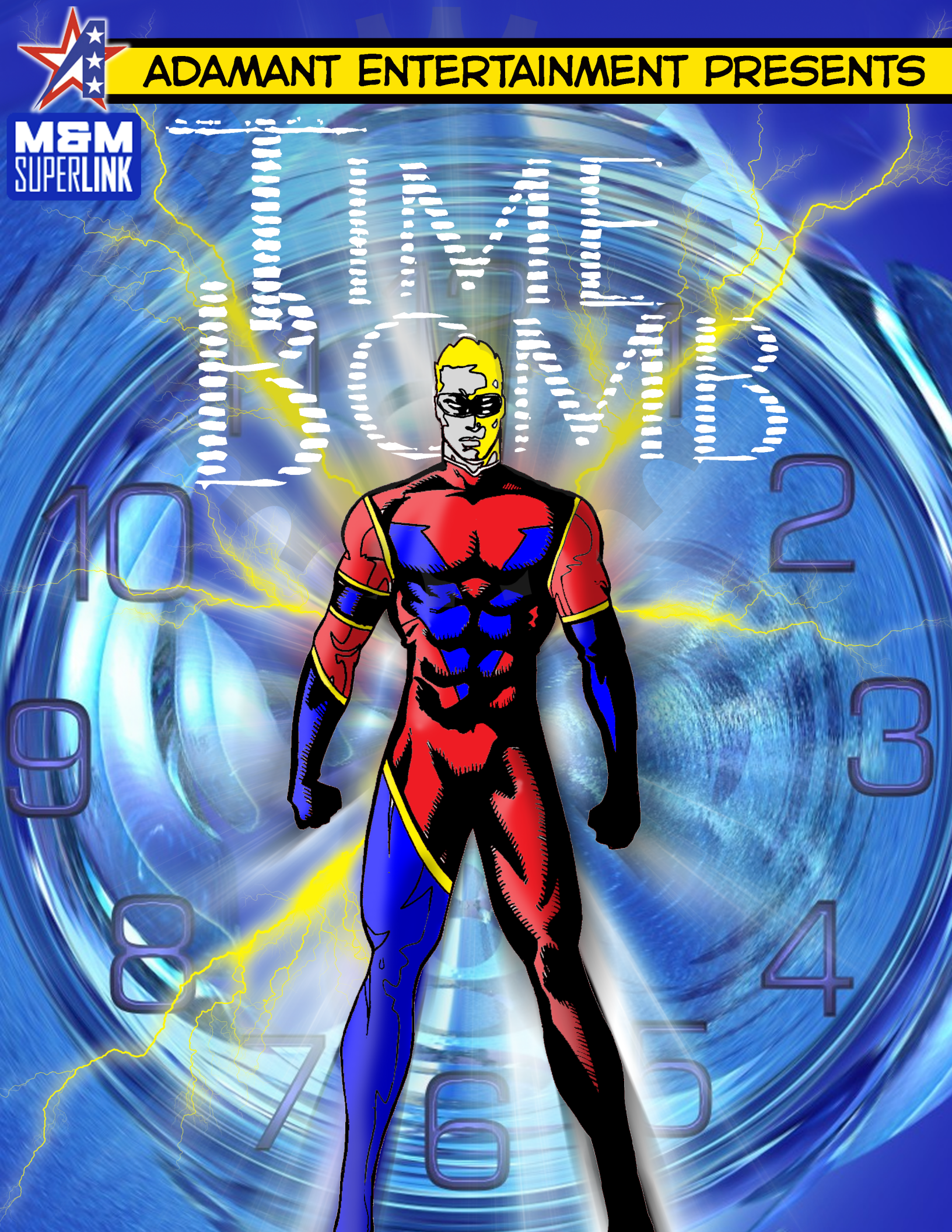




ADAMANT ENTERTAINMENT PRESENTS

M&M
SUPERLINK





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INTRODUCTION



Time Bomb is an **M&M Superlink** adventure for three-five heroes of 10th level in a standard four-color campaign setting. As this adventure is designed to plug into any campaign setting, **Time Bomb** includes modular notes on tailoring the adventure for insertion into an ongoing campaign. Game Masters are encouraged to read through the entire adventure and adjust it for their particular campaigns. It is very possible that Episode Four will be played before Episode Three.

