

The Cadre



LPJ????

DEVIL'S WORKSHOP





The Cadre

Written by
Wayne Ligon

Additional Development
Louis Porter Jr.

Editing
Dave Mattingly

Graphic Design, Layout & Logo:
Louis Porter, Jr. Design

Cover
Tony Perna

Interior Art
Jason Walton

*Devil's Workshop was created by Louis Porter, Jr.
Design, Inc.*

Louis Porter, Jr Design

350 NW 87th Terrace

Plantation, FL 33324

HavenGod@lpjdesign.com

www.lpjdesign.com

Devil's Workshop, Image Portfolio, Devil's Workshop Logo, Image Portfolio and Louis Porter, Jr. Design Logo are Trademarks of Louis Porter, Jr. Design. Copyright 2002 Louis Porter, Jr. Design, Inc. All Rights Reserved.

Mutants & Masterminds, M&M Superlink, and the M&M Superlink logo are Trademarks of Green Ronin Publishing and are used with permission. Hero Points, Power Points, and Villain Points are Product Identity of Green Ronin Publishing and are used with permission. Requires the Mutants & Masterminds RPG by Green Ronin Publishing For Use."

All text on pages 3 - 13 is Open Game Content as defined by the Open Gaming License. See page 41 for more information.

I. History of the organization

What is the Cadre?

The Cadre is, simply put, the foremost threat to world peace and security today. Encompassing tens of thousands of loyal workers and soldiers, the Cadre acts like a shadow economy behind the stage of world events. They are connected on some level with an astounding array of criminal and antisocial behavior. The Cadre is the creation of one man: Hammond King, who has stated he means to rule the world within his lifetime.

Goals

The stated goal of the Cadre is to topple the old corrupt regimes of Earth so that they can lead the people to a new Golden Age of global harmony. They point out political corruption (usually that they themselves have manufactured), actively destabilize governments or alliances, dominate economic markets either directly or through infiltrators, and generally do everything they can to wipe away the old order and establish a new one. The unstated goal to all but a few is to place the entire world at the feet of Hammond King so that he may rule over it unopposed.

Means

The Cadre has many means at its disposal to achieve global domination but two are most important. Political Destabilization creates chaos that begs for order — the Cadre moves in and provides that order. Economic Domination concentrates monetary and natural resources into the hands of Cadre puppets.

Political Destabilization.

This is the number one goal of the Cadre since King sees it as the first step to global domination. A modern First World state can be remade from within but it can take decades to effect even simple policy changes. The Cadre concentrates on developing nations in the Third World, since they rarely have the infrastructure or alliances to resist. Taking over even a small Third World nation is a daunting task, though, and even without Archangel interference fails more often than it succeeds despite the sophisticated means available to the Cadre. To date, the Cadre has succeeded only twice in establishing direct control.

The Middle Eastern nation of Kasamistan fell to Cadre-backed rebel forces in 1987 after a terrorist attack killed the king and his advisors. Archangel intelligence indicates the top three people in the Kasamistan government are Cadre puppets; indeed, one is the former supervillain known as Kytiss. Kasamistan has since become a major training ground for world terrorists and a Mecca for anarchists of all stripes. There are even rumors of a 'Terrorist University' on the site of the former royal palace.

In 1999, the government of Lowanda, a sub-Saharan state known for its rich diamond deposits, was deposed by a military coup later discovered to have Cadre backing. Lowanda has experienced a nine-thousand-fold increase in its standard of living since the coup; all major towns now have effective First World infrastructures built, and estimates place literacy at the 90% mark by early 2009. Crime and unemployment are effectively zero. General Asawa, though technically a dictator due to the broad veto powers granted him by the Lowandan constitution, has authorized yearly quasi-democratic 'elections' since 2000; he himself has always been elected President, while Cadre-backed loyalists control the major seats in Parliament. Lowanda now provides a significant source of income for the Cadre, as well as

swelling its ranks with fanatically loyal young people who see the organization as a godsend.

Destabilization can serve purposes other than takeover, though that is the eventual goal of the Cadre. It also provides distraction from other matters by shifting resources and attention to Problem X instead of Problem Y.

Destabilization is an art rather than a science, and it can take many forms. Economic and political manipulation is the Cadre's main tool. Economic manipulation consists of many things, but fundamentally it seeks to create tension and dissatisfaction among the people or it creates a climate where the industrial arm of the Cadre can more easily penetrate the economy of a nation. The first makes political manipulation much easier while the second creates both a resource for the Cadre and a means of economic blackmail. Political manipulation is much harder, but yields much greater rewards. The simplest form of this is assassination. It removes an obstacle to Cadre interests and sends a clear message to everyone else. As WWII demonstrated, a single bullet at the right time and place can change the world. That proper place and time are difficult to come by or manufacture, so mostly assassination serves to terrorize the populace. The Cadre's favorite form of political manipulation is leveraging, otherwise known as blackmail. They find a politician who has influence in an area of interest to them and find out his weaknesses; then they use those weaknesses to manipulate him. In the absence of anything they can use, they will sometimes either manufacture a situation to remove the person from office or they will create a weakness for that person (the new man in the senator's life is a Cadre operative, or maybe a family member).

Economic Domination

It takes money to rule the world. Where does it all come from? King and Kytiss have tremendous personal resources, but for the most part their operations

are legit; no direct link exists to any Cadre operation. The Cadre controls hundreds of various companies through outright purchase, holding companies, puppet boards and stock ownership. A portion of profit from all those entities is funneled into Cadre through various means, but that's not enough. Three main sources exist for Cadre funding: Contraband, information, and outright theft.

Contraband is the preferred means of raising money for the Cadre. The need for goods or services denied by law is too great to ignore as an income source, and these needs will persist for the foreseeable future. Drugs and weapons still top the list: the Cadre controls roughly 50% of the world drug trade and 40% of illegal weapons smuggling. They produce, transport and distribute all in one; only rarely will a Cadre drug or weapon operation utilize "outside contractors." Other forms of contraband include slavery of all stripes, routine materials smuggling, and immigrant transfer.

