the command structure extends to all facets of her life, including her relationships with family. This is unfortunate, because until she accepts the merit of her own accomplishments, no amount of praise or analysis from others will satisfy her. For this reason, I will no longer accept requests from the Air Force for further profiles on this subject. I am not comfortable standing in as Captain Archon's doctor. I am her father; she would do well to remember that.

**—Doctor Clark M. Cunningham,
METAs Meta-human Caregiver Network, President**



“Listen up, hotshot! I know you think you can take on the world by yourself, but if you don't start following orders, I'm going to arrest you right along with the bad guys!”

History:

Julia Cunningham was born with the metahuman ability to charge objects she held with energy. Her abilities manifested as she entered her early teenaged years, but she generally kept them hidden from others to avoid attracting attention for her 'odd' ability. This power seemed completely useless to her, and only served as an annoyance—creating problems with any hand-held electronic devices like cell phones or tablets—until she joined the United States Air Force. Quickly detected in a METAs DNA screening frenzy five years ago, she was offered a position in the Archon program. Julia eagerly participated because she saw it as an opportunity to quickly climb the ranks and work towards the Top Gun status she yearned for.

The Archon program began as an experimental research project, but quickly gained focus once Julia joined. With her on board, they began concentrating their efforts on weaponizing her unique talents in a way that could support for military and police actions. In the course of research and development, they designed a customized battlesuit powered by her superhuman abilities. The suit amplifies her natural energy-generating capabilities a thousand-fold, giving her the power to attain supersonic speeds and to fire bolts of plasma from her wrist-mounted projectors.

After some initial combat tests overseas, it was decided the Archon project was a potential political minefield. Julia was pulled back to the mainland US, and the program was restructured as a civil defense operation. She was promoted to Captain and given training on how to support civilian authorities when they found themselves unable to deal with superhuman threats. Captain Cunningham also found herself thrust into a position of authority and given military access to the META database.

She now acts as liaison between the Air Force and civilian law enforcement agencies and as a "loaner superhero" to law enforcement branches associated with METAs. When she is not on specific missions, she often spends time speaking to groups about the benefits of working in the military and the importance of the research she is a part of. Her value as a public relations figure is growing with each public appearance, though she has not realized this yet.

Personality:

Cunningham has accepted her role as "Official Government Superhero" with pride, feeling that her unique

powers and training place her in the position to watchdog "Private Citizen Superheroes". Because she spent much of her formative years in the Air Force segregated from the general ranks of pilots, she has developed an extreme "Type A" approach to life. Everything needs to fit into neatly organized boxes or checklists, or she quickly becomes annoyed. While she can have reasonable discussions with people about society and the role of Meta-Humans in it, in practice she is very demanding of both herself and other Meta-Humans she encounters. Anyone she finds wanting can quickly find themselves on her bad side. She is a good woman at heart, and puts the defense of civilians and her country as top priorities because she honestly believes that is how she is going to help make the world a better place.

Powers & Abilities:

Captain Archon, as she is known to the public, almost always appears in her powered armor. This sleek, shiny battlesuit is powered by her unique biological energy field and does not work for other wearers. The unit is equipped with jet boots, wings, a high-tensile polymer armor sheathe, targeting computer, and plasma projectors; occasionally, however, the Archon suit will be fitted with temporary equipment providing abilities specific to a given mission, such as special forms of shielding or stealth capabilities.

Archon's plasma projector cannons can quickly melt through solid steel or rock. They can also switch to a snap-fire mode for rapidly strafing an area, but without the penetrating effect of the more focused blasts.

When not wearing her suit, Julia Cunningham has limited use of her special mutation. If she holds an object for a period of time, she can charge the molecules with a form of static electricity that is discharged by the object touching a grounded surface. Her suit takes this energy and uses it to power its flight systems and weapons, but in a pinch she can charge small objects like coins and throw them to create minor bursts of electricity.

Nemesis Option:

Captain Cunningham is a hard-ass, plain and simple; she is not going to get along with anyone who likes to play it fast and loose with rules or with tactics. While she does not jump into a fistfight without good provocation, some heroes might find themselves on the receiving end of a holier-than-thou lecture if they are sloppy about following the law or protecting ci-

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	10	4	4	3	3	8	6

Powers

Archon Suit (Removable)

Combat Computer: Enhanced Advantages 6 (*Evasion 2, Favored Environment: Airborne, Improved Defense, Takedown 2*), Enhanced Defenses 17 (*Dodge 8, Parry 9*)

Comm Link: Feature 1 (Can tap into normal cell communications)

Plasma Cannons: Ranged Damage 8, Accurate 3, Penetrating 8, **AE: Snap Fire Mode:** Ranged Damage 8, Accurate 3, Multiattack

Reflex Polymer Armor: Impervious Toughness 10rc

Sealed Systems: Immunity 5 (Environmental Conditions)

Situation Awareness: Enhanced Awareness 5, **AE: Radio Communicator:** Radio Communication 2, Subtle

Thruster Wings: Flight 9 (1000 MPH), Wings

Bio-Electrical Charge: 16 point array

- **Bio-Boost:** Enhanced Stamina 8 (+8 STA)
- **Bio-Electrical Transfer:** Healing 7, Energizing, Stabilize, Limited to Energizing and Stabilizing
- **Charged Objects:** Ranged Strength-based Damage 8, Penetrating 9, Tiring, Diminished Range 3

Skills

Acrobatics 4 (+8)

Athletics 4 (+6)

Close Combat: Unarmed 2 (+5)

Expertise: Military Science 4 (+7)

Intimidation 4 (+10)

Ranged Combat: Archon Suit and Charged Objects 4 (+8)

Technology 2 (+5)

Treatment 2 (+5)

Vehicles 2 (+6)

DEFENSE

DODGE

12

INIT

+4

PARRY

12

FORT

14

WILL

8

TOUGH

10

OFFENSE

Charged Objects +8 Ranged, Damage 10; Penetrating

Plasma Cannons +14 Ranged, Damage 8; Penetrating

Snap Fire Mode +14 Ranged, Damage 8; Multiattack

Unarmed +5 Close, Damage 2

Advantages

Assessment, Benefit 2 (*Security Clearance: High Level USAF*), Diehard, *Evasion 2, Favored Environment: Airborne, Improved Defense, Power Attack, Takedown 2*

Complications

Cell Phones Are Not My Friends: Because of the low-level electronic discharge constantly flowing through and across her skin, Captain Cunningham has a tendency to overload or scramble the circuits of personal electronics not specifically designed to deal with the invisible surges she produces.

I'm Captain For A Reason! Captain Archon has earned the rank of Captain in the United States Air Force. The "Archon" callsign refers to her armor, but even when not in her battlesuit she carries her rank with pride and distinction. She is unwaveringly loyal to the Air Force and her country, a patriot through and through.

This Isn't A Game! Captain Archon despises heroes who do not take their role seriously. She considers those who make jokes or show sloppy performances to be putting civilians at risk. She will often take the time to give such heroes stern lectures, and will keep an eye on them in the future. If they are true anarchists, she may attempt to arrest them.

vilians. She especially views anarchists with disdain and mistrust.

On the other hand, Archon can be a solid ally for characters who are, like her, patriots and involved with government agencies. Anyone who shows her and her ideals respect can quickly gain her trust, and she will not hesitate to help her friends whenever she can do so without disobeying orders. She might be an interesting romance option for someone who can get along with her, though that person should expect some spirited debates if they do not share her single-minded dedication to perfection.

Tricks & Tactics:

In combat, Captain Archon prefers to stay airborne and in motion, taking full advantage of her mobility. She also has the advantage of being linked into a powerful military communication network called Situation Awareness (SITAW). When she activates her combat mode, operators at the nearest Air Force base will feed her a stream of audio and visual cues based on satellite imagery and other sources of data. This improves her chances of noticing and evaluating dangers and enemies accurately, as well as bolstering her confidence. With little actual combat experience, Archon relies on her SITAW feedback and her orders to prioritize her actions. She will usually attempt to neutralize a threat first, but is not blind to the plight of civilians in peril. Whenever she sees people in imminent danger, she will not hesitate to break off a fight to rescue them.

Her combat tactics are otherwise very simple—her battlesuit is a hammer, and every foe is a nail. She will pound on them with her plasma bolts until they are defeated, switching to Power Attacks for those foes who may be more resilient than others. Recently, she discovered that she can transfer energy to another person, a trick that has the folks in the Archon project talking about pulling her out of the field for research on the medical applications of her powers.



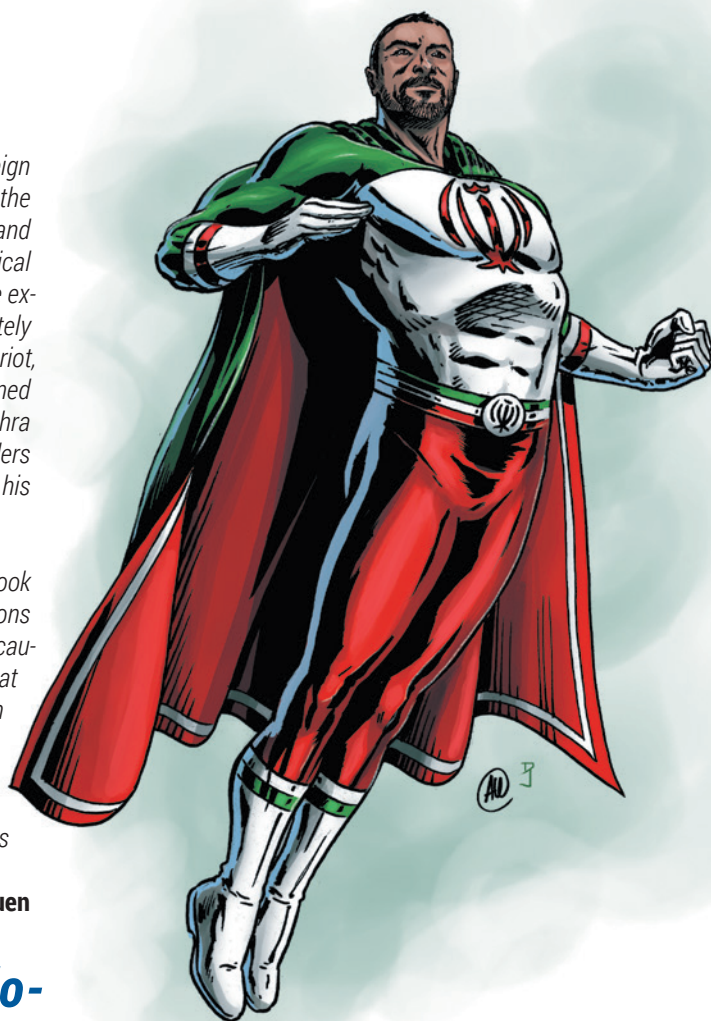
META Report**Name:** Farid Shehzad**Alias:** Mithra**META Rating:** Gold-13**Designation:** Rival**Profile:**

Farid Shehzad is a powerful agent of a hostile foreign power, so we need to take him seriously. However, the situation could be so much worse. Psych profiles and eyewitness accounts suggest that Shehzad is a political and religious moderate who doesn't think much of the extremist forces in the Iranian government. Unfortunately for Western heroes and governments, he is also a patriot, and very protective of his fellow Iranians. This—combined with his potent metahuman abilities—means that Mithra could easily end up a threat if he is given the right orders or convinced that a course of action is for the good of his country.

Despite this, his popularity at home and general outlook could be a great source of reform and improved relations with Iran. Agents should engage him with extreme caution and only when absolutely necessary. Note that any agents found taunting or harassing Mithra with anti-Islamic or anti-Iranian sentiments will be subject to disciplinary action, including possible termination. It's bad enough that crap happens at all, but throwing that sort of thing at a guy who can fold a tank in half is blatantly irresponsible.

—Agent Alisha Ngyuen

“I take no pleasure in violence, my friend. And I am sure you do not wish to be hurt. However, if you do not stand aside and allow me to complete my mission, I'm afraid we will both be very unhappy.”

**History:**

A helicopter pilot for the Iranian military, Farid Shehzad's transport copter crashed while on a covert mission to transport fissionable material to a hidden Iranian nuclear research facility. The mission was part of a long-running campaign to give Iran a nuclear option. And it succeeded, sort of.

Surviving the crash, Farid was placed on medical leave and monitored for signs of radiation exposure. When the tests came up clean, he was honorably discharged and returned to Tehran to pursue his dream of teaching history to the young minds of his nation. This dream was cut short when a reckless cab driver jumped the

curb and struck Farid. Amazingly, the collision did not hurt him. Standing in the wreckage of the cab and glowing with atomic power, it was revealed he was not as unchanged by his earlier accident as all assumed.

Loyal to his country and desiring to help his people, Farid reported the accident and waited patiently for the authorities to arrive. After weeks of tests, briefings, and meetings with various military, religious, and political figures, it was determined that Farid Shehzad would become Mithra, champion of the Iranian people and protector of their great nation. Though some of the propaganda and certain missions still give Farid pause, he is happy to use his potent abilities to serve the public and protect his country from all manner of threats. Mithra is now one of the most popular figures in Iran; however, this enthusiasm for a living Iranian super-weapon is not shared by the United States and other nations, who fear Mithra's existence represents a new arms race for the Middle East and, perhaps, the world.