BACKGROUND

The Republic of Turrannia and its leaders have always been bluntly vocal about the evils of imperialism and capitalism (although it's no friend to communism either). Whenever a "western power" suffered ill, be it a terrorist attack, force of nature, or major accident, the Turrannian President was always leading cheers. If not for its precious resources, the rest of the world was content to overlook the extreme remarks and threats. ...and then Turrannia announced that it developed nuclear weapons.

There was an outcry around the world. Turrannia's neighbors feared invasion while other nations feared suitcase bombs. The United Nations went into action, trying desperately to get Turrannia's assurance that it would not use its nuclear weapons. Turrannians feared that America and its allies would use the nuclear announcement as a pretext to invasion. The world tensed.

Finally, the American President offered an olive branch. He offered to meet the Turrannian President in an American city and discuss ways to reach an understanding. For the first time in decades, America was opening full diplomatic relations with Turrannia. To everyone's surprise, the Turrannian President accepted.



After three tense days of negotiations, the two presidents walked into the conference hall of a city hotel to announce a new understanding between the nations. As the American president elaborated on the details, the entire world breathed a collective sigh of relief.

And then a hero suddenly appeared and assassinated the Turrannian President.

Within days, world tensions reach the breaking point. A suitcase bomb is triggered in the assassin's home city, signaling the start of full-scale nuclear war. Within hours, what is left of the world struggles to survive in an increasingly toxic atmosphere. Mankind is on the verge of extinction, and there is little that can be done to stop it.

But there is hope.

Almost two years after the bombs dropped, a Super-scientist has developed a rudimentary time machine. There's only enough power for a single window to open for a few minutes. A few of the world's remaining heroes (and a villain or two) volunteer to go back in time and prevent the assassination by eliminating the hero that performed it.

Unfortunately, that hero is one of the Player Characters.

ADVENTURE OVERVIEW

Time Bomb is divided into four episodes. The PCs must stop the master plan of the Shepherd, who hopes to provoke a nuclear war.

In **Episode One**, the heroes stop a bank robbery, only to be attacked by the Hit Squad from the future. Apparently, one of the PCs (the "marked hero," see below) assassinated a foreign president and started a war. The episode ends with the PCs finding a PDA from the future.

In **Episode Two**, the heroes use the information on the PDA to track down Red Bolt, a former associate of the Shepherd. The marked hero's relative, on orders from the Shepherd, makes his or her move.

In **Episode Three**, the PCs must stop the Shepherd's plan to assassinate the Turrannian President.

In **Episode Four**, the PCs take the battle to the Shepherd, confronting him in his satellite station.

CHOOSING THE MARKED HERO

Before running this adventure, the GM will have to decide which player character assassinated the President of Turrannia. This hero is referred to as the "marked hero" throughout this adventure. Almost any hero would work, providing that they have a relative that can get into trouble and that the hero is able to be mind-controlled.

For the purpose of this adventure, a "relative" is any non-super close associate of the marked hero. Examples include blood relatives, spouses or significant others, or simply very good friends. This relative should be able to get close enough to the hero on the night before the assassination.



The Shepherd will prepare the relative through an exercise or wellness program, such as a gym, health club, or “soft” martial arts school (the emphasis should be on inner discipline, not butt-kicking). During meditations, the Shepherd has been mentally contacting and conditioning the relative in order to prepare them for the exact moment when he will strike at the marked hero.

The Shepherd's plan was contingent on the marked hero being in the dark about it. Once the Shepherd realizes that the marked hero is on guard, he will go to his “Plan B.” The Shepherd has been conditioning more than one subject in case he needed to use a different hero. This could be a relative of another PC, or an NPC hero. This depends on how early the PCs catch on to what is happening. If the PCs isolate the marked hero early on, but have yet to uncover the scheme, then the Shepherd might chance using a relative of another PC. If the PCs have gotten wise to the scheme, then the Shepherd will move on to a different hero.

Obviously, as the Shepherd's plans change, so does the information on the PDA (see “Changing the Future” in Episode Two).

SEEDING THE PAST

GMs may wish to foreshadow events in this adventure by adding elements to previous adventures. This will allow for a more natural flow of events and may help to keep players from anticipating key plot points.