Information is more valuable than gold. The Cadre engages in espionage (effectively information theft and trade) on a regular basis. They have operatives (almost always mundane "minion" level people) in every country on Earth, watching and listening. The Cadre runs both high-level and low-level espionage rings. High-level operations involve moles in government (at last Archangel count, two American Senators and one Representative were direct Cadre officers, as well as two British Prime Ministers and a highly placed information officer at INTERPOL) and industry that act as direct high-level information transmitters both to and from the Cadre. The senator who votes down a law-enforcement funding proposal or the industry insider who leaks info allowing Cadre-owned companies to gain a huge profit are both high-level active operatives. Low-level operations involve observers who take little or no direct action. They simply watch and report. Cadre observers have been found in other information agencies (CIA, MI-5, etc.) and at least two superhero teams to date.

Outright Theft provides quick infusions of untraceable cash (preferably in the form of precious metals or gems). It's easy but very visible, and most likely to trigger random superhero intervention. Indeed, most contact other paranormals have with the Cadre is through stopping one or more Theft schemes (most others involve Contraband operations). Usually it's used to fund a specific short-term operation or to obtain an object for use in a later operation. Extortion and ransom also fall into this category.

The Council

The primary enforcement arm of the Cadre is the Council, made up of various paranormal individuals gathered by King over the years. Other paranormals work for the Cadre (some knowingly, some not) but these are given prestige and power beyond anyone else. Each is useful to King in some way. If for some reason they stop being useful, they are immediately imprisoned or killed. King has, with the exception of the Blood Queen, had a complete change of Council members since he made the group a formal part of Cadre in 1989. The latest addition is his own genetically-modified son as the Blood Rook. King unconsciously chose a chess-motif because he sees all the Council members as his personal pawns.

The Council is the main opposition to paranormal involvement, be it Archangel operatives, super-powered mercenaries, or random do-gooders. Use of super-humans by a force opposing the Cadre automatically triggers the deployment of at least one Council member.

Base Prime

Base Prime lies in a crevice deep within the Indian Ocean; the major part of the base is on one side with a tube linking it to the major research facilities built into the other wall. Prime Major is built around a tremendous staging area that can host up to 200 troops plus appropriate vehicles. Vast workshops and

lifts are beneath this area, repairing damage and building new units on a robotic assembly line. Above that area are living quarters, training facilities, and laboratories. At the center of it all, the War Room, the nerve center of Base Prime and Cadre operations worldwide. Ringing the War Room are the computer archives. Above this section are officer and support personnel living quarters, plus the Council chambers and their living arrangements.

Prime Minor has its own power, water, and air supply, its own supercomputer facilities and its own self-destruct mechanism. Minor is the main Cadre laboratory and research facility, making advances in genetic recombination, materials construction, and software research.

Base Prime gets power from a geothermal tap that runs two miles under the sea floor. Seawater is pumped into it where it flashes into steam, which then drives turbines that produce electrical power. Base Prime also pulls in its entire food and freshwater supply from the sea, as well as considerable mineral wealth by tapping the 'black smoke' that comes up from vents in the crevice. It is a self-sufficient community that could last over two hundred years in total isolation before recycling technology began to break down and introduce poisons into the food supply.

Access to Base Prime is via submersible (it can dock up to five giant cargo submarines) or by teleportal. Teleportal travel is very draining and creates a definite signal that could be traced; it's used only to back large troop incursions, rapid pull-outs, or Council transport to and from the base.

Other Cadre Bases.

The Cadre has a base of some sort in every major country on Earth, usually a covert research facility, a remote training camp, or manufacturing facility. Indeed, many seemingly normal industrial facilities are Cadre military production facilities in disguise.



The major bases besides Base Prime are Base Alpha in the northern Adirondack region of the United States (this serves as the Council's primary training facility, plus a major Rook production and training area) and Base Omega in the Swiss Alps (concealing the Cadre's main warehouse of mundane goods).

II. cadre Leadership and members

cadre forces

Pawn (Lower): PL7; Init +2 (Dex); Defense 16 (+4 base, +2 Dex); Spd 30 ft (Fly 35 ft); Atk +5 melee (+8S, punch) +7 ranged (+7S, energy blast);

SV Dmg +4, Fort +2, Ref +2, Will +0; Str 12, Dex 14, Con 15, Int 13, Wis 11, Cha 12.

Skills: Knowledge (Cadre) +4, Pilot +5, Profession (Cadre Soldier) +4, Spot +3

Feats: Aerial Combat, Attack Focus (Ranged), Toughness

Powers: None

Equipment: Myrmidon Class II Battle Armor (Armor +7; Extras: Energy Blast (Sonic), Flight, Snare, Super-Strength; Power Stunts: All-Around Sight, Radio Broadcast, Radio Hearing; Source: Super-Science; Cost: 7 pp)

Pawn (Normal): PL10; Init +2 (dex); Defense 16 (+4 base, +2 Dex); Spd 30 ft (fly 45 ft); Atk +10 melee (+14S, punch) +8 ranged (+9S, energy blast); SV Dmg +4, Fort +4, Ref +2, Will +1; Str 20, Dex 15, Con 15, Int 13, Wis 12, Cha 15.

Skills: Knowledge (Cadre) +4, Pilot +7, Profession (Cadre Soldier) +6, Spot +4

Feats: Aerial Combat, Attack Focus (Ranged), Dodge, Gang Up (Crooks page 115), Great Fortitude, Toughness

Powers: None

Equipment: Myrmidon Class III Battle Armor (Armor +9; Extras: Energy Blast – Sonic, Flight, Snare, Super-Strength; Power Stunts: Radio Broadcast, Radio Hearing, All-Around Sight, Immunity (Fire, Cold, Suffocation); Source: Super-Science; Cost: 7pp)

Cadre Pawns are trained soldiers encased in a muscle-enhancing mesh sheath of woven metal and ceramic, topped off with significant amounts of ceramic/plastic armor plating and a modular weapons system. Over 80% of Cadre shock troops wear some variant of the Myrmidon series; others may wear special suits created for specific purposes or to combat specific foes.