Personality:

Farid is a stand-up guy. He is honest, cares deeply about the common people, and is sincere in his beliefs. As Mithra, he tries to inspire the same virtues in others. He does not agree with many of the fundamentalist policies of his nation and tries to find solutions to problems that require minimal violence. That said, he is passionate about his nation and its people, and is willing to do whatever he can to aid them. Threats to Iran or Iranians bring out a serious determination in Mithra and, if pushed, can lead to him unapologetically using his powers to disable or destroy a target. He is also highly critical of various Western nations and world powers such as China and Russia, often seeing individuals from such nations—particularly superheroes—as short-sighted and arrogant.

As a teacher and former soldier, Farid respects authority and the need for order. He will generally follow orders, and expects his allies to do the same, though he will not follow immoral orders or abuse his authority. He also works to improve the quality of life for his fellow citizens, something that at times brings him into conflict with his government.

Powers & Abilities:

The energies which transformed Farid into Mithra made him one of the more powerful superhumans on the planet. He is capable of lifting several hundred

tons, can shrug off most physical attacks, and can fly at supersonic speeds. He is also capable of channeling the energy coursing through his body in a number of ways, including supercharging physical blows, creating shockwaves, and firing energy blasts from his eyes. In addition to his powers, Mithra is an experienced soldier, teacher, and a natural leader.

Nemesis Option:

Mithra is a great antagonist for a patriotic Western hero or any character who works for a government often at odds with Iran. He is not a bully, terrorist, or thug, and any who presume this about him because of his country of origin will likely end up getting on his bad side. He would make a good contrast to a PC hero who tends towards extreme nationalistic views of his or her own nation; this conflict might even cause such a PC to rethink their views of various issues.

Tactics & Tricks:

Farid was a skilled—if fairly unenthusiastic—soldier, but his natural intellect and training help him make the best use of his powers as Mithra. While not a brawler at heart, he realizes that many foes will fall to a few well-placed super-strength blows and tends to open a fight with such an attack. He uses his Flight against foes who are ground-bound, threatening to dropping them from heights or doing fly-by attacks and flying slams. He reserves area attacks like his Shockwave for those times harming innocents or serious collateral damage are not an issue. In any event, he tries to end fights quickly and decisively, but without unnecessary force. In game terms, this often involves Power Attacks and other “fight-ending” maneuvers.

FIRST OF MANY?

Mithra is not just a potent metahuman; he represents a potential problem for the world at large. If more nations can somehow secure or create such powerful heroes, what will happen to the world? Military and intelligence organizations in Iran are certainly interested in unlocking the secrets to duplicating Mithra's powers in others, preferably subjects with fewer moral scruples. Other nations would love to secure copies

STR 15	STA 12	AGL 2	DEX 2	FGT 6	INT 2	AWE 2	PRE 4
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Powers

Energy Channeling: 26 point array

- **Empowered Punch:** Feature 2 (counts as an Energy attack), Penetrating 10, Secondary Effect 10 on Strength
- **Energy Emission:** Environment 6 (Extreme Heat, Bright Light)
- **Energy Vision:** Ranged Damage 12, Accurate 2
- **Shockwave:** Burst Area Damage 13

Flight: Flight 12 (8000 MPH), Movement 1 (Space Travel)

Invulnerability: Immunity 32 (Aging, Sleep, Energy Effects, Life Support), Impervious Toughness 14, Protection 2

Super-Senses: Senses 5 (Extended Vision 2, Infravision, Low-light Vision, Ultravision)

Skills

Athletics 2 (+17)
 Close Combat: Unarmed 5 (+11)
 Expertise: History 5 (+7)
 Expertise: Military 1 (+3)
 Insight 2 (+4)
 Intimidation 2 (+6)
 Perception 6 (+8)
 Persuasion 2 (+6)
 Ranged Combat: Energy Vision 3 (+5)
 Technology 2 (+4)
 Treatment 2 (+4)
 Vehicles 4 (+6)

of Mithra's genetic material, as well as samples of the materials from the accident that empowered him, to see if they can duplicate the process. It could be that Mithra's real threat does not come from this reasonable—if passionate and powerful—man with differing political and religious views than most PCs, but from those who would use him to create an army of living weapons. If this happens, PCs might even find Mithra to be a great ally in the struggle against such forces.

DEFENSE

DODGE 12	INIT +6	PARRY 12
FORT 16	WILL 10	TOUGH 14

OFFENSE

Energy Vision +14	Ranged, Damage 12
Shockwave –	Close, Burst Area Dmg. 13
Unarmed +11	Close, Damage 15

Advantages

All-out Attack, Benefit (Official Iranian Superhero), Extraordinary Effort, Great Endurance, Improved Initiative, Inspire, Interpose, Languages 3 (Arabic, English, French, Turkish; Farsi is native), Leadership, Move-by Action, Power Attack, Ranged Attack 5

Complications

Doing Good: Mithra is a genuinely heroic and good person who never seeks to harm innocents or allow them to be harmed if he can help it. He also keeps his word, is kind to children and the elderly, and prefers talking to fighting.

Patriot: Though far from an extremist, Mithra is a loyal Iranian citizen and fairly devout Shia Muslim, though he does respect the teachings of his Zoroastrian grandfather as well.

Power Loss: Mithra draws power from constantly absorbing ambient energy such as sunlight, heat, and radiation. If completely shut off from all sources of energy for more than an hour, he starts to lose his powers at a rate of 1 rank per rank of time without energy. He can regain these at the same rate if exposed to ambient radiation, or can be supercharged with a burst of concentrated energy (gains ranks equal to power rank of energy).

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Trainwreck

Name: Kara Kline
Alias: Psistar, Trainwreck

META
Rating:

Black10

FF990 - 3276T0AZ



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903331-890-3-000

DESIGNATION:

RIVAL

Profile:

Despite some misdemeanors, Kara Kline isn't really a super-criminal.

No.

She's a super pain in our collective asses.

Her irresponsibility, emotional outbursts, and substance abuse issues combine with her psychokinetic powers to make her a real danger to public safety. Unfortunately, she has squeaked out just enough wins against legitimate criminals and saved just enough lives that acting on her directly is ill-advised. Instead, I recommend we work on getting her to accept therapy, rehab, and whatever else is necessary to get her reined in, before someone gets killed because she's playing dress-up and throwing her powers around. Maybe contact a cape we've got good relations with and see if they can reach her. If not, we need to consider more permanent containment or neutralization

META Report

Name: Kara Kline

Alias: Psistar, Trainwreck

META Rating: Black-10

Designation: Rival

Profile:

Despite some misdemeanors, Kara Kline isn't really a super-criminal. No.

She's a super pain in our collective asses.

Her irresponsibility, emotional outbursts, and substance abuse issues combine with her psychokinetic powers to make her a real danger to public safety. Unfortunately, she has squeaked out just enough wins against legitimate criminals and saved just enough lives that acting on her directly is ill-advised. Instead, I recommend we work on getting her to accept therapy, rehab, and whatever else is necessary to get her reined in, before someone gets killed because she's playing dress-up and throwing her powers around. Maybe contact a cape we've got good relations with and see if they can reach her. If not, we need to consider more permanent containment or neutralization options.

One small bit of additional concern: we can't seem to pin down the source of Ms. Kline's powers. The most popular speculations are mutant or genetic alteration combined with latent psychic abilities, but all theories are currently unconfirmed.

—Agent Marissa Maxwell

“Look, it’s not a problem, I can totally handle this. [Things go terribly wrong] Shut up! It wasn’t my fault...I was just trying to help. And stop looking at me like that! It’s not like I did that to my costume on purpose!”



History:

Kara Kline and Tara Riley were best friends. Okay, they were more like inseparable rivals whose highly competitive, passive-aggressive relationship was dressed up as friendship. Still, they were more popular together than apart, so together they stayed. They did the same school activities, went to all the same parties, and even roomed together their freshman year of college. Despite the occasional cooling-off period, the pair seemed destined to continue their cycle of boyfriend stealing, trend copying, and competing for the attention of all those around them. Tara was by far the more dominant and popular of the pair, often pushing Kara around to get what she wanted. This all changed the night Tara died.

The newspapers say Tara had been driving, and the designer drugs and alcohol in her system suggested she was the reason Kara's car got wrapped around that tree. What was less certain was how Kara survived the crash without a scratch; Kara herself did not know at first—she had blacked out during the crash and, when she came to, was lying twenty feet away from the wreck. It was only when her psychokinetic abilities manifested during recovery that things began to make sense. It also got the girl additional media attention, thrusting Kara into the spotlight so often stolen by her late friend. Getting a publicist and a costume, she mixed superheroics with self-promotion to become Psistar, one of her generation's promising young heroes.

Sadly, Kara's success was short-lived. First, she started behaving erratically at social events. Then, she messed up during battles with various supervillains. Her publicist and family tried to keep it quiet but, within eighteen months of bursting onto the superhero scene, she was making headlines more for substance abuse, irresponsible partying, dangerous outbursts, wardrobe malfunctions, and leaked suggestive photos and videos more than saving people or stopping villains. Nobody knew that the chief reason for this downward spiral was Tara Riley, who was now haunting her "bestie" Kara and subjecting the young woman to a pattern of manipulation, guilt trips, and near-constant passive-aggressive criticism. Only Kara can see or hear Tara, a fact that destabilizes Kara even more. She is not sure if she is crazy or cursed, but she is slowly losing all ability to function as a hero, celebrity, or member of society.

Unfortunately, rather than be concerned about why this is happening, most people reacted with a mix of morbid fascination, predatory glee, and self-righteous judgment.

Opportunists and greedy hangers-on sought Kara out because she was easy to manipulate. Her parents vacillated between cashing in on their now-famous daughter and publicly blaming each other for Tara's problems. Gossip journalists and bloggers have a field day with Kara's repeated mishaps, and paparazzi are constantly hounding her, ready to document the next disaster. Other superheroes have used the young woman as a model for "America's moral failings" and other propaganda. It was one of these heroes who referred to her as "a teenage trainwreck with super powers"—a soundbite people ran with—and now Kara is called Trainwreck at least as much as she is called Psistar.

Personality:

At heart, Trainwreck is a sweet young woman, if a bit self-centered and lacking self-esteem in a way not that different from many teenagers. Unfortunately, this is buried under the pressure of having superpowers, a tendency to take solace in partying and controlled substances, and the razor sharp criticism of Tara Riley's ghost. Unless she gets help, it is only a matter of time before her actions get someone killed.

Kara refuses to tell others about Tara, fearing that people will think she is crazy or lying. This means Tara has undisturbed access to Trainwreck's psyche and can push her in ways no one else can. To make matters worse, Tara is a self-centered, conceited, narcissistic, bitchy teenage spirit and—even in death—exerts far too much influence on the young heroine. She seems to enjoy nothing more than setting Kara up to fail, then watching the fallout.

Powers & Abilities:

Trainwreck is a powerful, if fairly undisciplined, psychokinetic. She can fly, absorb damage with psychokinetic fields, and toss around large objects. Her psychokinesis can also manifest tactilely, allowing her to mimic the effects of superhuman strength. Aside from her powers, Kara is a fairly typical teenage girl. She is pretty and well-versed in pop culture but, aside from a modest fortune built up from her status as a super "celebutante," has no other notable abilities.

Tara's "ghost" has a number of powers as well. It can read minds, sense danger, and sense psychic impressions on people, places, and objects. Tara uses these powers to fuel her mistreatment of Kara, tormenting her with what people "really think" about the would-be

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	1	2	2	3	1	-1	1

Powers

Imaginary Frenezy: Immunity 2 (Therapy/Psychological Conditioning), Limited to Half Effect, Uncontrolled; Mind Reading 10, Subtle, Side Effect (“Tara Riley” persona berates, manipulates, and taunts with information received), Uncontrolled; Senses 10 (Mental Awareness, Danger Sense (Mental), Postcognition, Precognition), Uncontrolled

Psycho-Flight: Flight 7 (250 MPH), Subtle

Psychokinetic Channeling: Array (30 points)

- **Psycho-Freeze:** Perception-ranged Affliction 10 (Resisted by Fortitude; Hindered and Vulnerable, Immobile and Defenseless), Extra Condition, Limited Degree; Dynamic
- **Psycho-Vision:** Perception-ranged Damage 10; Dynamic
- **Psychokinetic Field:** Burst Area Move Object 10 (25 tons), Damaging, Reduced Range (close); Dynamic
- **Psychokinetic Shockwave:** Burst Area Damage 10, Secondary Effect; Dynamic
- **Tactile Psychokinesis:** Move Object 14 (400 tons), Damaging, Precise, Subtle, Reduced Range (close); Dynamic

Psychokinetic Molecular Manipulation: Feature 2 (Change clothes at will), Quirk (Influenced by subconscious when intoxicated, upset, etc...)