The Republic of Turrannia is a new nuclear nation with an aggressive leader. GMs can reinforce this in earlier adventures through newscasts and political speeches. The players should feel that, unless the situation is diffused, the Turrannian President is ambitious enough to start a nuclear war.

The marked hero's relative should be enrolled at the place where he or she is recruited. Crafty GMs may wish to make that location an integral part of an earlier adventure to throw the players off the scent. There is no need to continually drive home the point that the dependent regularly visits the location unless it's a natural part of the previous adventures. (“Dinner tomorrow night? Sure, but can we make it after 7? I have my Tae Kwon Do class after work”).

WHY TURRANNIA?

The premise of *Time Bomb* rests on a diplomatic breakthrough between the United States of America and Turrannia. The author has chosen to use a fictional nuclear country for a variety of reasons.

First, there is a long history of fictional nations in the comics, including Genosha, Madripoor, Kasnia, Latveria, Qurac, and Wakanda. Using a fictional nation enables a Game Master to tell stories without being contradicted by actual world events.

Second, individual campaigns may take place in earlier or later eras. Turrannia may be replaced by any appropriate real world nation that suits the campaign. For example, a campaign set in the “Silver Age” may substitute the Premier of the Soviet Union for the President of Turrannia.



EPISODE ONE: PREVENTATIVE MEASURES



EPISODE OVERVIEW

This episode takes place roughly a day before the assassination of the Turrannian President. The Hit Squad have chosen a time and place where they know the "assassin" will be, based upon a story in the news media. As a result, the PCs will probably have just thwarted a crime in the city. While

a sample crime is offered below, GMs are encouraged to devise a crime of their own, using villains from their own campaign. This episode could take place immediately following a previous adventure.



THE CRIME

Two super-criminals, the Grave Robber and Jump Start, have joined forces as “the Puppeteers” to commit bizarre crimes. On this particular day, Jump Start has sent two vehicles populated by Grave Robber’s zombies to rob a bank. Luckily, the Heroes are on hand to prevent this dastardly scheme.

Unfortunately, the Puppeteers picked a bad day to rob this particular bank. Just across the street, an old department store that was a city landmark for over a century is closing its doors for the last time, attracting a lot of press. All of these cameras and news anchors are on hand to record and transmit the heist in action. Regardless of how the heroes handle the situation, they are bound to be headline news.

HIT SQUAD FROM THE FUTURE!

With so many media outlets on hand, news reporters will attempt to interview the heroes. If any heroes, especially the marked hero, take the bait, then the Hit Squad will take this opportunity to attack. If not, then the Hit Squad can be presumed to be laying in wait to attack at the earliest convenient opportunity. The Hit Squad doesn’t need to confront the heroes’ team all at once; they are wise enough to know that if they attack one hero, the rest will come to the rescue.

As explained in **Appendix One**, the GM should feel free to construct a Hit Squad from existing heroes and villains in his own campaign. A sample team is provided in the event the GM needs it, and the sample characters can be used piece-meal to fill out a roster. The Hit Squad has traveled back in time through a “Time Projector,” a rudimentary time machine that only has enough power to send the group back for a few minutes. The Hit Squad is bathed in temporal energy that will snap them back to

where they belong when the time is up.

While the Hit Squad is on a desperate mission, they will still act according to their personal beliefs. Future heroes will try to limit collateral damage; they may even treat the marked hero’s allies with kid gloves. Future villains will run rampant, feeling righteously justified. Regardless, a few rounds of battle are called for before anyone can appeal to rationality.

OLDER HERO VS. YOUNGER HERO

Sinister GMs may wish to make one (or more) of the Hit Squad an older version of one of the PCs. This is particularly effective if the chosen PC has some sort of grudge or rivalry against the marked hero. This way, the hero from the future can berate the marked hero with insults, as he has affirmation that the marked hero really was up to no good. This can add some spice to the scene.

GMs can also use this opportunity to impart a lesson on the chosen hero. Perhaps the hero has been a little careless about worrying about bystanders; his future self mows through a crowd with an assault rifle just to get at the marked hero. Or perhaps the hero is debating whether to go public with his identity; her future self found her entire family lynched because of her association with the marked hero.