The basic Myrmidon series comes equipped with sonic energy projectors that fit over the forearms. Underneath each is a rack that fires the metal-rope snare traps. Each leg has a series of small air turbines built in to enable flight. The helmet contains communications gear plus a heads-up display of the entire battlefield, making it very unlikely the operator will be surprised. The slightly more advanced Class III suits have a heavier power pack and thicker armor. The suit is sealed, letting the operator move and work in very adverse conditions. Myrmidon Suits meant to protect the main undersea base substitute the Swimming power for Flight, and Amphibious for All-Around Sight. Undersea troops substitute Underwater Combat for Aerial Combat.

Myrmidon pilots are tough, dedicated soldiers who have served in at least three combat missions and have demonstrated great loyalty to the organization. They are low-level elite troopers, typically with separate quarters and dining halls, and a special training regimen. Class III operatives are given steroids and muscle-building protein treatments to let them move and work easily in the much heavier armor.

The Council

obsidian King (Hammond King)

Background: Hammond King is the son of California billionaire Richard King, who was instrumental in groundbreaking physics research in the 1950s. Patents and contracts awarded the elder King after his graduation from UC-Davis made him a wealthy man able to turn his attention to pure research. He married, but was an indifferent husband who practically ignored his infant son. Catherine King dealt with her husband for thirteen years before she took Hammond and walked out, never to return. It took Richard a week to realize his wife had left him, but only minutes to order his android servants to return her. Catherine died in the struggle, but the androids delivered Hammond unharmed as per orders.



Richard King revealed to his son the experiments done on him in the womb by the “family doctor,” actually another of King’s life-like androids. Hammond had the potential for almost infinite power, power that could be used to create a new energy source for mankind. Richard removed the biological blockers on his son’s ability, only to be turned inside out by the vengeful boy. Hammond King, already a genius, settled in to master his father’s technological secrets. Thanks to his father’s androids, no one ever knew either King was dead until a “lab accident” leveled the lab and house while Hammond was away at university. DNA recovered from the scene confirmed Dr. King’s death and Hammond inherited immense wealth.

Hammond began to gather to himself the core elements of what would one day become the Cadre. He recruited a group of supers in 1976 to rob mints, extort money from governments, and generally gain

as much ill gotten loot as possible in order to finance what he called “A New American Revolution.” He called this team The Cadre, and they fought against several superheroes of the time. By 1978 the young man was expanding his scope, already experimenting with political destabilization in the Middle East and taking advantage of disenfranchised peoples in China. He created his prototype Base Prime in Mount St. Helens in 1979 only to lose it the next year when a battle between the Cadre team and the Seattle Six caused the tremendous eruption

The rest of the Cadre apparently perished in the disaster, along with two of the Seattle superteam. King survived by subconsciously teleporting for the first time. Intrigued by this manifestation of his gravity powers he spent the next few years in seclusion in South America, running experiments on himself to unlock the full potential of his powers. During this time he also organized many of the rebels in the area into a personal guard force, many of who remain at his side to this day. As the ’80s came to a close, Hammond built a new Base Prime at the bottom of the Indian Ocean and began to greatly expand his worldwide operations as trade barriers fell and it became easier to deal in contraband. He had a hand in the fall of the Soviet Union, but his goal of obtaining nuclear missiles afterwards was thwarted by various Soviet superheroes. Instead he took control of many elements of the Red Army and they became the military backbone of his new operation: The Cadre, a global threat to peace and world stability.

Since that time, Hammond King has retreated from public life to devote more time to his secret obsession: becoming ruler of the world. At some point around 1985, he fathered a child with one of his employees, then removed the child from her to experiment on. After a year of genetic treatments, he re-induced aging in the child and grew it to three years growth in a matter of months. He then decanted the child and let it grow normally to ensure there would be sufficient time to train him. Recently that child began to manifest the full extent of his powers and joined the Council as the Blood Rook.

Quote: “Soon, you will all call me Master.”

Personality: King is a megalomaniac that is dangerously close to achieving his goals. He desires personal control over every aspect of his life and the lives of others, thinking them too stupid and brutal to properly manage their own affairs. He is bold and commanding, unwilling to sit for long on the sidelines, but ready to take fire and sword to his enemies. He can let a plan simmer or a plot come to fruition, but he grows more tense and impatient as time goes on. If anything, this impatience can be his weakness. Wait him out long enough and he will strike.

Appearance: Tall and broad-shouldered, Hammond is a 50-year-old man with a powerful mature build; he has short well-trimmed black hair going white at the temples, blue eyes with a steely glint of determination in them, and lips that mostly are turned up slightly in a cold smile. In battle, he dresses all in black; a loose quasi-armor bodysuit with boots and gloves, a crimson cloak bound around his neck via a gold chain, and a black full head mask with narrow white eyeslits.

Powers and Tactics: King has the ability to control gravity. Many think his power deals with controlling gravitons, the particle that transmits the force of gravity. King actively supports this idea in his battlefield taunts or discussions. However, King actually is controlling the force of gravity; that is, he’s making and controlling dimples in the space-time continuum. This makes him obscenely dangerous in more ways than one.

One aspect of his power is creating tidal forces within structures, causing them to tear apart from within. On dangerous opponents, he will spend a Villain Point to get the Disruption extra on his Disintegration ability. To escape, he’ll spend a VP to get Teleportation, literally creating a wormhole to carry him to safety.

Campaign Use: King is the Big Bad Guy; he wants the world and he wants it yesterday. He’s

bright, rich as sin, ruthless, and has his own private army. Go to town with him. Any scene he's in should be larger than life, even more so than most superhero scenes.