Psychokinetic Protective Shell: Immunity 7 (Environmental Conditions, Suffocation), Sustained; Protection 12, Impervious (8 ranks), Sustained (8 ranks)

Skills

Acrobatics 1 (+3)
 Athletics 2 (+3)
 Close Combat: Tactile Psychokinesis 3 (+6)
 Deception 4 (+5)
 Expertise: Pop Culture 4 (+5)
 Intimidation 1 (+2)
 Perception 3 (+2)
 Persuasion 3 (+4)

DEFENSE

DODGE	INIT	PARRY
7	+2	7
FORT	WILL	TOUGH
10	6	13

OFFENSE

Mind Reading–	Perception, Mind Reading 10
Psycho-Freeze–	Perception, Affliction 10; res. by Fortitude
Psycho-Vision–	Perception, Damage 10
Psychokinetic Field–	Close, Burst Area Move Object 10, Damaging
PK Shockwave–	Close, Burst Area Damage 10
Tactile PK +6	Close, Damaging Move Object 14, Damaging

Advantages

All-out Attack, Attractive, Benefit 3 (Celebutant Hero, Independently Wealthy), Move-by Action

Complications

“Best Pal”: A trauma-based mental construct of Trainwreck’s own psyche, Tara Riley tries to get her “BFF” into trouble and cause her emotional pain whenever possible.

Troubled Heroine: Trainwreck’s substance abuse problems, emotional issues, and mood swings cause her and others around her no end of trouble. She often shows up to super-battles and public appearances Impaired.

heroine or warning her just a bit too late about various dangers, then berating Trainwreck for being “too stupid” to figure things out.

Nemesis Option:

Trainwreck is her own worst enemy, and making her a great rival or enemy for a PC hero lies at the core of that problem. She means well and wants friendship, love, and respect, but—between her immaturity and the actions of Tara Riley—she causes far more problems than she solves. She would make a great foil for a more responsible hero and could easily come to resent such characters if treated badly, even if this treatment is justified. Her status as a celebrity can also cause tension and create conflict with heroes preferring to work behind the scenes or keep a low profile. Even characters who like her and try to help her can find dramatic tension and adversity when Tara’s “ghost” starts pushing Trainwreck’s buttons.

Tricks & Tactics:

When encountered, Trainwreck is usually causing more problems than she solves. She might be angry, sleep-deprived, drunk, or otherwise Impaired (-2 to actions requiring control or good judgment) and that, combined with her powers, can cause a lot of collateral damage. With more control, she could use her powers for a variety of effects, but as it stands, she often just throws overwhelming force at things based on her often incomplete or flawed assessment of the situation. She is not deliberately making trouble for the PCs most of the time, but her actions will cause such problems to pop up.

The media who follows Trainwreck around waiting for the next scandal or disaster presents their own challenge to PCs. Nosy paparazzi might get an embarrassing picture of Trainwreck and a PC hero, or accidentally stumble on the PC’s secret identity. Tara’s ghost will try and engineer such situations as much as possible, manipulating Trainwreck into doing increasingly embarrassing things that involve the heroes, in hopes of driving them away or showing them up.

FRENEMY AT THE GATES

Trainwreck’s **Imaginary Frenemy** power reflects the ways in which Tara Riley interacts with her and the rest of the world. Tara seems to be able to read others thoughts and motivations, predict future events and discover various secrets. She rarely uses these powers to Trainwreck’s benefit; quite the contrary. However, she will not do anything to get Kara killed and will, in fact, warn her of lethal dangers, though usually in the most emotionally damaging way possible. She will also steer Trainwreck away from anyone who seems like they legitimately care for or want to help the young woman. Tara rarely outright lies to Kara, and gets angry and abusive when accused of doing so, but she is incredibly evasive, manipulative, self-centered, and hurtful.

The exact nature of Tara Riley’s “ghost” and her powers are left undetermined. Likewise, exactly how Trainwreck’s powers came to be are left undefined because they and Tara’s tormenting of Kara are likely linked. Some possibilities are:

- She is a psychic manifestation of Kara’s guilt at surviving the crash that killed her friend, at getting powers while Tara died, or—given their relationship—being somewhat relieved Tara is not around anymore. In truth, it is probably a combination of all three. In this case, “Tara”’s powers are actually Kara’s latent telepathic and precognitive abilities. Trainwreck is either a mutant, or her powers are a result of some latent psychic potential kicked into overdrive by the events surrounding Tara’s death.
- She is Tara’s actual ghost who decided her death is Kara’s fault and is annoyed that her former friend and follower got powers and fame out of the same thing that killed her. She does not want to kill Kara, at least not yet, but she wants to make her suffer. Tara’s powers are actually her own and—if she is ever dealt with—they will go away. Trainwreck’s powers could come from any source.
- Tara’s ghost is actually a demon, a subconscious construct by a supervillain, or something equally nefarious. Tara pushes her friend to increasingly self-destructive behavior either to sow chaos or as part of some larger scheme. She will not stop unless someone figures it out and removes this influence. In this case, Tara’s powers are part of the outside influence, though they might be using Trainwreck’s latent abilities against her as well. Trainwreck’s powers, in this case, are directly linked to the origin of this other threat.

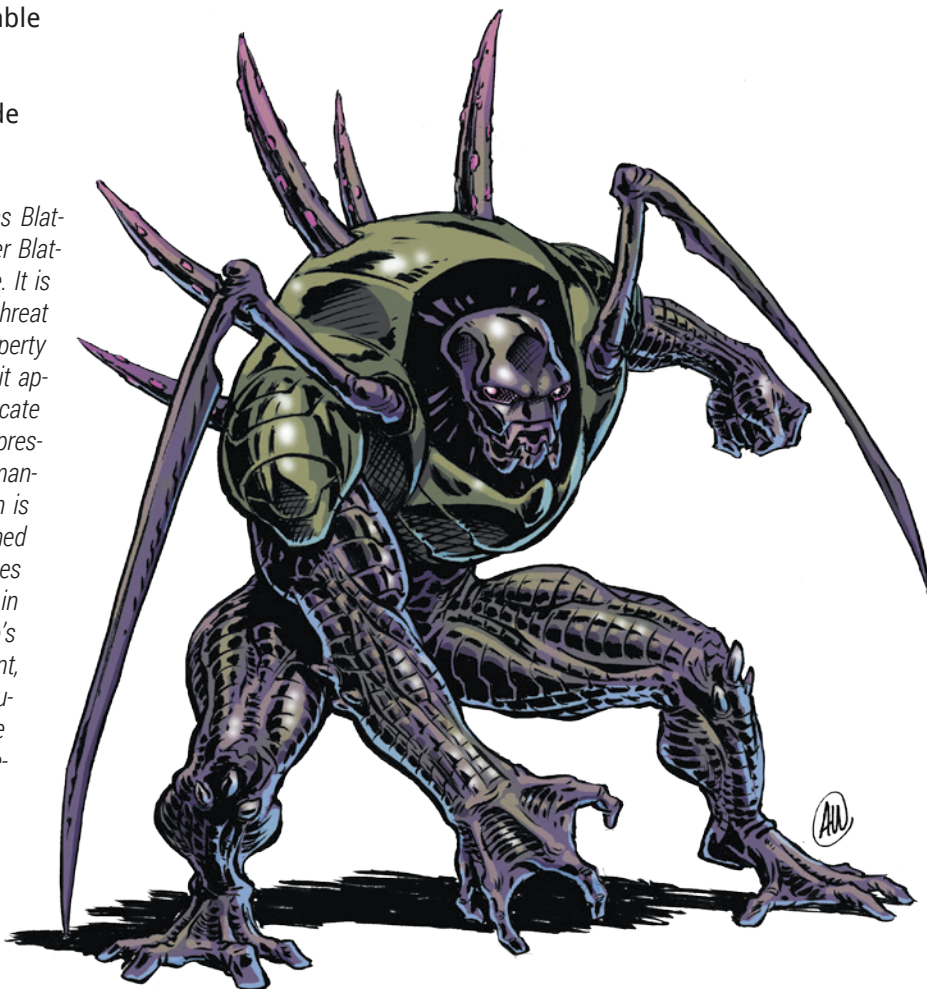
META Report**Name:** Unpronounceable**Alias:** Blatto**META Rating:** Red-12**Designation:** Renegade**Profile:**

Analysis of the alien known as Blatto—taken from the insect order Blattodea—is thus far inconclusive. It is definitely a superhuman-level threat that causes considerable property damage and chaos whenever it appears. Attempts to communicate with the creature give the impression it is hostile towards humanity and Earth in general, which is why one element of the attached accounts of Blatto's rampages makes no sense. Namely, that in all recorded incidents of Blatto's conflict with law enforcement, military, and superhuman authorities around the world, there is not one confirmed fatality related directly to the creature's actions.

Yes, there have been injuries, and in one case a fatality; however, this one death was due to an explosion triggered by collateral damage from a battle between superhumans and the creature. If this being is as hostile as it seems to communicate, and given its considerable superhuman abilities, why haven't there been more deaths? This incongruous fact merits further study, but I caution in assuming it is due to some pattern of misunderstandings with the alien. It could simply be that Blatto is an advanced scout for some invading force that wishes to preserve as much of humanity as possible for some other purpose.

In any event, capture and study are advised and should be given the highest priority. I advise working with authorities to put together a unit to track and subdue the creature (I also suggest we ignore Agent Carver's suggestion of calling this unit the "Blatto Busters").
Regards,

— Dr. Ali Alhazen



“(In alien language) I mean you no harm. Please, there is no utility in you resorting to violence. Cannot we be friends and live in peace?”

“(broken translation) I mean you...harm. You... Useless. Cannot... be... peace!”

History:

Blatto was born a mutant among its race of alien, insectoid conquerors whose name is unpronounceable by human speech. From its spawning, it felt none of its people's desire to consume and dominate all they encountered. Its aberrant empathy and desire for peaceful coexistence with "lesser" races caused Blatto to be excised from the Mound, a hivemind-like joining that allows its people to communicate and coordinate as a powerful, all-consuming swarm; most who are thus ostracized are either destroyed or exiled unless they quickly prove they can rededicate themselves to their race's purpose.

Cut off from its people, and rejecting their violent ways, Blatto stole a ship and fled. Though not much of a pilot, after a brief running battle Blatto limped its ship to a small, unassuming system with a habitable planet. Here, Blatto hoped to find the kindness and understanding lacking among its own kind.

Things did not go that well. Crashing on Earth, Blatto quickly buried any aggressive weaponry and dangerous gear near the crash site and sought to meet the natives. Its alien appearance and a misunderstanding caused by damage to its translator implant resulted in a battle with local police and a colorfully dressed native with exceptional abilities. Blatto has been at odds with the locals ever since, never successfully communicating its benign intent or spreading its hopeful message of peaceful coexistence and universal kinship.

Personality:

For an alien with a startlingly different mindset and physiology, Blatto is a remarkably sensitive and empathic individual hindered by misfortune and communication issues. Under different circumstances, it would make an excellent ally for superheroes and the human race in general. Unfortunately, repeated misunderstandings are starting to wear on it and, over time, it is slowly starting to wonder if its race has a point about other species—that they are too different and flawed to be treated as equals and allies. It is not there yet, but it is something that has begun to manifest when Blatto gets attacked due to its appearance or a miscommunication.

Powers & Abilities:

Blatto is a member of a dangerous and powerful insectoid race. Its people are generally a match for most superhumans, and Blatto is no exception. It would be considered an exceptional physical specimen for its

race if not for its aberrant pacifism and desire to coexist with other races.

Blatto's insectoid body is strong, tough, and provides it with a variety of natural abilities, such as the ability to climb walls and various specialized senses. It is also very hard to kill; Blatto is capable of surviving in most environments and regenerating from massive physical trauma. These natural abilities are augmented by various bio-engineered devices that are attached to and implanted in the alien's chitinous form, allowing Blatto to fire powerful bursts of energy, scan individuals and objects, and manipulate gravity to enhance its movement abilities. Blatto's alien mind is difficult to influence or read, and combined with a damaged translator implant, makes communication very difficult.

A revolutionary seeking to live in harmony with the universe, Blatto is a skilled philosopher whose talents are seen as an abomination among its own people. It has no formal combat or military training, but the aggressive instincts of its people make it a naturally talented combatant.

Nemesis Option:

Blatto is a misunderstood menace, and as such can be used against any superhero who is called in to stop one of its "rampages". A keen judge of character or skilled psychic might discover Blatto means humanity no harm and help it, though the alien's Unlucky complication makes this outcome harder to secure.

Though slow to anger and dedicated to peace, Blatto could be pushed too far by constant attacks from the military, law enforcement, and superhumans, deciding its people were right and setting out to bring its people to Earth to conquer and consume. In this case, Blatto would likely return to the buried weapons cache from its ship and outfit himself with various power boosting devices that would raise its PL to 15 (increase all attacks, defenses, and attack bonuses by 2 each).