During the battle, the PCs may attempt to appeal to the Hit Squad's sense of justice. Obviously the marked hero hasn't done anything yet, and isn't even aware that he's going to commit the crime. It's morally wrong to convict someone before they've actually committed the crime, since there's still a chance that the marked hero won't go through with it. Hit Squad members that argue that the marked hero already has will have a hard time defending their position being that they came back in time to change it.

One of the strongest arguments in the Hit Squad's favor is a Personal Data Assistant (PDA) that one of the Hit Squad is carrying. Even if the marked hero assures the Hit Squad that he would never perform an assassination, the PDA still indicates that he will. However, the information on the PDA changes slightly to include a battle with the Hit Squad the day before. If the PCs can assure the Hit Squad that they will investigate and ensure that the Turrannian President will not be assassinated, then the Hit Squad will relinquish the PDA (or transfer the contents) to the PCs. The Hit Squad hopes this information will aid them.

Regardless of the outcome, the Hit Squad will fade away after a few minutes. Unless the PCs have the PDA (or some information gleaned from the Hit Squad) then they will have to keep an eye on the marked hero in Episode Two.





EPISODE TWO: WHY DID HE DO IT?



This episode is designed to get the heroes the information they need to prevent the assassination and discover the location of the Ark. The GM should take care to plot this episode in the most dramatic way possible; the heroes have only a limited time to research and prevent the assassination.

TOMORROW'S NEWS

The future PDA does contain some interesting news fragments. Some of these fragments have clues and leads embedded in them.

1. There are a number of news clips that record the assassination. Basically, the two presidents are standing at podiums in a hotel reception hall to announce the new understanding and the marked hero approaches and assassinates him.

The exact circumstances should be tailored to the marked hero's powers and methods. The marked hero then makes his escape. The clips end.

2. In an announcement dated four days after the assassination, one of the marked hero's friends (another PC) informs the public that the marked hero has been captured and is being held until the local authorities prepare a secure facility. When asked why the marked hero did this, the friend mentions that all the marked hero would say was, "the Shepherd must purge the world for his flock."

3. A saved webpage from a news site announces that the marked hero's city



was destroyed when a nuclear device exploded within the city. The time is three hours after the friend's interview. Turrannia claims responsibility and promises more retribution. The American President promises swift retaliation, in spite of warnings from other world powers.

4. A number of saved web pages, scanned newspapers, and news clips detail the escalating effects of the nuclear exchange and fall out. It paints a grim picture of survival, with little hope for the future. The final clip is of a scientist (perhaps the secret identity of a hero or villain) claiming that mankind faces extinction within a generation. He has pooled together the world's remaining resources to create a short time window. He hopes this future can be avoided.



CHANGING THE FUTURE

One interesting development as the PCs investigate is that the information on the PDA starts to change as the hero's actions take effect. Differences will be subtle at first, such as the inclusion of the battle with the Hit Squad or the nuclear detonation being delayed a few hours.

As the time gets closer to the actual event, these changes will become more evident. The person making the public announcement may be a different hero. Even the actual marked hero may change.

What never changes is the occurrence of the assassination. The assassination attempt will take place no matter what the PCs do. Care should be taken in revealing this, as the players may get frustrated in thinking that everything is preordained.

Ultimately, as the PCs approach the assassination hour, the PDA goes blank (the timeline assumes the PCs will succeed, therefore no information was given to them). If the PCs take this as a sign that they've already succeeded and will not attend the conference, then the PDA will bring back the information. Once the PCs successfully prevent the assassination, the PDA disappears entirely.

THE SHEPHERD'S PAWN

Heroes may want to look into the explanation the Marked Hero gave for why he performed the assassination. Plugging in the marked hero's statement "*the Shepherd must purge the world for his flock*" into an internet search engine will bring up archived news articles (and biographies) on a 1970s-80s hero-turned-villain named **Red Bolt**.

Alternatively, heroes who make a DC 20 Knowledge (history) check will recall this



information (an NPC reporter friend of the heroes could also run across this information).

The articles state that Red Bolt was an anti-establishment force for justice in the inner city. That changed one fateful day when he killed an Air Force general and threatened to use nuclear codes to launch a full-scale war with the Soviet Union. He was stopped just in time by a super team, during which he ranted "the Shepherd must purge the world for his flock!"