Obsidian King: PL18; Init +4 (Dex); Defense 18 (+4 Base, +4 Dex); Spd 30 ft (fly 80 ft); Atk +11 melee (+2S, unarmed) +13 ranged (+16S, Energy Blast – Gravity); SV Dmg +7 (+21 Force Field) Fort +7, Ref +8, Will +7; Str 15, Dex 18, Con 16, Int 18, Wis 16, Cha 20.

Skills: Diplomacy +14, Gather Information +12, Intimidate +12, Knowledge (Politics) +9, Science (Genetics) +8.

Feats: Connected, Infamy, Inspire, HQ (Combat Simulator, Communications, Computer, Concealment, Dock, Fire Prevention System, Holding Cells, Infirmary, Isolated Location, Laboratory, Library, Living Space, Power Systems, Reinforced Structure, Security Systems, Staff, Workshop), Leadership, Minions (Loyalty 20), Immunity (Gravity, Pressure)

Powers: Amazing Save +4 (Will; Extras: Damage, Fortitude, Reflex; Source: Training; Cost: 4 pp; Total: 16 pp), Energy Control: Gravity +16 (Extras: Disintegration, Energy Blast, Flight, Force Field, Telekinesis (Extra: Grapple); Source: Mutation; Cost: 8 pp; Total: 128 pp), Super-Charisma +4 (Extra: Intimidating Presence; Source: Training; Cost 3 pp; Total: 12 pp)

BLOOD QUEEN (Angirasa Srivastava)

Background: Angirasa is the child of a rakshasa and a human sorceress. Bred as a human-demon hybrid familiar to enhance her mother's own power, Angirasa soon rebelled and killed her mother by black magic. For a number of years she moved through Calcutta's mystical underground, using her magic to enrich herself and improve her general situation. She became a feared shadowy



figure, a sorcerous assassin, a shapeshifting spy, a temptress who promised paradise but delivered only damnation in the end... then she disappeared. Many still talk of her, but only a very few know that Angirasa had decided to reinvent herself and move on to working her evil on the world at large.

Concealing herself via sorcery, she attended university in New Delhi and in London, earning an advanced degree in human psychology. Aided greatly by her spells to read minds, she set up a psychologist's practice in New York City and for some years she toyed with human lives at random, enhancing barely-existing fears to suicidal proportions, creating horrific memories of abuse then watching as the patient took bloody "vengeance" on innocents, or simply ruining lives by various means of temptation. She delivered many, many souls to her dark masters during this time and eventually she came to Hammond King's notice.

King came to visit her with the Blood Knight in attendance, to provide him with sufficient mental protections against what he thought was a simple telepath. Angirasa sensed a means to further her aims in the world and accepted a position on the Council at once. Since then, she's revealed the magical nature of her powers to King but neither the full extent nor their origin.

Quote: I can find a use for you...

Personality: It's said that no villain sees himself as evil. Angirasa is the exception that proves the rule. She stands completely against the ideas of civilization, progress, kindness, and love. She in fact actively and knowingly works to destroy such concepts as well as tempts others down the road to evil. Unlike the others that may be in the Cadre for power or money, she sees it as a way to serve Evil Itself. All of her suggestions and hints carry some form of dark intent, or serve one of her many plots.

Appearance: Angirasa is a tall and beautiful woman with short black hair, black eyes and a generally Indian cast to her cold features. She sometimes appears with strange white tattoo-like marks graven into her skin, a thing she has yet to explain to the others. Her costume, when she wears it, consists of a bodysuit the color of dried blood, black markings and belt, a black poncho-like cape, and black boots. Her mask consists of a white bone-colored facemask covering her eyes, and projecting in points down over the tops of her cheeks, suggestive of fangs.

Powers and Tactics: The Blood Queen is a sorceress of astounding skills. She commonly manifests powers and spells that deal with coercion and pain, and uses them to break her enemies. Her deep study of magic makes her incredibly versatile. Many times she will spend a VP to add the Memory Alteration extra to her Telepathic spells, so that she can rewrite the lives of heroes on the fly; another favorite tactic is to VP for the Portal Extra to her teleport magics; she often ferries the entire team to safety this way, or disposes of useless human fodder.

Campaign Use: Angirasa is Pure Evil. The others have various motivations but hers is the only pure one. She wants more evil in the world and will stop at nothing to meet that goal. In many ways, this makes her the most dangerous Council member.

Blood Queen: PL19; Init +2 (Dex); Defense 22 (+10 Base, +2 Dex); Spd 30 ft (Teleport 85 ft); Atk +14 Melee (+17L, Energy Field (Black Fire)), +16 Ranged (+17L, Energy Blast (Kinetic)); SV Dmg +6 (+23 Force Field), Fort +6, Ref +6, Will +10; Str 11, Dex 14, Con 13, Int 18, Wis 18, Cha 15.

Skills: Concentration +14, Knowledge (Magic) +14, Science (Psychology) +9

Feats: Immunity (Aging), Indomitable Will, Iron Will, Mystical Awareness, Photographic Memory

Powers: Amazing Save +4 (Will; Extras: Damage, Fortitude, Reflex; Source: Mystical; Cost: 4 pp; Total: 16 pp); Gadgets +10 (Cost: 1 pp; Total: 10 pp); Sorcery +17 (Spells: Energy Blast, Energy Field (Fire), ESP, Flight, Force Field, Healing, Immunity, Incorporeal, Invisibility, Mental Blast, Mind Control, Shapeshift, Telepathy, Teleportation; Power Stunts: Extra Spells (7); Source: Mystical; Cost: 7 pp; Total: 133 pp)

OBSIDIAN BISHOP EDMUND HAVENS

Background: Lisa Morris, owner of the White Pines Vacation Lodge in the Adirondacks, was on a camping trip when she saw a shooting star fall very close to her campsite. Setting off through the woods, she soon came upon the charred streak the meteorite had dug into the earth. She investigated the still red-hot lump when it cracked open. That's the last thing she remembers until waking up in a hospital bed weeks later. The doctors informed her that she'd been found suffering from exposure by a forest ranger and they wanted to keep her and the baby under observation for a couple of days more to make sure everything



was OK. Baby? She asked. Oh, yes. Well, of course she knew that she was three months pregnant, didn't she?