It is also possible that technology from its ship could be acquired by various villain groups or sinister organizations and used to create insect-like biotechnology with a number of dangerous applications. If Blatto discovered such attempts, it would seek to destroy these experiments. However, given its difficulty with communicating intent, such actions could easily be seen as him violently attacking human research facilities.

STR 14	STA 12	AGL 2	DEX 2	FGT 6	INT 2	AWE 2	PRE 0
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Powers

Alien Bio-Implants: Array (27 points)

- **Disruptor Wave:** Line Area Weaken Toughness 9 (Resisted by Fortitude), Affects Objects
- **Force Blast:** Ranged Damage 12, Split
- **Scanning Beam:** Enhanced Advantage (Well-informed), Enhanced Skill 6 (Investigation 10, Perception 2); Mind Reading 8, Limited to Emotions; Senses 12 (Analytical Penetrates Concealment Tracking 2 Vision, Direction Sense, Distance Sense, Microscopic Vision 2)

Alien Mind: Immunity 35 (Interaction Skills, Will Effects), Limited to Half Effect

Alien Senses: Senses 6 (Radius Detect Vibrations 2, Infravision, Low-light Vision, Ultravision)

Anti-Gravity Implants: Leaping 5 (250 feet), AE: Flight 5 (60 MPH), Gliding

Clinging: Movement 2 (Wall-crawling 2)

Partially Functional Translator: Comprehend Languages 3 (Read All, Speak All, Understand All), Unreliable (roll)

Self-Sealing Exoskeleton: Immunity 10 (Life Support), Impervious Toughness 16, Protection 4, Regeneration 5

Tunneling: Burrowing 3 (0.5 MPH)

Advantages

Defensive Attack, Diehard, Improved Defense, Improved Disarm, Move-by Action, Ranged Attack 5, *Well-informed*

Tricks & Tactics:

Blatto frankly does not use its abilities as effectively as it could. If attacked, it tries to get away or quickly—but non-lethally—disable opponents. Unfortunately, it is not used to how fragile humans are and can easily injure someone accidentally. In this case, it may attempt to render assistance—which results in a monstrous bug-thing looming over an injured person, often resulting in it being attacked even more aggressively, which escalates things.

DEFENSE

DODGE 8	INIT +2	PARRY 8
FORT 14	WILL 10	TOUGH 16

OFFENSE

Disruptor Wave—	Close, Line Area Weaken 9 (DC Fort 19)
Force Blast +12	Ranged, Damage 12
Unarmed +10	Close, Damage 14

Skills

Acrobatics 2 (+4)
 Athletics 2 (+16)
 Close Combat: Unarmed 4 (+10)
 Expertise: Galactic Lore 4 (+6)
 Expertise: Philosophy & Theology 4 (+6)
 Insight 4 (+6)
 Intimidation 8 (+8)
 Perception 6 (+8)
 Ranged Combat: Bio-Implants 5 (+7)
 Technology 2 (+4)
 Vehicles 2 (+4)

Complications

Misunderstood: Unable to effectively speak human languages and looking like an alien monster, Blatto is often assumed hostile and attacked.

Peaceful: Blatto rejects its people's warlike and unrelentingly expansionist ways. It will never start a fight or intentionally enter lethal combat, though it will act in self-defense

Unlucky: Things never seem to go right for Blatto, resulting in it being branded a monster and hunted despite its good intentions and peaceful nature.

H7712D-HLF99837

COVENANT

Name: Unknown
Alias: Covenant; also known as Angela Salem, Cassandra Night, Abigail Raven, and others. (See attached list for names used prior to 1901.)

**META
Rating:**

Violet10

FF990 - 3276T0AZ



1223433223558783
903331-890-3-000

DESIGNATION:

RENEGADE

Profile:

Covenant is a problem, but not a serious one. If she could be persuaded to turn over what she knows about magical threats and monsters, META's ability to protect the public from their predations would be increased a hundredfold. Sadly, her worldview calcified hundreds of years before the Salem Witch trials. I have been attempting to investigate Covenant through my contacts in The Library, but they have closed ranks with her in the matter.

Agent Tanya Baker, Occult Outreach Division

META Report**Name:** Unknown**Alias:** Covenant; also known as Angela Salem, Cassandra Night, Abigail Raven, and others. (See attached list for names used prior to 1901.)**META Rating:** Violet-10**Designation:** Renegade**Profile:**

Covenant is a problem, but not a serious one. If she could be persuaded to turn over what she knows about magical threats and monsters, META's ability to protect the public from their predations would be increased a hundredfold. Sadly, her worldview calcified hundreds of years before the Salem Witch trials. I have been attempting to investigate Covenant through my contacts in The Library, but they have closed ranks with her in the matter.

Agent Tanya Baker, Occult Outreach Division

TO: Harold Thomas, Library Council
OOD knows too much for their own good. We need to wipe out their files on us before they decide WE'RE the threat. We may also need to consider dealing with Agent Baker. Perhaps she can be recruited, but other options of course are on the table.

Elizabeth Tower, Black Chapter



“The mortals still have their torches and pyres ready. Those who think that humanity has somehow evolved past prejudice are fools.”

History:

The witch known as Covenant has been around at least since to the 1400s; while a lady does not reveal her age, she speaks of the Spanish Inquisition as one who was there. She has connections in the white, black and grey magical communities, and harbors any mystical being who requests sanctuary, even from other magic practitioners. Over the years, she has been on the good and bad sides of mystical monitoring organization The Li-

brary (see *Due Vigilance: Black Chapter* for details), having protected mystics both for and from them. Her power, and her willingness to use it in the defense of magic, have kept her off of their “to be handled” list.

Although she has lived for centuries, she has had little problem adapting to changing cultures. Being adaptable and willing to fit in, so as not to draw attention to herself, is a long-term survival trait that allows her to operate without drawing unwelcome attention. At the moment, she is living under the name Amanda Harkness, daughter of a wealthy Scottish shipping family. She attends charity balls and mingles in high society, all the while leading a double life searching out people with untapped magical potential and training them—not only in how to use their talents, but in how to hide, how to fight, and when to run.

Every thirty or so years, she moves her home to a new location, always isolated and always safe from prying eyes. She makes it her business to meet with the local magical community and, after speeches about the return of the burning times, offers them safe haven should they need it.

Personality:

Covenant’s personality is entirely based on her audience: among magical beings, she is friendly and open, willing to give advice and eager to get to know them, whether good, evil, or beyond such petty distinctions; then, there is Covenant around “mundanes”—non-mystical beings. She barely contains her disdain, and will quickly advise mystics to not trust, and never mention her to, them—or else. She will even suggest wiping memories or the out and out murder of mundanes who are privy to magical secrets. For magic-based supers who are on teams with non-mystics, this can be awkward.

Powers & Abilities:

While not considered one of the most powerful practitioners in the magical community, Covenant has a breadth of abilities that make her a formidable opponent. What she lacks in raw power she more than makes up for in versatility and experience.

Under circumstances she has yet to reveal, Covenant drank Amrita, the magical nectar that reportedly gives Hindu gods their immortality. She does not age, and if her physical form is killed, she is reborn by the next new moon. She is known to have all sorts of magical artifacts in her collection, but is most renowned for the

protective amulet she wears, which shields Covenant from most mortal harm.

Nemesis Options:

Covenant can be an ally or enemy, depending on the character. Magic-based heroes might look to her as a mentor, though they should be aware of her prejudices. Heroes known for hunting magical creatures—such as vampire slayers or ghost catchers—will find her an implacable enemy. If some sort of anti-magical crusade were to pop up in your campaign, she would be in the middle of it, rescuing those in danger and cursing those responsible in ways too gruesome to contemplate.

Tricks & Tactics:

Covenant’s strategies reflect her personality. Against mystical beings, she will often seek to bind or disable them in a way that allows her to initiate communication with them, using World Walking to exit the area if it seems she is in mortal danger. Against “mundanes”, she has no compunction against using lethal force to defend herself or drive them away from a threatened mystical entity. Her favored means of engagement, however, is to avoid it if at all possible and not call attention to herself.

STR 1	STA 3	AGL 2	DEX 2	FGT 1	INT 6	AWE 6	PRE 6
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Powers

Aegis Amulet: Concealment 6 (All Visual Senses, Magical Detection); Protection 14, Impervious; Removable

Infusion of Amrita: Comprehend Languages and Spirits 4 (Read All, Understand All, You are Understood; Communicate); Immortality 2; Immunity 3 (Aging, Disease, Poison); Regeneration 10, Persistent

Mistress of Magick: 45 point array

- **Binding Spell:** Ranged Affliction 10 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Affects Insubstantial 2, Extra Condition, Limited Degree
- **Curse Magic:** Ranged Damage 8, Homing, Indirect 4 (any point, any direction), Expertise: Magic Check Required (DC 11)
- **Gremlin Curse:** Perception-ranged Nullify Technology 10, Broad, Precise, Randomize, Simultaneous
- **Seer:** Senses 15 (Vision Counters All Concealment and Illusion: Vision, Postcognition, Precognition), Expertise: Magic Check Required (DC 11)
- **Spellbreaker:** Burst Area Nullify Magical Effects 10, Broad, Selective, Expertise: Magic Check Required (DC 13)
- **Ten Thousand Faces:** Morph 3 (Any humanoid), Broad
- **Thaumaturgical Scrying:** Remote Sensing 15 (Vision, Hearing, Detect, Range: 120 miles; Subtle: DC 20+rank; Expertise: Magic Check Required (DC 11), Limited to needing a material link
- **Travel to the Fae Realms:** Movement 1 (Dimensional)
- **World Walking:** Movement 2 (Dimensional—Mystical Realms), Expertise: Magic Check Required (DC 11)

Third Eye: Senses 7 (Acute, Analytical, Ranged Detect Magical Energies, Detect Counters Magical Concealment, Magical Awareness)

Willow Wand: Ranged Damage 4, Homing 2, Indirect 4 (any point, any direction), stacks with Curse Magic

Skills

Deception 4 (+10)
 Expertise: History 4 (+10)
 Expertise: Magic 14 (+20)
 Expertise: The Magical Community 4 (+10)
 Insight 9 (+15)
 Investigation 4 (+10)
 Perception 9 (+15)
 Persuasion 9 (+15)
 Ranged Combat: Mistress of Magick 6 (+8)
 Treatment 9 (+15)

DEFENSE

DODGE 2	INIT +6	PARRY 1
FORT 3	WILL 6	TOUGH 17

OFFENSE

Binding Spell +8	Ranged, Affliction 10 (DC Dodge 20)
Curse Magic +8	Ranged, Damage 8 (12 with Wand)
Gremlin Curse—	Perception-ranged, Nullify 10 (DC Will 20)
Spellbreaker—	Ranged, Burst Area Nullify 10 (DC Will 20)
Willow Wand +8	Ranged, Damage 4

Advantages

Artificer, Benefit 5 (Cipher, Library Access, Millionaire), Connected, Contacts, Equipment 2, Ritualist, Speed of Thought, Trance, Well-informed

Complications

Secret: Her exact age and name are well-kept secrets, as either would give a magically talented foe an advantage over her.

Temper: Anti-magical prejudice will set off her considerable temper. The strong persecuting the innocent often does as well, though she is much more careful not to let her nature be shown.

The Burning Times Will Come Again: Covenant has lived through too many witch hunts. She does not trust non-magical beings. Even outcasts hunted for different reasons have betrayed her. She can be pleasant to magically gifted beings, but she will eventually attempt to enlist them in her cause.

Equipment

The House On The Hill

Toughness 6, Size Medium, Features: Defense System, Dimensional Portal, Dual Size (Large), Library, Secret 2, Workshop

H7712D-HLF99837

DOCTOR M

Name: Manon St. Martin
Alias: Doctor M

META
Rating:

Blue 10

FF990 - 3276T0AZ



1223433223558783
903331-890-3-000

DESIGNATION:

RENEGADE

Profile:

I cannot stress how carefully any contact with Manon St. Martin, aka "Doctor M", must be handled. While she is undeniably brilliant, she is also a member of a very distinct group of scientists who have dabbled in mutating human subjects. While I believe she did so with the best of intentions, this field of study is known to have a very dramatic effect on many who engage in it. In Doctor M's case, her genetic research and the relative success of her "Muta-Men" may lead her to believe she should continue to experiment along these lines. This could easily lead to an extreme mutagenic pandemic, engineered by a young woman who is sure she is "helping" humanity by changing them into hybrid monstrosities.