Red Bolt was deemed insane and sent to a super security prison (use an appropriate one from your own campaign--if not, make up a location. The Rockies are always a popular choice) where he has been undergoing psychiatric evaluation ever since. His doctors aren't sure whether "the Shepherd" is a new identity for Red Bolt, an invisible friend, a fragmented personality, or someone else entirely.

PCs may wish to interrogate Red Bolt. Gaining entry will require convincing Red Bolt's doctors with a rational reason for speaking with him (even in a Supers World, "agents from the future told us about a nuclear war" won't fly; "someone else is using Red Bolt's rants" just might).

Red Bolt is a far cry from his 70s heroic persona. He is listed under his real name, Nelson Fletcher, and his costume is a thing of the past. He is normally confined to his room and wears simple, loose, clothing. He has allowed his hair to grow, although the orderlies at the hospital have been doing their best to groom it. While his "Red Bolt" persona was clean-shaven, Mr. Fletcher sports a full beard. The most unsettling thing about Red Bolt is his eyes. They flit around wildly, even when he is talking to someone.

Red Bolt does keep a number of books in his room, mainly biblical tracts and religious

treatises. He has marked every page that talks about shepherds.

Red Bolt also has a hand-drawn mural on one wall. It shows an idyllic, if barren, landscape, along with a wooden ark coming down from the sky with people and animals on it. The doctor escorting the PCs

will mention that the orderlies once washed it off, but Fletcher flew into an uncontrollable rage for almost a week. No one else has touched it since Fletcher started redrawing it. Anyone who analyzes the drawing will notice that, while various flora are depicted, no animals can be seen anywhere except inside the ark. The hero will also notice jagged objects on the horizon. A further DC check will reveal it as a ruined city.

When questioned, Red Bolt is calm and accommodating at first. If asked about the Shepherd, he begins quoting quasi-religious sayings (none of them are actually Biblical quotes, but it is obvious that he is drawing on Biblical motifs). He believes that the





Shepherd has come to cleanse and purify the world. Once cleansed, the Shepherd will repopulate the world with clean men and clean animals. He also believes that the Shepherd has not abandoned him, and that the Four Horsemen will come for him at the appointed hour.

If asked how he met the Shepherd and why he tried to destroy the world a quarter century ago, Red Bolt will tell them that he actually met the Shepherd through mutual friends. The Shepherd was teaching a class on yoga and he had some interesting ideas for a better world. Red Bolt, disillusioned by the current government and political process, was eager to learn more. He became the Shepherd's willing disciple and believed that the world had become far too corrupt. A purge on the scale of Noah's Ark was necessary to put things right again.

If asked why the Shepherd would want to try again now, 20 years later, Red Bolt will explain that the Beast and his armies rallied against the Shepherd and prevented Paradise. The Shepherd needed time to prepare the way once more. That time is now!

Once the GM feels that the PCs have enough information, he can move on to the final encounter. Suddenly, Red Bolt's mouth twists into a sinister smile. He says "the Horsemen come for me." At that point, the asylum ward is attacked.

THE HORSEMEN

When the Shepherd visited Red Bolt soon after his incarceration in the late 80s, he realized that Red Bolt's mind was too fragile for his powers. The Shepherd decided that it was better for Red Bolt to remain in custody and receive treatment (using his mental powers to ensure a judge would find him insane). Since then, the Shepherd has periodically visited his old friend to give him hope and check his progress. Now that the Shepherd's plans are reaching fruition, he does not want to leave his old friend behind. He sends **Manhunter** to retrieve him.

Manhunter enters the building disguised as a plumber while the PCs are there. His orders are to locate and retrieve Red Bolt, but he will summon reinforcements once he sees the PCs. In response, the Shepherd will send a few Horsemen (Manhunter will ask for as many Horsemen as necessary to even up the odds).

The Horsemen are robots receiving signals from the Shepherd's satellite. They have orders to retrieve Red Bolt and destroy anyone that gets in the way. For information on the Horsemen's goals and tactics, see Appendix 2. Manhunter will call off the attack if met with too much resistance. If Red Bolt doesn't go with them, he becomes despondent and withdraws into himself, muttering that nothing matters anymore now that he will not be among the chosen. No further attempts to communicate with him will work.