Test after test showed the fetus was developing normally so eventually Lisa came to accept that somehow the ranger was to blame for her condition. She went back to work and tried to deal as best she could with the entire bizarre set of circumstances. A week later, in the middle of the night, she felt a tearing pain in her belly and screamed for someone to help her. Two guests responded to the cries only to be met at the door and told to go back to bed. Everything was fine; she'd just seen a possum on the window ledge. The guests shrugged and left, then "Lisa" closed the door and resumed consuming the body of its mother.

The meteor Lisa Morris discovered was in truth an egg, which released an alien parasite. It took up residence in her body, duplicating a human fetus in order

to feed from her until it was time to create a body of its own from her biomass. The parasites are called "X'hu," "The Devourers." They go dormant in conditions of extreme cold, and then re-emerge to feed and feed until they enter a breeding cycle. Then they lay a clutch of gelatinous eggs, the outer coating of which hardens into a near-impervious shell, keeping the egg alive for millennia if needed. The egg Lisa Morris found had sped through interstellar space at near light speeds for decades after Galactic Patrol fighters destroyed an infested star-freighter in the belief that the parasites aboard had not entered their breeding cycle yet.

The thing kept up the pretense of being Lisa as long as it could (a few days, ending in an orgy of death and feeding), then went out into the world to seek experiences. It wandered with little purpose for years before settling on the form of a young college boy who took the wrong shortcut home one day. It took the man's name, Edmund Havens, and assumed his life. He'd just arrived at university, so no one knew what to expect of him. He attended classes, talked to "mom" on the phone, and in general absorbed ideas of what it was to be human. This went on for three years, Edmund severing contact with his "family" so that his disguise could not be revealed. The Cadre found Edmund when he became mixed up in a covert operation and revealed his abilities. King liked what he saw and recruited the shapeshifter to become the Council's chief covert operative.

Quote: I like your shape.

Personality: Edmund really doesn't have anything that resembles a human personality. He seeks out experiences, which can be good or bad things, depending on various viewpoints. He doesn't like to repeat himself much, but will if some new "thing" can be found in an old experience. He does enjoy toying with humans before killing them; he prefers to elongate his arms into serpent-like shapes, then apply his chokehold and watch life slowly leave a person's body. The process fascinates him and consumes his interest for as long as

it lasts. He has to eat about once a month, and prefers to stalk students from the university he still attends. If not, the Council provides food for him in the form of disloyal employees.

Powers and Tactics: The Obsidian Bishop's body is a superplastic organic substance that resembles undifferentiated cellular matter save for its obvious polymorphic properties. With brief concentration, Edmund can look and dress like anyone at all, even an animal or inanimate object. He's perfectly identical to that object, though telepathy will easily reveal him. He has an instinctive hatred of mind readers and will try to kill them if he can. Like all of his kind, Obsidian Bishop is vulnerable to cold and ice. If confronted with such things, he will often retreat.

Appearance: His base appearance is a stunningly handsome black youth of about 20, with a long-muscled swimmer's body. At a whim he can change any feature he wishes, becoming scaled, growing wings, creating clothing, anything. In combat, his body often becomes very "plastic": new limbs will erupt as needed, sanity-snapping shapes and alien organs rising up from and sinking into his flesh. If somehow forced into its alien form, Edmund becomes a gleaming white sphere about two feet across, the gelatinous skin transparent enough to hint at swirling depths within.

Campaign Use: The Obsidian Bishop is almost the ultimate mole. Only his lack of some method for duplicating a target's thoughts and memories keeps Edmund in check as far as Archangel is concerned. Of all the members of the Cadre, Edmund frightens them the worst due to his power and utter unpredictability.

Obsidian Bishop: PL16: Init +2 (Dex); Defense 15 (+3 Base, +2 Dex); Spd 30 ft (Fly 80 ft, Swim 80 ft); Atk +6 Melee (+18L, punch) +6 Ranged; SV Dmg +5, Fort +5, Ref +2, Will +2; Str 15, Dex 15, Con 20, Int 14, Wis 15, Cha 16.

Skills: Disguise +20, Escape Artist +18, Intimidate +10, Languages (Pick 3).

Feats: Chokehold, Durability, Extra Limb, Power Attack, Surprise Strike.

Powers: Elasticity +16 (Extras: Protection; Natural Weapon; Shapeshift (Extras: Continuous, Exact, Movement)); Snare (Flaw: Range is Touch); Source: Alien; Cost: 11 pp; Total: 176 pp)

Weakness: Vulnerable: Energy Type: Cold

BLOOD KNIGHT (RICHARD YORK)

Background: Richard York is the son of Arthur and Linda York, well-known socialites and mainstays of New York City's upper-class party scene. Richard himself grew up in the classic "too much money and too little responsibility" mold. By 14 he was bored and moody, until his mutant abilities started to kick in. At first he was simply a telepath, which was enough for Richard. He found he loved to pry into secrets and used his abilities to make himself quite a lot of money with blackmail. When he was 18, one of his victims managed to make the connection and found out who was blackmailing her. She shot Richard seven times, the final bullet going right between his eyes, then she shot herself.

He lived, but spent almost a decade in a deep coma. His parents gathered the finest surgeons their money could buy, but few could offer any hope until James Hardwick. Hardwick, of the Royal College, was a Cadre informant who recognized in Richard his opportunity to retire wealthy. He sold the medical records to the Cadre and was paid quite handsomely for finding a vulnerable and moldable telepath. King dispatched the Blood Queen to New York to act as Hardwick's "nurse" during the operation. She healed Richard, and found that the damaged brain tissue resulted in Richard gaining tremendous telekinetic potential. She re-wired a few memories while she was at it, and Richard emerged from the coma thinking he owed his life to King. Soon he was inducted into the Council's ranks



Quote: I'll see you dead for that.