Even if Doctor M manages to resist this temptation, her knowledge

META Report**Name:** Manon St. Martin**Alias:** Doctor M**META Rating:** Blue-10**Designation:** Renegade**Profile:**

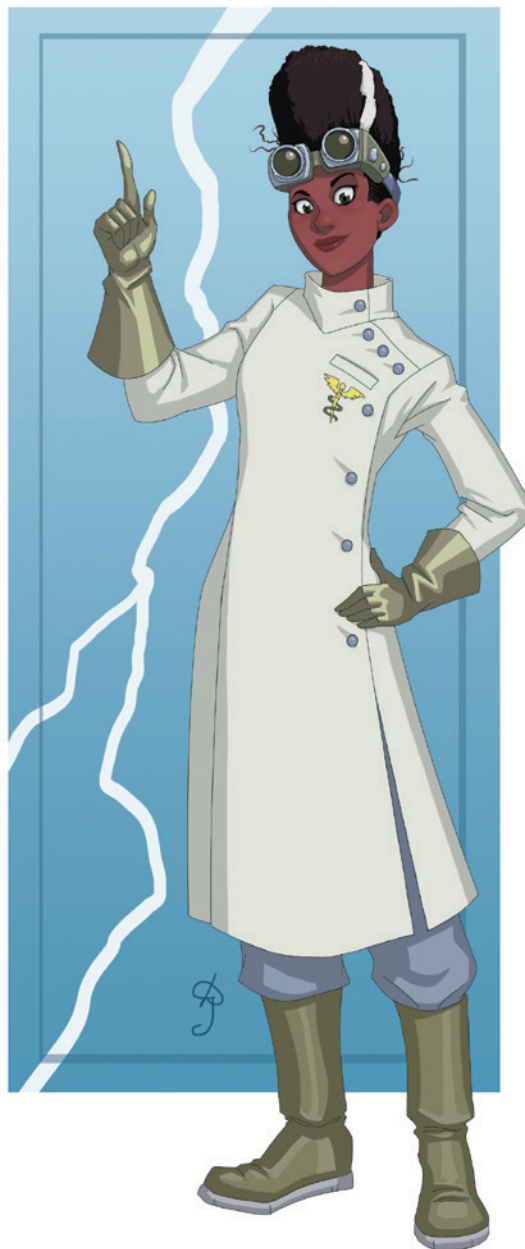
I cannot stress how carefully any contact with Manon St. Martin, aka "Doctor M", must be handled. While she is undeniably brilliant, she is also a member of a very distinct group of scientists who have dabbled in mutating human subjects. While I believe she did so with the best of intentions, this field of study is known to have a very dramatic effect on many who engage in it. In Doctor M's case, her genetic research and the relative success of her "Muta-Men" may lead her to believe she should continue to experiment along these lines. This could easily lead to an extreme mutagenic pandemic, engineered by a young woman who is sure she is "helping" humanity by changing them into hybrid monstrosities.

Even if Doctor M manages to resist this temptation, her knowledge makes her a serious target. We should consider working with international authorities to enact a strategy in the event Manon is captured, kidnapped, or recruited by certain extremist or criminal organizations. In any event, I encourage us to keep a close eye on this subject.

Sincerely,

Dr. Ali Alhazen

*PS: I am also not one hundred percent convinced we should classify Doctor M as Blue. While her primary skills are related to technology, her focus is on mutation and genetic alteration; if the rumors are true, she has some genetic alterations herself. As with Brandon Strnad (see **Coldsnap**), I suggest moving this to our Gold files, but I leave the final decision in your hands.*



"If the ends are so important, so vital to our survival as a species? Think of how extreme the means can get before we can no longer justify them..."

History:

While she seems like the stereotypical mad scientist when first encountered, Manon St. Martin is far more complex, and her role in the world of science and superhumans much harder to pin down. She is the lone survivor of a secret enclave of scientists who first left society after World War II, retreating to a remote tropical island to live and work. This enclave believed that humanity was heading for extinction, either through war, disease, or ecological calamity, and the only hope lay in pushing

the boundaries of science. Under strict moral and ethical guidelines, various research projects in everything from cybernetic enhancement to genetic manipulation to clean energy generation were conducted. Ironically, it was this quest for salvation through science that destroyed them.

Manon was one of the brightest students in the enclave's third generation. Her grandfather was one of the founders, and her parents the scientist's daughter and a local man. Even as a youth, Manon excelled at genetics, medicine, virology, and numerous other life sciences. She worked tirelessly alongside her family, treating the local population for various ailments while simultaneously studying humanity for ways it could be improved. When her parents perished in a boating accident, she threw herself even deeper into her studies. She truly believed in the enclave's mission to save humanity through science, an idealism that blinded her to reality.

In truth, the enclave had undergone a shift over the years. As climate change accelerated, weapons of mass destruction became more deadly, and global pandemics grew in concern, the senior scientists voted to relax their standards, trading ethics for expediency. The transgressions began small, as relatively harmless but questionable human trials or relaxed testing standards. The older scientists, however, took drastic steps in their work, desperate to realize the salvation of humanity in their lifetime.

It was Manon's own grandfather who caused the outbreak, an unforeseen consequence of secret experiments conducted on a shipwreck survivor. Seeking to alter the subjects DNA using an engineered retrovirus, he found the body's immune system prevented the uniform spread of the virus, limiting genetic changes. Desperate to see results, he used another engineered virus to shut down the subject's immune system so the original treatment could take. The mixture of genetically manipulated viruses combined with other elements of the treatment and some possible X-Factor in the subject's DNA, resulting in a deadly mutagenic virus that rewrote genes at an alarming rate, causing painful mutation, aberrant cell growth, and eventual death. Manon's grandfather was the first to succumb, his flesh twisting as he gasped out a last confession and warning over the enclave's communications network.

It was already too late; the mutagenic disease ripped through the enclave at alarming speeds. Manon herself

survived only because she was working at an off-site lab. After receiving her grandfather's dying confession, she leapt into action. Sealing herself inside the lab with a few locals she used as assistants, she hacked into her grandfather's experiment logs, desperately looking for a cure. During the week she worked in isolation, all her friends and coworkers at the enclave died, along with a quarter of the island's indigenous population.

Manon initially shunned any unethical or untested scientific practices in designing a cure; after all, it was her grandfather's vanity and disregard for moral practices that had created this monstrosity. However, as people continued to die and her computer pumped out projections of the damage that would occur if this new plague reached the mainland, she realized success lay down those same dark paths of forbidden science.

Taking a sample of the mutagenic virus, she altered it for controlled mutation: instead of transforming a target constantly until their bodies gave out, a victim underwent a drastic, permanent—but finite—metamorphosis. Because of the disease's ability to undermine the human immune system, she was forced to use the DNA on various animals in the process, turning the victims into something other than human to save their lives.

Ultimately, Manon's cure worked, saving roughly half the island's population at the cost of transforming them. She was able to keep her own transformations from the treatment to a minimum, a necessary step to ensure her continued ability to work lab equipment and do complex work unhindered. For the bulk of the island, though, the transformations were much more extensive. Some suffered mental regression, while others' physical changes were so extreme they could never fit into human society again; even those whose changes were more moderate would never appear or feel as they once did.

They were no longer human, but a new race: "Muta-Men".

Eventually, the situation on the island normalized. The survivors largely made peace with their changes, realizing that if not for Manon, they would all be dead. They have come to view Manon, or "Doctor M", as a protector, a patron, though some of the more impressionable or religiously minded have begun to secretly worship her as an instrument of some divine power. Manon, for her part, has come to see herself as the people's protector and, as time goes on, has softened in her early condemnation of her grandfather's crimes. Analysis of

the islanders new forms suggests they are longer lived, resistant to disease, radiation and other environmental hazards, and physically superior to humans. While she cannot forgive her grandfather's recklessness or the harm it caused, she is beginning to wonder if mutagenic transformation might lead to a new age of humanity after all.

Personality:

Doctor M is not exactly a mad scientist; she is a scientist poised on the brink of madness. To fix a catastrophic calamity caused by her grandfather's immoral experiments, she had to break her own rules. When this transgression succeeded, it started a slow, downwards slide. In an effort to justify her actions and any future actions she is considering, she has altered her morals and perceptions of what is "good science". She has not resorted to large scale human experimentation or forced mutation of unwilling subjects yet, but she could easily be pushed in this direction by the right—or wrong—circumstances.

Doctor M herself is a bit of a mess. She was raised in the middle of nowhere by utopian scientists, many of who secretly abandoned their own principles for "the greater good". She has very limited experience with the modern world, knowing it only through occasional trips off her island and news and entertainment media; this has led to a noticeable contempt for much of human civilization. She looks at the world and sees panic, prejudice, and despair, and this impression fuels her impulse to *change* humanity in order to save it—a very dangerous attitude for someone with her abilities.

Powers & Abilities:

A brilliant geneticist, biologist, virologist, and physician familiar with other sciences, Doctor M has lived and breathed cutting edge science and technology since she was born. She is capable of incredible innovations, especially in the fields of mutation and transformative genetics. Her island compound is outfitted with some of the most advanced laboratory equipment around and affords her the tools and privacy to produce extraordinary results.

Doctor M is often surrounded by several Muta-Men, people who were saved from a terrible plague by transforming them into animal/human hybrids. Manon is capable of creating similar hybrids, but has not done so yet. Manon's own DNA has been altered by a less severe

version of the process that created the Muta-Men; her mutations are generally cosmetic, consisting primarily of a slight feline cast to her features and eyes that somewhat resemble a cat's. She often wears special contacts and makeup to cover these changes.

Nemesis Option:

Doctor M can be used in a couple different ways. First is as an unconventional, but memorable, scientific expert; she may even be an ally of PC heroes, helping them deal with an alien super-virus or restore someone transformed into a rampaging monster back to normal. She might even be a decent romantic interest for a scientifically-minded hero, but one who does not understand much about modern society or dating. For a more dysfunctional twist, she might develop an interest in a beast-like or obviously mutated hero, fascinated by their genetics and physical changes and misinterpreting that fascination as romantic interest. Or perhaps she is manipulated by a charismatic villain who persuades her to create some biological or genetic terror by convincing her it will be used for a greater good.

The second way to use Doctor M is having her graduate to full on mad scientist, either in small steps or large ones. She could already be secretly experimenting on humans, using outcasts and captives no one will miss, her followers probably helping her. Some will do so reluctantly, others enthusiastically, allowing for potential divisions among them. This version of her could easily be responsible for the creation of mutated villains and

LOCATION, LOCATION, LOCATION

The location of the island enclave that serves as home and headquarters for Doctor M is left purposefully vague so GMs can place it where best suits the needs of their individual campaigns. It was conceived as a tropical island, but could be anywhere remote enough to realistically place a small, remote island: the Indian Ocean, the South Pacific, off the Coast of South America or Africa, or any number of other suitable locales. For similar reasons the ethnic makeup of the island is never explicitly stated, though it is presumed that some scientists, foreign expatriates, and others lived there as well.

GMs wanting an official location for the island can consider it to be in a remote area of the Indian Ocean, with distant historical ties to the French government.

heroes, and would be highly sought after for her technical expertise.

Tricks & Tactics:

In a fight, Doctor M tries to get away. She is a thinker, not a fighter. If necessary, she will call on her Muta-Men for help, though she generally dislikes endangering any but those who have volunteered to serve as security and can take care of themselves. If cornered, she will fight back, but her minor physical mutations make her only a threat for normal people, not superheroes.

Given time to prepare, however, Doctor M is capable of creating any number of biologically based defenses, from drugs and poisons derived from animal and plant extracts to genetically engineered animals and plants. She does not create self-aware creatures or things that permanently mutate others; at least, not yet. If she breaks these self-imposed rules, she could not only create her own superhuman hybrids, but could further modify her own genetic structure to gain more powerful abilities.

The Muta-Men:

Originally the human citizens of the island of Doctor M, the Muta-Men are human/animal hybrids whose altered genetic structure makes them stronger, tougher, and more resistant to various environmental hazards than normal humans. The stats presented here are for adult, physically capable Muta-Men who can pose a threat. Some Muta-Men are too impaired, old, young, or otherwise weak enough to pose much of a challenge in a fight; GMs might want to reduce their stats or ignore them altogether and simply narrate any violent altercation involving them.

Some Muta-Men may have special mutations or skills based on the animal traits they possess outside the statistics presented. For example, a Muta-Man serving as a lab assistant to Doctor M would have higher Intellect, Technology, Expertise: Science, and possibly other skills and advantages. Likewise, a Muta-Men group serving as protectors or law officers for their community may have firearms and additional combat skills. Some Muta-Men might manifest wings for gliding or flight, aquatic adaptation, or possess enough power to become a hero or villain in their own right.

Socially, Muta-Men tend to fall into three groups. Most are simply citizens of The Island who seek to live their lives and help Doctor M however they can; some do so out of hope they can be reverted back to human

form, but most have accepted their new forms. The other two groups are the Primal Sons and the Children of the Change. The Sons believe their transformation

NOTABLE MUTA-MEN

Each member of the Muta-Men is a unique individual with their own distinct appearance, history, and experiences. However, even among this varied race of mutates, some of them stand out. Notable Muta-Men include: (listed abilities are in addition to the standard Muta-Men stats)

Anton: Leader of the Primal Sons. He serves as head of Doctor M's security detail on the island. He has prominent canine features, looking a bit like a werewolf out of an old monster movie. He has PRE 2, INT 1, Ranged Combat: Guns 6, and the Leadership and Teamwork advantages. He carries a variety of firearms, preferring submachine guns or assault rifles.