If the heroes do not visit Red Bolt, then they will hear on the news that a former hero named Red Bolt mysteriously escaped from a psychiatric facility.



RELATIONSHIP TROUBLE

The Shepherd plans on using mind control on a hero in order to “brainwash” him into performing the assassination. He uses someone close to the hero to catch him at a vulnerable time (preferably sleeping) and then use mind control to get the hero to perform the assassination.

How this transpires is up to the GM, based on the relationship between the relative and the marked hero. If the relative is in school or college, the Shepherd offers a “wellness” class on campus. If the relative is an adult, then the Shepherd uses a local gym or spa to hold his class. He has been subtly training the relative for weeks.

The relative has one of the Shepherd's teleportation modules with him. When he has the marked hero at his most vulnerable, the relative will call the Shepherd. By combining his power with the relative, the Shepherd hopes to control the marked hero's mind long enough to beam him aboard the Ark and thoroughly brainwash him. The Shepherd will then use one of his press contacts to smuggle a teleportation module into the news conference, allowing the marked hero to bypass the presidential defenses and assassinate the Turrannian president.

If this kidnapping attempt fails, then the Shepherd will move on to another target.

SEARCHING THE WELLNESS CENTER

If the heroes search the point of contact (gym, spa, etc.) between the Shepherd and the relative of the marked hero, then they may discover (DC 20 Search check) his teleportation module hidden in his office. Any attempt to tamper with this module will cause it to emit a warning to the Ark. The Shepherd will send some of his henchmen

(one villain and a few soldiers) to deal with the meddlers and retrieve the module (whether or not the henchmen are successful depends on whether the GM has provided or intends to provide another way for the heroes to find the Ark). There should be two soldiers for each hero after the first (for example, if there are four heroes, then one villain and six soldiers teleport in).