Personality: Richard is a coward at heart, though he is totally unable to recognize this fact. He is amoral and jaded. Having "seen it all," the only entertainment left to him is on the outer fringes of human behavior. He enjoys using his powers, and revels in causing mass chaos and confusion, simply for the diverting uncertainty of the situation. Almost all of his powers work at a distance and he tries to stay as far from actual danger as he can. If wounded to more than half his hits, he will leave as soon as he can, abandoning whatever plans he has and any teammates except King. He is a snob, professing to enjoy the "finer things" and looking down on anyone who does not share his interests. He does not mesh well with the rest of the Council, and some say that he'll be replaced if King can find another powerful psi to join him.

Powers and Tactics: Richard is a powerful and versatile telekinetic. He can move tons of material with his mind alone, fly at super-sonic speeds, and create malleable constructs of pure mental energy that he uses as weapons. All his effects show up as brightly glowing neon-blue geometric figures or fields. Unknown to many, he is also a low-grade telepath who uses his power to plant false information in informants or extract secrets from those who meet with the Council.

In combat, Blood Knight surrounds himself with a force field, then uses flight to rapidly move around the battlefield and keep himself at a distance from others. He will drop down to wounded or stunned allies and cover them with his deflector shield, then move them to safety. On the attack, he uses bolts of mental force to smash at enemies. Weak or susceptible enemies find themselves snared or suffocating to death under a clinging field that covers them like plastic wrap. He will also maintain “mental radio” communication between the principles of a mission, enabling an inhuman level of coordination and communication.

Blood Knight prefers to keep above the battlefield. He hates to touch others directly, and despite his significant protections he fears for his own safety as well. In all matters, he protects himself first, regardless. No mission is worth getting laid up in the hospital and he will “pull the plug” very quickly on a mission that goes bad.

Appearance: Richard is a handsome man of 30, of British ancestry though his family long ago emigrated to America. He's got sandy brown hair, calm brown eyes, a lithe and smoothly muscled build that bespeaks of an active lifestyle. Out of costume, he'll usually be dressed in conservative blue or brown business suits of the finest materials. In costume, he wears a long-sleeved crimson tunic, black loose pants held up with a red belt and tucked into multi-strap crimson boots. His gauntlets are black as is the domino mask he wears.

Campaign Use: Richard is a puppet who doesn't realize it yet. He does as he's told and otherwise stays out of things.

Blood Knight: PL15; Init +1 (Dex); Defense 15 (+4 Base, +1 Dex); Spd 30 ft (Fly 60 ft); Atk +9 Melee (+1S punch) +9 Ranged (+12S, Energy Blast – Telekinetic Force); SV Dmg +2 (+14 Force Field), Fort +6, Ref +1, Will +15; Str 12, Dex 13, Con 14, Int 16, Wis 17, Cha 10.

Skills: Computers +4, Languages (Pick 3), Medicine +5, Profession (Medical Doctor) +4.

Feats: Aerial Combat, Heroic Surge, Rapid Strike

Powers: Amazing Save +4 (Fortitude, Source: Training; Cost: 1 pp; Total: 4 pp); Telekinesis +12 (Extras: Flight (Extra: Passengers), Force Field (Extras: Affects Others, Force Attacks, Mental Shield), Grapple; Stunts: Super-Flight, Suffocate, Snare; Source: Psionic; Cost: 10 pp; Total: 126 pp); Telepathy +5 (Extras: Group Mind, Memory Alteration; Source: Psionic; Cost: 4 pp; Total: 20 pp)

OBSDIAN ROKK (amanda yeoh)

Background: Amanda Yeoh was a low-level researcher in a Cadre-owned Kowloon genetics lab. She'd risen to the top of her pay grade and was stuck in a middle-management position that gave her no chance of advancement or recognition. Deciding to do something about it, she stole the work of a subordinate and presented it as her own while simultaneously carrying on an affair with the much younger (and married) man. The process (a means of combining inorganic and organic matter together) proved revolutionary, and when testing was completed news of the discovery reached the Council. Summoning Amanda to Base Prime, the Council wanted a demonstration.

Amanda panicked; she had no real understanding of the process and her entire deception was about to be revealed. In desperation she decided to bully her young lover into creating a test serum to duplicate



the effects the Council wanted to see. Realizing how he'd been manipulated for the past couple of years sickened the young man, but still he seemed to comply. He created a template retrovirus serum to create a “basilisk,” a melding of stone and lizard biomass. Secretly he added additional encoding that would cause the serum to change to an aerosol. He waved to Amanda as she boarded the shuttle to Base Prime, then went back to his lab and hung himself.

Amanda made her presentation at Base Prime, going over the basics of the process in an executive review, and then making her demonstration. Uncapping the retroviral agent, she was engulfed in a cloud of viral messengers that began to rewrite her DNA based on her lover's hard-coded instructions. Her screaming, writhing form was instantly quarantined by the base security systems. Cadre scientists settled down to study the transfor-

mation. It took a week and the pain came very close to driving Amanda insane, but eventually the changes stopped. Instead of the beautiful form she once had, now she was a misshapen silicon-based creature from nightmare. Despite her previous behavior, her new paranormal form offered many advantages to Cadre and the Council. King offered her a position as enforcer and she accepted.

Quote: Time to die, pretty boy.

Personality: Amanda's anger has blossomed into full-blown psychotic rage since her transformation. She has a hair-trigger temper, but her rages pass almost as soon as they come. Before, she was paranoid and oddly meticulous. Both were an outgrowth of her fear of punishment. Now that fear is completely gone and she believes herself invulnerable. She will not hesitate to wade into the thick of combat, often choosing to fight the most dangerous hero she can find. She places no value at all on human life and is unmoved by carnage on the largest scale. Of all the Council, she is the most likely to kill for the sheer pleasure of it. She will threaten heroes with killing bystanders and the heroes teammates and is not above giving a casual demonstration.