Babette: Leader of the Children of the Change. A childhood friend of Doctor M, Babette's transformation has caused her to believe that Doctor M is a living saint. She knows her friend would not approve of her beliefs, but she has slowly begun to spread them among the Muta-Men nonetheless. Babette looks mostly human, with distinctly reptilian eyes and light scales in places, and has a forked tongue like a snake. She has PRE 2, AWA 2, Expertise: Theology 6, Persuasion 4, and the Inspire advantage.

Claude: A diminutive, rodent-like Muta-Man who serves as Doctor M's chief lab assistant. He lacks formal scientific training, but is a quick study and very bright; he is also secretly in love with Doctor M, though he would never tell her. He has INT 3, Expertise: Science 3, Technology 3, and the Beginner's Luck advantage.

Patient Zero: The shipwrecked captive whose torturous experimentation began the plague that led to the Muta-Men's creation is rumored to have survived the experience. While his exact whereabouts and abilities are unknown, he is likely very dangerous and highly unstable. He may hold a grudge against Doctor M due to the abuse suffered at the hands of her grandfather, or seek her help in curing or controlling his condition. Each of these Muta-Men counts as a heroic character, whereas most Muta-Men use the minion rules from *Mutants and Masterminds, Third Edition*.

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	4	2	2	4	10	2	1

Powers

Heightened Intelligence: Quickness 6, Limited to Mental Tasks

Mutated Genetics: Enhanced Advantages 2 (Animal Empathy, Great Endurance); Immunity 8 (Aging, Disease, Environmental Conditions, Poison), Limited to Half Effect; Senses 2 (Acute Smell, Low-light Vision)

Skills

Acrobatics 1 (+3)
 Athletics 2 (+4)
 Expertise: Engineering 2 (+12)
 Expertise: Medicine 6 (+16)
 Expertise: Science 10 (+20)
 Investigation 2 (+12)
 Perception 6 (+8)
 Persuasion 3 (+4)
 Stealth 4 (+6)
 Technology 6 (+16)
 Treatment 10 (+20)
 Vehicles 2 (+4)

Equipment

The Island of Doctor M (Headquarters)

DEFENSE

DODGE	INIT	PARRY
12	+2	12
FORT	WILL	TOUGH
8	12	7/4*

*without Defensive Roll

OFFENSE

Unarmed +4 Close, Damage 2

Advantages

Animal Empathy, Assessment, Benefit 3 (Millionaire), Defensive Roll 3, Eidetic Memory, Equipment 5, *Great Endurance*, Inventor, Languages 4 (Mandarin Chinese, English, German, Greek, Japanese, Kiswahili, Latin, Spanish; French is native), Minion 5, Skill Mastery (Expertise: Science)

Complications

Conflicted: Doctor M seeks to be a moral scientist, but is tempted by the results she can get by pushing boundaries.

Isolated Upbringing: Doctor M's upbringing makes her surprisingly uninformed, naive, and misguided on larger social issues, despite her intelligence. Her main experience with the world at large is through media and the internet.

has made them the ultimate humanoid lifeforms on the planet and should rule over humanity. They wish to expand their numbers through additional mutation and selective breeding, creating a kingdom that can dominate humanity. This group is currently loyal to Doctor M, but is growing restless at their creator's unwillingness to enact their plans. The Children of the Change are currently a secret group, seeing Doctor M as a reluctant prophet who has transformed them as part of a divine plan. They hope to serve and guide her until she is ready to spread her message to the world.

The Island of Doctor M

Toughness: 8, **Size:** Huge, **Features:** Communications, Computer, Dock, Grounds, Habitat, Hangar, Holding Cells, Holding Cells (Impervious), Infirmary, Laboratory, Library, Living Space, Personnel, Power System, Secret 2, Security System 2, Workshop



Muta-Men PL6

STR 4 **STA** 4 **AGL** 3 **DEX** 1 **FGT** 6 **INT** 0 **AWE** 1 **PRE** 0

Powers: Mutated Genetics: Enhanced Advantage (Great Endurance); Immunity 8 (Aging, Disease, Environmental Conditions, Poison), Limited to Half Effect; Leaping 2 (30 feet), Senses 3 (Acute Tracking Scent, Ultra-hearing), Speed 2 (8 MPH); **Tooth & Claw:** Strength-based Damage 2, Dangerous (Critical 19-20)

Advantages: All-out Attack, *Great Endurance*, Languages 1 (English, French), Teamwork

Skills: Acrobatics 1 (+4), Athletics 1 (+5), Intimidation 2 (+2), Perception 3 (+4), Stealth 3 (+6)

Offense: Init +3, Tooth & Claw +6 (Close, Damage 6; crit. 19-20), Unarmed +6 (Close, Damage 4)

Defense: Dodge 8, Parry 8, Fort 8, Toughness 4, Will 4

Complications: Monstrous: The Muta-Men all look like a mix of human and animal features. Some are striking, other deformed and disturbing, but all can no longer fit in among humans

Totals: Abilities 38 + Powers 15 + Advantages 3 + Skills 5 + Defenses 14 = 75

META Report**Name:** Unknown**Alias:** Manitou**META Rating:** Black-12**Designation:** Renegade**Profile:****To:** *lilymoscovitz@sup.activefiles.
METAS.internal.org***From:** *marcushicks@sup.digmedia.ME-
TAS.internal.org***RE:** *File Responsibility Transfer from
FBI-SCTF, 2012 Batch, or where I
complain about this "Sasquatch"
crap*

Why do we let Quantico and their laughable excuse for a task force continue to foist this stuff off on us? I've lost track of the budget somersaults we've had to jump through in the last few years just to pick up the slack where they drop it. I know you have friends over there, but really, this is getting absurd. It's like we're their clearinghouse, only we pick up all the overhead costs.

*Case in point, this whole file group they slopped together and labeled under "Sasquatch." Eighty terabytes of poorly scanned documents and audiovisual files. Low-quality photocopies as sources to begin with, antiquated file formats my people had to kludge conversion solutions for, and the general abominable morass of documents compiled over the course of (at least) sixty years without any reliable oversight. And then you send Tobin in asking for help to sift through this material for his "Manitou" assignment? Judging against all of this to pull out old ghost stories of a man-bear helping people? Do you know how many man-hours it took to satisfy your guy? Because I promise you, you will after you read my request to ops admin to make up my budget shortfalls on this by pulling the money from **your** department's budget requests. And for what? So he could end up with 'inconclusive' proof that the thing ever existed before, outside of folklore and whatever the backwoods version of an urban legend is. Sad. My advice—next time Quantico says, "Hey, would you like to take over this investigation?" Give them a short and anatomically incorrect answer.*



"You don't understand! I'm giving you a choice. He won't and... oh, damn. Too late! Raaarrrrgghhh!"

History:

Max Kemp is not the first Manitou, not by a long shot. He is only the most recent in a long line of hosts for an entity dating back into pre-history. The ritual to invoke and bind the spirit to a mortal host has been passed down in numerous tribal cultures indigenous to North America. However, shamans powerful enough to pull

off the magic or faced with sufficient cause to attempt such an undertaking have been, thankfully, rare.

Recently, corporate mineral interests bribed state officials to fudge the coordinates on their licensing requirements so they could target an untouched and highly profitable site of rare earth minerals. The driving interests really did not care that the area in question belonged to a local tribe, that it contained sacred grounds, or that their efforts would attract protesters to stage a rally against them. In fact, this was a useful confluence; they were able to fake a violent and visually memorable act of sabotage, framing both the tribe and protesters for the crime. Several members of both groups were killed in the resulting explosion, hiding the truth behind blood and death.

One of the people killed was the son of a tribal elder and shaman, one of the few who knew the forbidden rituals of his people. He summoned and bound the spirit to a mortal, selecting as a host a park ranger who stood by uselessly and watched the spectacle of the disastrous protest—Max Kemp. Kemp had been exonerated of any wrongdoing, though he had been quietly chastised for not acting sooner to call in help for the wounded and dying.

The night after the ritual, the partially-built mining and extraction installation was leveled and its personnel slaughtered. The few surviving witnesses reported a gigantic bear as being responsible. The following night, the home office of the corporation behind the facility was also leveled, with many casualties and the same eyewitness reports. The third night, each of the eight members of the board of directors for that corporation were torn to pieces, all of the deaths occurring within a matter of hours despite significant distance between their individual homes.

What was left of the corporation released any legal claim to the site, cut its losses, and left the region entirely. The attacks stopped, and the bear monster was no longer sighted anywhere in the area. Subsequently, reports of the bear-creature—dubbed “Manitou” by the occasional press coverage of its rampages—have sprung up from remote areas around the country. Of less note to the media was the disappearance of ranger Kemp during that period, though META has started to grow suspicious of photographic evidence showing someone matching Kemp’s description being seen near many places later targeted by Manitou.

Personality:

When dealing with Manitou, there are always two personalities to deal with: the unforgiving force of nature that is the spiritual animus behind the Manitou entity, and the mortal will and identity of the man or woman housing the spirit. Currently, that host is a former park ranger named Max Kemp.

BUT TECHNICALLY ISN'T A MANITOU...

Some readers will note that the term Manitou does not seem like an appropriate fit for a possessed man turned into a rampaging monster by a Native American spirit. You are right, and the use is not unintentional. Manitou is an Americanized version of *monetoo*, which means “spirit”; thus, Manitou just means “spirit”. More accurately, the spirit possessing Kemp acts an awful lot like an *otshee monetoo* or “bad spirit.”

Depending on where a GM places this monster in their campaign, geography might factor into the naming, as the term originates with the Algonquin peoples. However, variations of the term were fairly widespread before Europeans reached the Americas, and it is used in popular culture stories, films, and TV.

All of this combines to make the term somewhat inaccurate, but well known, making it part of a relatively short list of terms a media personality looking for a catchy name would grab and use. It is also the sort of name likely found in a comic book or superhero film or TV show for such a monster.

Hence the name, Manitou. If you could ask the ravenous angry spirit himself, it would answer “Rarrgggh!” But if you could get it to open up, it would reveal it is “Man-Eater”—or perhaps “Man-Killer”—a bear-like spirit beast known by many names to the various Native American tribes aware of its existence.

Names that mostly mean “Man-Eater”, by the way; which sounds an awful lot like “Manitou”...

Max is way out of his league and he knows it. All he ever wanted was peace and quiet—why he chose a ranger job in the first place—both of which are in short supply around Manitou. He stays on the move not because he is searching for wrongs to right, but because he is constantly worried of being captured on tape or camera, letting the authorities know who to hunt when they

come for his alter-ego. Max is a good man but, aside from the occasional moments where his conscience overwhelms his good sense or instincts for self-preservation, also a weak one.

The entity possessing Max is nature enraged and primal aggression unbound. Technically speaking, it is neither good nor evil; it simply is. It no more makes moral judgments than does a tornado or a forest fire. When incited to act or its host is attacked or endangered, the entity takes control of Kemp and manifests physically, attacking the offending party with savage fury. Once the threat is over, it returns to rest, hidden inside Max.

Amoral should not be confused with evil, though. Manitou is a beneficial, if infrequent, ally against some kinds of enemies and certain dangers. There are numerous legends over the decades of someone or something like Manitou helping people in remote climes who would have died from mishaps, the environment, animal attacks, or unnatural predators.

Powers & Abilities:

The good Mr. Kemp is an unremarkable man in his mid-thirties, in decent physical condition and possessing minimal fighting skills. He is also a perfectly decent park ranger, though hardly an exceptional one.

Manitou, on the other hand, is a ten-foot tall, half-ton bear/man hybrid with six-inch claws and vicious teeth that can tear and rend steel. It is monstrously strong—more than capable of tossing around fire trucks like juggling balls—and can run as fast as many cars. While in the confines of a forested or other natural area, Manitou's already-prodigious durability is augmented by near instantaneous regenerative abilities. Manitou's senses are mystically expanded above and beyond even those of the animal kingdom, and it knows with certainty everything happening within its physical proximity—a range greatly expanded when surrounded by natural or wooded environs.

As a powerful manifestation of nature-magic, the Manitou entity also commands respect—and fear—from animal kind and various members of Earth's supernatural community.

Tricks & Tactics:

Manitou is a straightforward combat challenge. It does not waste time with diplomacy or attempts at reason. If it is manifest, it is for a purpose—most likely a terri-

bly violent one. If faced with an enemy, it attacks. While it can be talked to, particularly by shamans or others who show it the proper deference, it never initiates such peaceful situations. On rare occasions, it has been known to use stealth to observe potential enemies to determine if someone or something is actually the correct target for its wrath, but that is about as complicated as Manitou gets.

Nemesis Options:

As a great many of Manitou's actions can be construed as ecoterrorism, any hero who identifies strongly with opposing corporate interests or conservative political elements makes for a good sparring partner. Similarly, nature-magic types or others who view Manitou as hurting the Green cause, or a "perverted" display of magical application for pure violence, also make good opposition. But Manitou is not terribly discriminating, and given any situation where the hero or heroes in question could be interpreted as attackers is good enough to trigger the oncoming onslaught of fang, fur, and claw. It most often attacks logging, mining, and similar operations because Kemp is usually hiding in the forest near such operations when trouble starts.