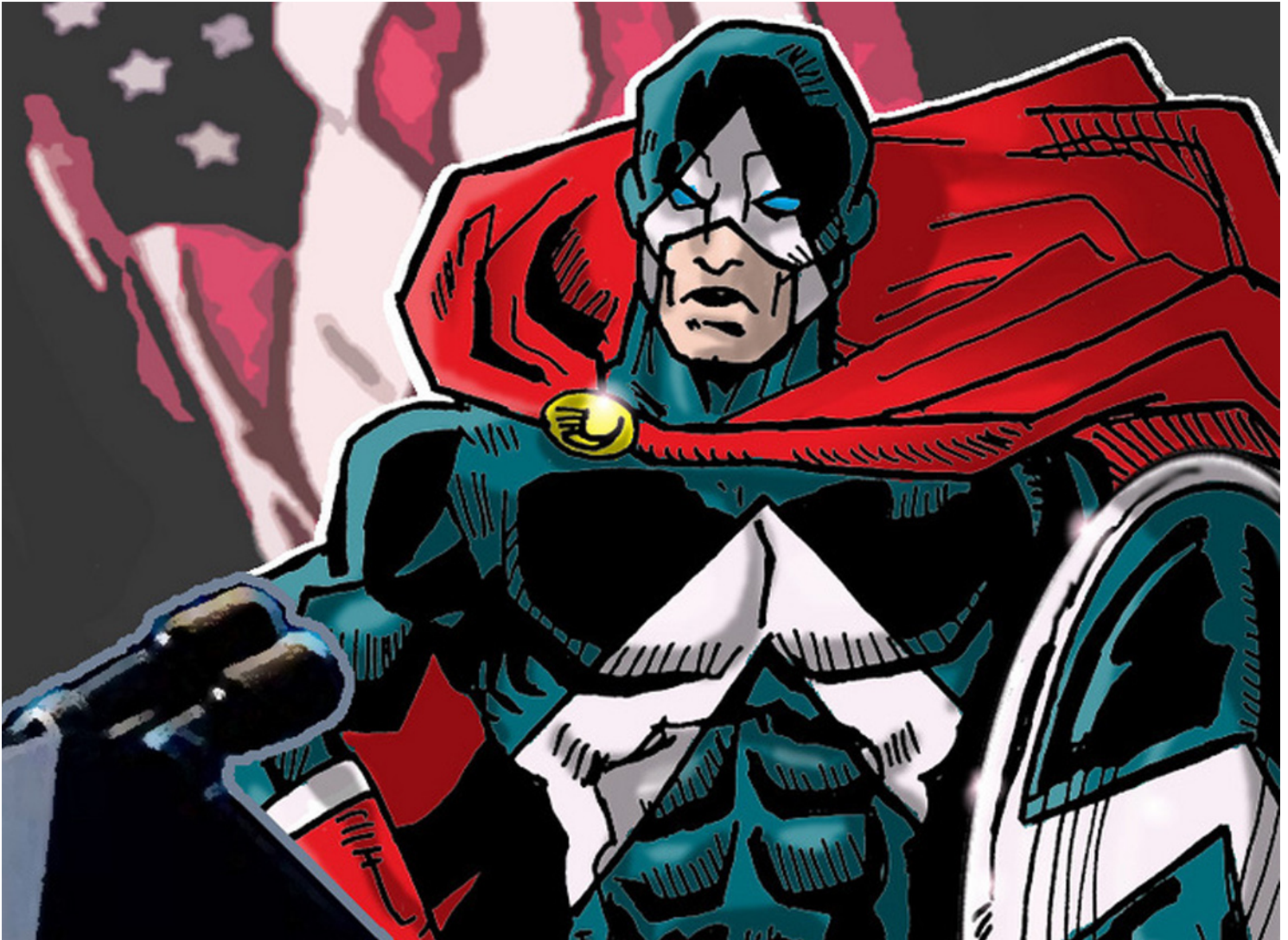
LOCATING THE ARK

The Shepherd's lair is a hidden satellite in geosynchronous orbit around the earth. If the heroes have a working teleportation module, a DC 10 Craft (electronic) check will reveal that it is emitting a signal. If the heroes push the button on the module, then they will be instantly transported to the Ark. If the module is damaged, then it will take a DC 20 Craft (electronic) check to repair it. A hero with the Inventor feat can build a detection device (DC 13) once they've made a DC Craft (electronic check) to analyze it.

Heroes with a mental connection to the marked hero may also discover the location of the Ark. They may either contact him while he's there, or they may later use his memories to determine its location.



EPISODE THREE: SECOND CHANCES



The two presidents are scheduled to make their joint appearance at 9am. Ten minutes later, the assassin will make his appearance. This assassin will either be the marked hero, another hero, or the Shepherd himself, based on the outcome of Episode Two (and possibly Episode Four). Obviously, the goal of this episode is to save the Turrannian president from assassination.

LOCATION

The American president has chosen a city other than the capital to meet the Turrannian president, since a visit to the White House could be perceived as capitulation on the part of the Turrannian leader. The chosen city is the marked hero's home.

The conference took place in a secure meeting room of a prominent hotel. If the heroes try to forewarn the president, they will have a difficult time convincing him of the threat. The secret service is confident



that they can protect both leaders. At best, the heroes may convince the president to change the timing, but that will not be enough to prevent the assassination attempt.

The teleportation module is built into the camera of a member of a press. This member, cameraperson Katharine Barnes, is a devoted follower of the Shepherd. When the time is right, she will hit the hidden button on her camera to allow the assassin to beam down.

THE PLAN

Katharine uses her camera to provide the Shepherd with a reference point as well as a signal. The marked hero will appear, positioned for a surprise attack against the Turrannian president. If the marked hero doesn't have a lethal ranged attack then he will be provided with a submachine gun. If the marked hero is able to shoot at the Turrannian President unmolested, he will hit and kill him (as this will cause the nuclear future).

There are opportunities to intercept the marked hero (or other assassin) before he makes his move. Heroes with precognition or a detection device will be able to predict the marked hero's appearance before he comes, eliminating the surprise (and giving the heroes a chance to shout for the presidents to duck).

It will take the marked hero one round to get oriented and attack. He is flat-footed at this point. A Spot check (DC 10) will allow a hero to notice the marked hero and act during the flat-footed round.

The PCs may also attempt to get the Turrannian President out of the way. Once the President is removed from the podium, the marked hero will no longer have a clear shot and will have to get closer (which will

be practically impossible in four rounds, assuming that the heroes intercept him).

Finally, the marked hero may have an opportunity to shake the Mind Control. He makes a Will check at +4 just before pulling the trigger. No matter what happens, the Shepherd will teleport the marked hero back to the Ark in four rounds. Katharine disappears with him.