Powers and Tactics: Obsidian Rook uses her size and strength to fair advantage, though she is by no means a tactician. She follows orders and only occasionally comes up with a plan of her own. She'll use her tremendous size to provide cover for others, or to terrorize innocent bystanders into panicking. Rarely does she work alone; she prefers to have at least one other Council member with her, or a squad of Rooks. She makes good use of her environment, often resorting to improvised weapons like phone poles, streetcars, building facades, etc.

Appearance: Before her transformation, Amanda was a petite 35-year-old Chinese woman whose looks had matured from merely pretty to quite striking. Since the "accident" she is fourteen feet tall, roughly eight feet wide, with a 4,000-pound

form that could be called a melding of human and reptile. Her neckless head melds directly to her shoulders. The long arms end in brutish three-fingered hands studded with razor-sharp hooks and blades. A long tail trails behind her, slender and whip-like; it ends in a series of stegosaurus-like fins and plates, and is actually prehensile. Her skin is obsidian (volcanic glass) laid down in overlapping scale-like plates that grate against each other as she moves with an eerie quasi-chiming noise.

Campaign Use: Amanda hits things and does as she's told.

Obsidian Rook: PL14; Init +3 (Dex); Defense 18 (+6 base +3 Dex, -1 Size); Spd 40 ft; Atk +10 melee (+18S/+14L, Unarmed) +8 ranged; SV Dmg +6, Fort +6, Ref +3, Will +5; Str 20, Dex 16, Con 18, Int 12, Wis 10, Cha 15.

Skills: Knowledge (Cadre) +4, Science (Genetics) +6, Intimidate +18

Feats: Durability, Extra Limb (Tail), Great Fortitude, Immunities (Energy: Fire, Exhaustion, Pressure, Starvation, Suffocation), Power Attack, Rapid Strike, Toughness

Powers: Alternate Form: Solid (Obsidian) +9 (Extras: Leaping, Shockwave, Quills, Continuous. Stunts: Lethal, Lifting and Lifting; Flaws: Permanent; Source: Super-Science; Cost: 8 pp; Total: 78 pp); Amazing Save +5 (Will, Source: Training; Cost 1 pp; Total: 5 pp); Growth +4 (Extra: Continuous; Flaw: Permanent; Source: Super-Science. Cost: 6 pp; Total: 24 pp)

BLOOD ROOK (Jamie King)

Background: Jamie King is the result of his father's experiments. Quick-grown from a fetus to three years old and implanted with most "culturally relevant" knowledge, Jamie was allowed to grow normally from that point on through he'd "lose time" as King ran tests and did more experiments. King's goal in Jamie's almost unique mutation is unknown, but



surely serves some foul purpose. Billions have been spent on Jamie, whom King sees as a walking lab specimen.

Jamie was homeschooled for the greatest part of his life, only attending class with others after he turned 13. He made no friends and several enemies. Now 17 years old, he's been taken out of school and transferred to a private tutor again at Base Prime. He spends most of his time there, now, studying and training to use his powers, another weapon in his father's arsenal.

Quote: I don't want to do this, but it's necessary.

Personality: Jamie has little in the way of a visible personality. He does as he's told because that's the way things have always been. He meekly accepts both punishment and reward with equal, quiet study. Some find this too odd to deal with and have nothing to do with him. Others try to draw him out of his

shell, but it does little good. Angirasa's mental conditioning has basically shaved the sharp corners off his growing personality, part of her own experiments in making pliable soldiers who are not mindless drones.

Powers and Tactics: Jamie's power is too bizarre to be deeply studied; few had any ideas of what he'll be capable of as he grows. Jamie's role in any operation is scout and recon; he changes into his Swarm form as soon as he can and flies around to see what he can see.

Appearance: Jamie is a good-looking youth of 17, with coal-black hair, and blue eyes, a nicely-toned body and clear skin. He looks like the kid next door or the earnest freshman working his way through school. In costume he wears a red domino mask, black biker-cut short-sleeved unitard, red short gloves, and red short boots. In his swarm manifestation he looks like a dense cloud of crimson wasps that form somehow-disturbing shapes in the air.

Campaign Use: Jamie is the cipher on the rare occasions when he might appear as part of a major Cadre operation. If the PCs meet Jamie, it'll be as Jamie, usually, when he goes to the campaign city for vacation, training, shopping, or whatever.

Note: Blood Rook makes use of the Swarm power from page 29 of Power Corrupts. If you don't have access to that product, use Alternate Form: Semisolid in its place; the point costs for Jaime are the same.

Blood Rook: PL13; Init +3 (Dex); Defense 16/20 (+3 base, +3 Dex); Spd 30 ft (fly 65 ft); Atk +5/+8 melee (+13L, unarmed), +7/+11 ranged; SV Dmg +6, Fort +8, Ref +7, Will +5; Str 13/9, Dex 17, Con 15, Int 13, Wis 12, Cha 13.

(Numbers after slash indicate Swarmed state.)

Skills: Knowledge (Culture) +4, Spot +6, Listen +4

Feats: Dodge, Great Fortitude, Immunity (Poison), Power Immunity (Swarm)

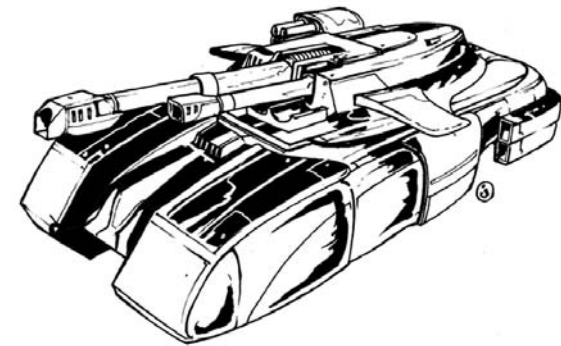
Powers: Alternate Form: Swarm +13 (Extras: Natural Weaponry, Flight, Regeneration (Extras: Regrowth, Back From The Brink)); Stunts: Diminutive, Solo Formation, Swarm Speech; Source: Mutation; Cost: 8 pp, Total: 110 pp); Amazing Save +4 (Damage, Extras: Fortitude, Reflex, Will; Source: Mutation; Cost: 4 pp; Total: 16 pp); Corrosion +13 (Source: Mutation; Cost: 1 pp; 13 pp); Super-Senses +3 (Source: Mutation; Cost: 2 pp; Total: 6 pp)

III. SPECIAL EQUIPMENT

Typical cadre vehicles and constructs.