Max Kemp PL3															
STR	1	STA	1	AGL	0	DEX	0	FGT	2	INT	0	AWE	1	PRE	1
Advantages: Languages 1 (Spanish; English is native), Luck															
Skills: Athletics 2 (+3), Expertise: Park Ranger 5 (+5), Insight 2 (+3), Investigation 3 (+3), Perception 2 (+3), Stealth 2 (+2), Treatment 3 (+3)															
Offense: Initiative +0, Unarmed, +2 (DC 16)															
Defense: Dodge 3, Parry 3, Fortitude 3, Toughness 1, Will 2															
Complications: Coward: Max is, diplomatically put, risk-averse. No One Must Know! Max is desperate to keep hiding the fact that he transforms into a towering and ferocious force of nature. Spirit Host: Max is host to a spirit which can assume control and manifest when it wants through his physical form.															
Power Points: Abilities 12 + Powers 0 + Advantages 2 + Skills 10 + Defenses 7 = 31															

STR 12	STA 10	AGL 4	DEX -1	FGT 10	INT 0	AWE 8	PRE 6
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Powers

At Home in the Wild: Movement 5 (Environmental Adaptation (Forest), Sure-footed 2, Trackless 2 (Vision, Scent))

Beyond Mortal Ken: Immortality 5

Huge: Growth 4, Innate, Permanent; Enhanced Strength 3, Limited to lifting

Mighty Claws: Affliction 14 (Resisted by Dodge, Overcome by Fortitude; Impaired and Hindered, Disabled and Stunned, Incapacitated and Unaware), Extra Condition; Burrowing 1, Strength-based Damage 2

Mystic Animal Hybrid: Senses 9 (Acute Olfactory, Mystic Awareness, Danger Sense, Darkvision, Direction Sense, Tracking Scent, Ultra-hearing)

Mystic Endurance: Immunity 19 (Aging, Alteration Effects, Environmental Conditions, Fatigue Effects, Poison, Sleep, Starvation & Thirst), Protection 4

Nature Spirit: Comprehend 4 (Understand Animals, Communicate with Plants and Spirits)

One with the Forest: Remote Sensing 8 (All Senses), Medium (Forested Areas), Subtle

Powerful Legs: Leaping 5 (250), AE: Speed 5 (60 MPH)

Predator Prime: Feature 1 (Animals recognize Manitou as "top of the food chain")

Succor of the Wild: Regeneration 5, Source (Being in a Forest)

DEFENSE

DODGE
2

INIT
+4

PARRY
8

FORT
12

WILL
12

TOUGH
14

OFFENSE

Mighty Claws +10

Close, Damage 14 or Affliction 14 (DC Dodge 24)

Throw +7

Ranged, Damage 12

Unarmed +10

Close, Damage 12

Skills

Perception 10 (+18)

Ranged Combat: Throw 8 (+7)

Stealth 18 (+18)

Complications

Disability: As a nature spirit, Manitou is incapable of understanding numerous aspects of the human world—or caring much about the deficiency. Also, it lacks manual dexterity in its claws and the ability to speak human languages clearly.

Hatred: Despoilers of the natural world and polluters.

Responsibility: The entity is a guardian of the natural world and nature's rage and vengeance unleashed.

Spirit Entity: Manitou is a spirit entity and needs a physical host to manifest in the real world.

Mystic Force of Nature: The entity is known about in the mystic and supernatural community and generally avoided whenever possible.

Animal Rage: Manitou is a wild animal and can go berserk when threatened or attacked.

META Report

Name: Theodora Nicole Brenman
Alias: Nikki Tesla, The Dynamo Damsel, Thea Wardencllyffe, Dora Graz
META Rating: Blue-10
Designation: Renegade

Profile:

Nikki Tesla's been active for a few years now and while we don't know a lot about her background, I can say two things with certainty. One, this girl's a super genius on the level of her namesake: she's made force fields, energy weapons, and other such devices equal to or exceeding what entire tech development outfits have created and seems to do it all on her own. Two, she's a complete pain to deal with: she's not the usual "blow up the world" mad scientist type, but she's clearly more interested in self-promotion, wealth, and attention than using her inventions for the good of humanity. That said, her psych profile suggests that if she were captured, she'd probably work for us if offered the right deal (and we could find a way to manage her issues with authority). The problem is, she's likely to do the same for any number of criminal organizations out there, so I recommend we don't sit on this one.

—Agent Alisha Ngyuen

“Oh c’mon, it’s not like anyone was gonna do anything half as awesome with that gold as I was! You should just let me have it...y’know, for science.”

History:

An orphaned child prodigy who built her first handheld gigawatt generator at age five, Nicole Brenman idolized the genius and technological ambition of famed scientist Nikola Tesla. Like her idol, she was determined to push the boundaries of science to change the world. She was also determined to not die penniless, like Tesla did. Since then, she has devoted her life to perfecting her theories and inventions and securing the resources to live in comfort.

Nicole does not talk about her childhood, but it is known her father died some time before her mother succumbed to cancer. Her time in foster care was punctuated by frequent relocation and isolated incidents of abuse. One final such incident, involving her making a robot out of parts from her foster father’s car, landed her in the hospital with a broken nose. Unwilling to be thrown back into the system, she ran away. During this period she ceased going by her given name and re-emerged as Nikki Tesla, the Dynamo Damsel.



Nikki's methods of wild experimentation and rejection of traditional scientific study make her an outlaw among scientists and inventors. Her willingness to steal and work for nearly anyone who will pay make her an outlaw to everyone else outside a small community of fans, associates, and rebellious counter-culture types. She keeps herself mobile to stay one step ahead of the authorities and other enemies she has made over the years, often taking aliases that reference some part of Nikola Tesla's life, such as his unfinished Wardencllyffe Tower project or his incomplete studies at Graz University. She is not above designing weapons and gear for super-villains or criminal organizations, but she generally prefers to field test and utilize such devices herself.

Personality:

Nikki is as brilliant as she is insecure and socially off-kilter. She is not the stereotypical shy nerd girl, but she really has no idea how to deal with most people. She is a bleeding edge futurist and punkette rebel that, on some level, really does not get why she cannot just take what she wants and make "awesome" stuff with it. She is not evil or power-hungry, just selfish and unwilling to obey rules, regulations, and social customs at the expense of her scientific vision. She is also fairly eccentric; she talks to her inventions and gives them cute nicknames, loves chocolate-covered sushi and other "brain food", and gets irrationally annoyed when someone confuses her electro-science-punk style for "steampunk".

Nikki's childhood tragedies provide her with ample justification for rejecting authority and "proving" she cannot rely on others. She has convinced herself that the only way she will be able to make her mark on the world is by stealing whatever she needs to fuel her work. At times she teams up with other like-minded super-genius types, but these alliances are always short-lived, as Nikki is not evil or corrupt enough for most supervillain types, yet is too erratic and rebellious to work long with heroes.

Powers & Abilities:

Nikki Tesla possesses incredible intelligence and scientific knowledge and is particularly adept at engineering and physics, easily on par with any other great mind in these fields. She is mostly self-taught and her photographic memory soaks up information like a sponge, though her lack of formal education above the ninth grade can lead to some random knowledge gaps.

Having no superhuman powers other than her intellect and inventing skills, Nikki uses a variety of devices to boost her offensive and defensive capabilities. Her inventions include a high-tech harness that can generate a protective force field and allows her to fly through manipulating magnetism, goggles that allow her to see electrical patterns and manipulate radio waves, grenades that emit a burst of electrical energy, an "electric mayhem" cannon that fires blasts of artificial lightning, a power-draining device, a supercharged taser, and many others. Given time and the right equipment, she can invent anything from superconductive wireless energy transmitters to flying attack robots.

Nemesis Option:

Nikki makes a great foil, rival, or villain for a super-genius hero. She sees such characters as equal parts kindred spirit and arch-rival, Edisons to her Tesla. Given she is not a killer and only half-heartedly a super-villain, she might even reform for love or friendship. Of course, having an eccentric super-genius with authority issues as a best buddy or girlfriend creates a whole new mess of problems.

Tactics & Tricks:

Nikki Tesla is brilliant, but she is not warrior. She relies on her inventions to take out foes, and believes she can compensate for her relative lack of planning with technological superiority. She usually tries to just blast opponents first, hoping she can take them down quickly before things get messy. If this fails, she will start using whichever inventions seem to be the most effective. So she might try to drain the power of a battle-suit wearing hero, or bring down a super-agile foe with Area Effects.

Nikki can create a wide variety of inventions to augment her usual arsenal, but she usually does so more out of a desire to test new theories and ideas than as a counterpoint to her foes. GMs should keep this in mind when giving Nikki new inventions; they are more about some cool effect and general utility than being tailor-made to taking down a particular PC or other target.

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	1	2	3	4	8	0	1

Powers

Tesla Field Harness: Damage 6, Reaction, Quirk (Non-grounded or insulated targets take half damage); Flight 6 (120 MPH); Immunity 20 (Metal Projectiles, Electricity), Reflect, Sustained; Quirk (Reflected Attacks are Inaccurate 2); Protection 8; Removable

Tesla Goggles: Area Communication 3 (Radio), Rapid, Subtle; Senses 8 (Detect Electricity (ranged), Detect Magnetism, Low-light Vision, Penetrates Concealment: Detect Electricity/Magnetism); Removable

Tesla Tech: Array (21 points), Easily Removable

- **Electric Grenades:** Ranged Burst Area Damage 8, Diminished Range 3
- **Electric Mayhem Cannon:** Line Area Damage 10
- **Power Drainer:** Ranged Affliction 10 (Resisted by Fortitude; Impaired, Disabled, Transformed to powerless), Affects Objects, Reversible, Limited to electrical devices or beings with electrical powers
- **Power Fist:** Strength-based Damage 10, Feature (Counts as Unarmed), Secondary Effect
- **Taser Bolts:** Ranged Affliction 10 (Resisted by Fortitude; Dazed, Stunned, Incapacitated)

Skills

Acrobatics 2 (+4)
 Athletics 2 (+2)
 Close Combat: Unarmed 6 (+10)
 Deception 3 (+4)
 Expertise: Science 4 (+12)
 Investigation 1 (+9)
 Perception 4 (+4)
 Ranged Combat: Tesla Tech 5 (+8)
 Stealth 1 (+3)
 Technology 9 (+17)
 Treatment 1 (+9)
 Vehicles 2 (+5)

DEFENSE

DODGE	INIT	PARRY
10	+2	9
FORT	WILL	TOUGH
8	11	9

OFFENSE

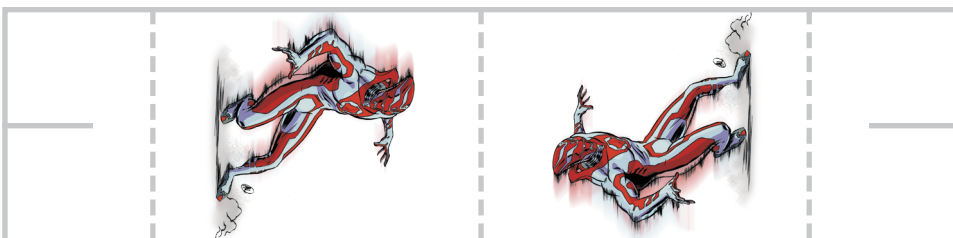
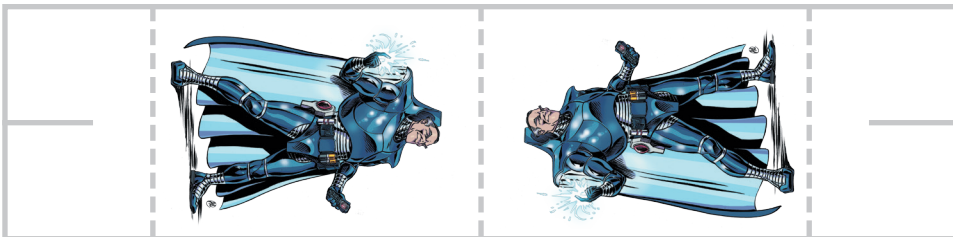
Tesla Field +4	Close, Damage 6
Electric Grenades—	Ranged, Burst Area Damage 8
Electric Mayhem Cannon—	Close, Line Area Damage 10
Power Drainer +10	Ranged, Affliction 10; res. by Fortitude
Power Fist +10	Close, Damage 10
Taser Bolts +10	Ranged, Affliction 10; res. by Fortitude

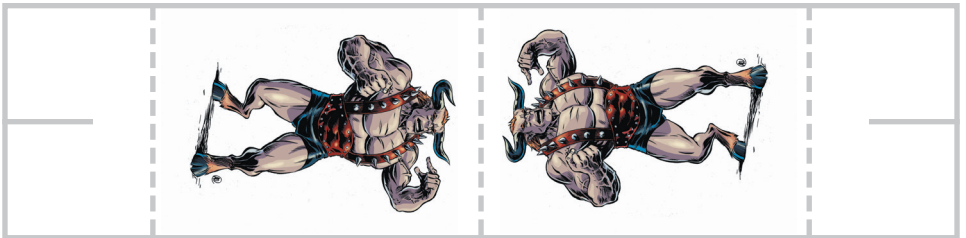
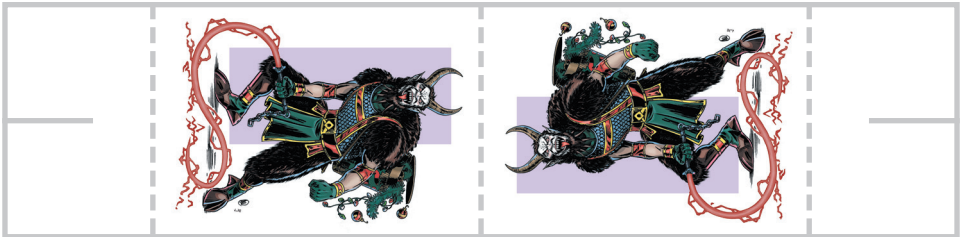
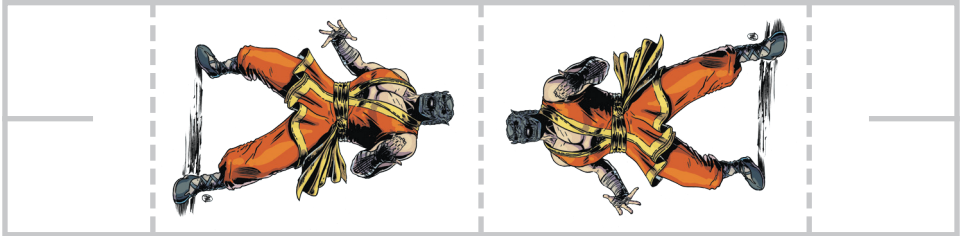
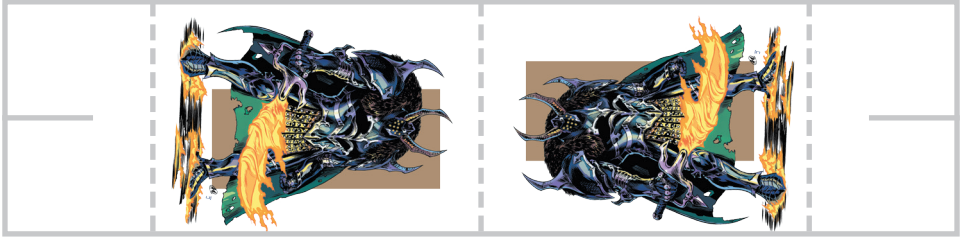
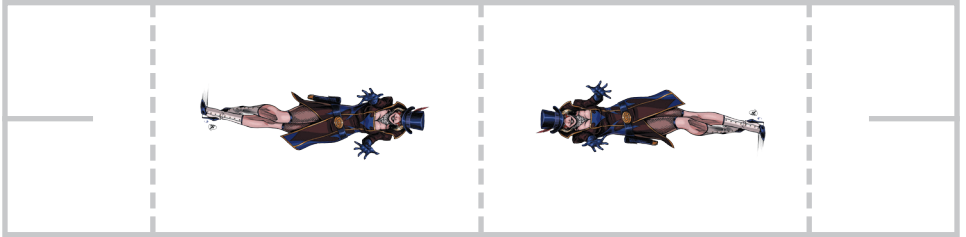
Advantages

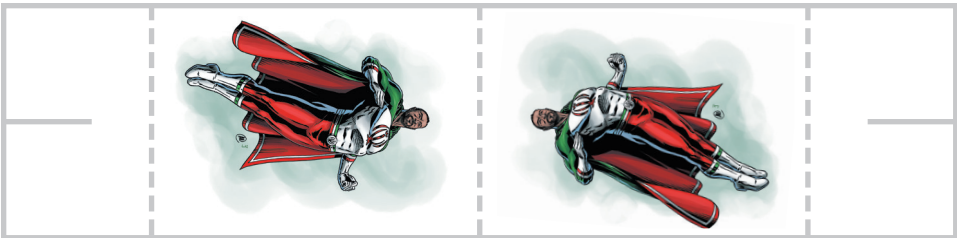
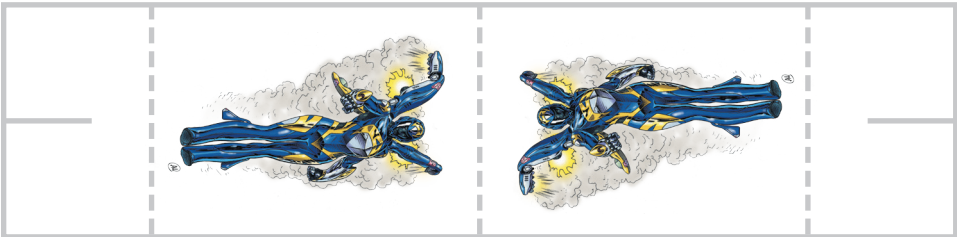
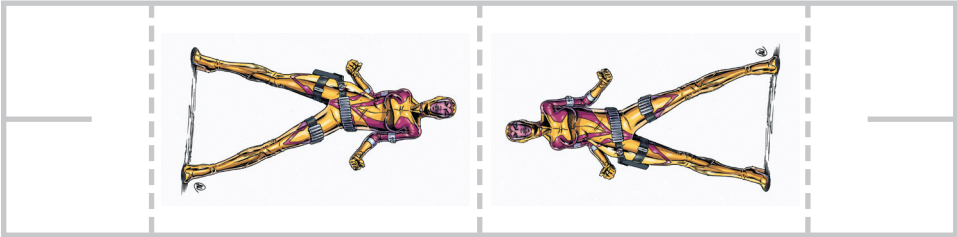
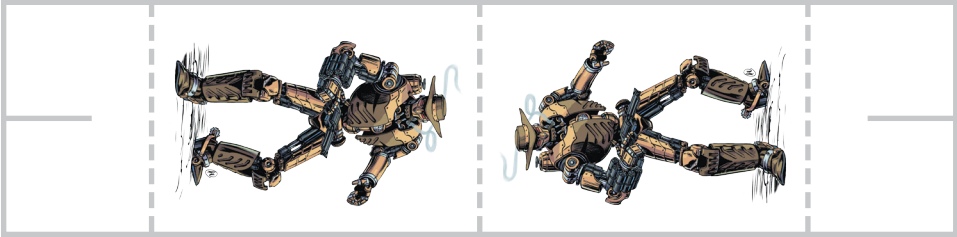
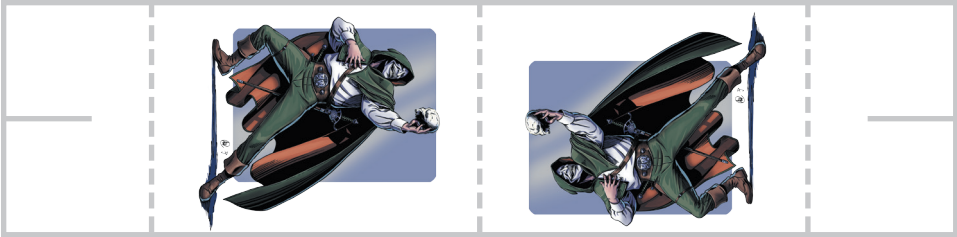
Assessment, Beginner's Luck, Eidetic Memory, Inventor, Languages 4 (Croatian, French, German, Japanese, Latin, Romanian, Russian, Spanish; English is native), Ranged Attack 2, Skill Mastery (Technology)

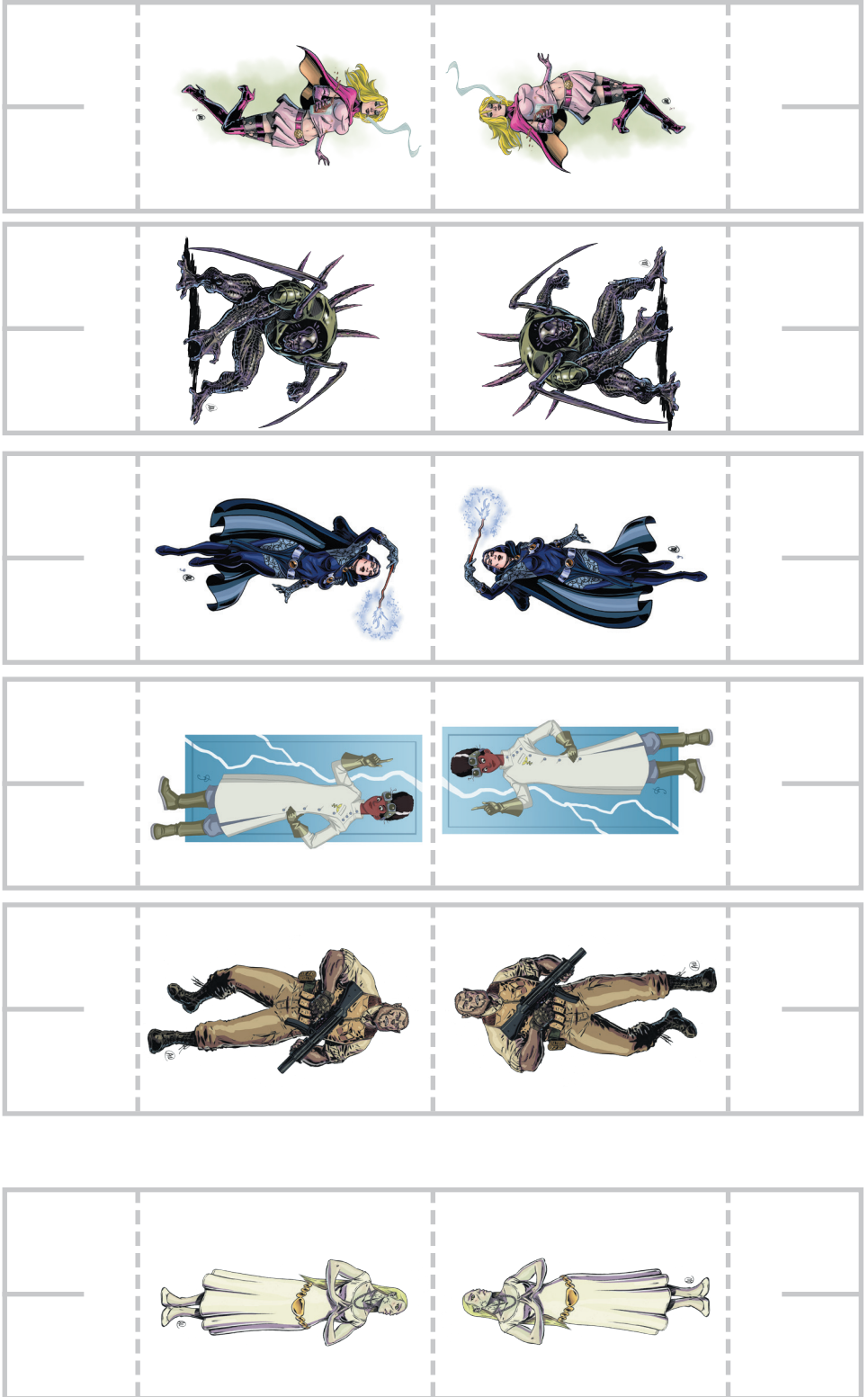
Complications

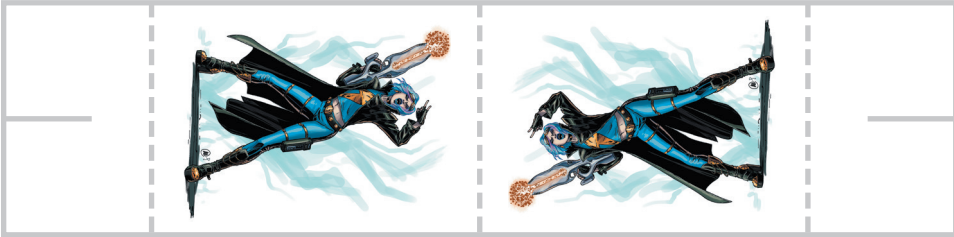
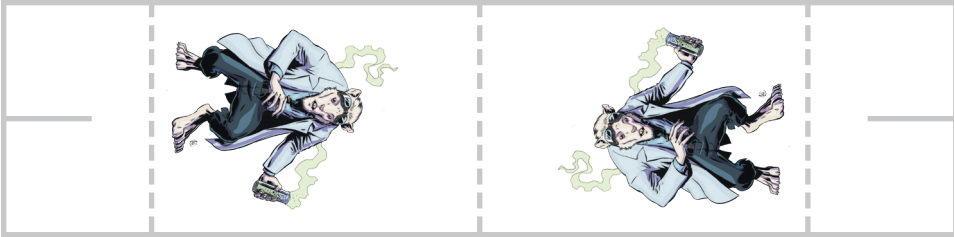
Electric Punk: Nikki does not think much of "the system" and fancies herself a revolutionary.
Shallow Visionary: Nikki really does want to change the world with her inventions, but not in any way that will cause her great difficulty or interfere with her other interests.











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