Havoc Hover Racers: Huge Ground Vehicle; Spd 8 (40 ft Tactical Speed) 256 mph (Base Travel Speed) (8 pp); Hardness: 5; Crew Armor +2 (2 pp); Skills: None; Feats: Darkvision, Detect (Radar), Radio Broadcast, Radio Hearing (4 pp); Vehicle Armor +2 (2 pp); Anti-Personnel guns (+5 Lethal Weapon; Extra: Multifire; Flaw: Full Effect; Cost: 5 pp). Total Cost: 21 pp

Havoc Hover Racers are very speedy and vulnerable transports designed for quick insertion into a battlefield or a quick extraction of personnel. They are small troop and supply transports for the most part, relying on their amazing speed to keep away from harm. They are quite flimsy when compared to other transports, and their pilots have a well-deserved rep for being a little crazy.



Blitzkrieg Battle Tank: Gargantuan Ground Vehicle; Spd 4 (20 ft Tactical Speed) 16 mph (Base Travel Speed); Hardness: 9 (Extra: Impervious; Cost: 2 pp; Total: 18); Armor +9 (Extra: Impervious; Cost: 2 pp; Total: 18 pp); Skills: None; Feats: All-Out Attack, Darkvision, Radio Broadcast, Radio Hearing, Immunity (Suffocation, Energy: Cold, Energy: Fire)(Cost: 14 pp); Main Gun (+10 Lethal Weapon; Stunts: Far Shot, Penetrating x 2; Cost: 2 pp; Total: 26 pp); Rocket Launcher (+10 Lethal Weapon; Extra: Area, Autofire; Stunts: Penetrating x2; Flaw: Uses—8; Cost: 3; Total: 34 pp) (Total Cost: 110 pp)

The Blitzkrieg is the main battle tank of the Cadre forces. It's used in major operations or for the intimidation factor. It's quite large and slow but its main gun is devastating. The tank itself has one large main gun mounted on the top and a little to the left. A rocket launcher is placed on the right side of the rotating turret.

Knightcrawler: PL3; Init +3 (Dex); Defense 17 (+3 base, +3 Dex, +1 Size); Spd 45 ft; Atk +0 melee (+0S unarmed), +6 ranged (+3L steel darts); SV Dmg -1, Fort -1, Ref +3, Will +0; Str 5, Dex 16, Con 8, Int 12, Wis 10 Cha 10.

Skills: Search +3, Demolitions OR Disable Device OR Computers +4, Spot +2

Feats: Radio Hearing, Radio Broadcast



Powers: Shrinking +3 (Flaw: Permanent; Source: Super-Science; Cost: 1 pp Total: 3 pp); Telescopic Sense (Sight) +3 (Extra: Extra Sense: Hearing; Source: Super-Science; Cost: 2 pp Total: 6 pp); Running +3 (Source: Super-Science; Cost: 2 pp, Total: 6 pp); Weapon +3 (Source: Super-Science; Cost: 1 pp; Total: 3 pp)

Knightcrawlers are small intelligent mechanical devices that are used for spying, infiltration, bomb-setting, and other missions that require small and stealthy operatives. Small slivers of human fore-brain material, enough to maintain a low degree of conscious thought and independence of action run the Drones. They look like small spiders made of matte-black metal, with eight glowing orange eye-studs. They are designed for spy missions and covert assassination. The steel dart projectile weapon uses a magnetic rail-gun effect to launch silent darts at unsuspecting victims.

Deathmate Robots: PL11; Init +2 (Dex); Defense 15 (+3 base, +2 Dex); Spd 30 ft; Atk +13 melee (+12S unarmed), +13 ranged; SV Dmg +11, Fort -, Ref +2, Will +1; Str 15, Dex 15, Con -, Int 5, Wis 12, Cha 10. Hardness: 11.

Skills: Intimidate +14

Feats: Amphibious, Darkvision

Powers: Super-Strength +10 (Extras: Energy Blast: Electrical (Extra: Explosive Effect); Source: Super-Science; Cost: 6 pp; Total: 60 pp); Regeneration +5 (Source: Super-Science; Cost: 2 pp; Total: 10 pp); All Immunities (Total: 20 pp)



Description: Deathmate robots are quasi-intelligent constructs built around a thick titanium “spine” that contains human brain material for its central processor. A lighter humanoid framework surrounds this, built on an open plan to accommodate any modifications made. Most Deathmate machines are used for terrorist operations. They’re made to look as horrifying as possible, with large spines, claws, blades, and glowing red eyes set in animal-skull-like head-housings. They are all terribly strong and tough, plus they come equipped with lightning bolt generators for devastating energy blasts that are also going to strike terror into the populace. Deathmate robots can also survive and move quite fine underwater; they are Base Prime’s main line of defense for this reason.

OPEN GAME LICENSE VERSION 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute. 11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Mutants & Masterminds RPG, Copyright 2002, Green Ronin Publishing; Author Steve Kenson

Power Corrupts, Power Corrupts 2 Copyright 2003; The Cadre Copyright 2004, Louis Porter Jr. Design, Inc.

NEED MORE VIOLENCE???



Find it at RPGNow.com

The best place to get Haven: City of Violence online PDF Sourcebook and Adventures