If either President gets in the crossfire, GMs should use the Politician stat block on M&M p.228.

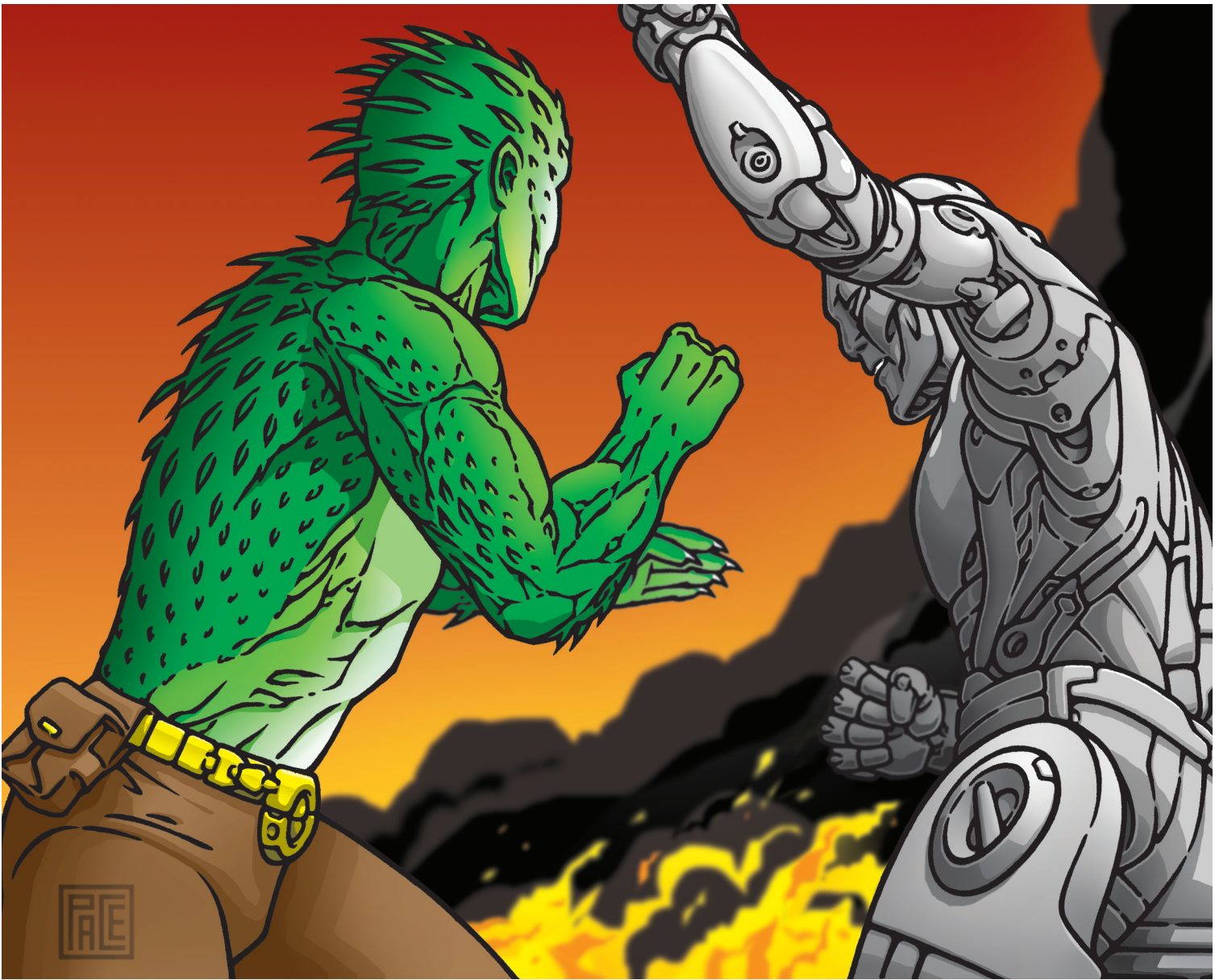
THE AFTERMATH

Once the attack occurs, Secret Service agents will swarm around the two presidents and get them out of the room. They will not shoot into the crowd unless they feel it necessary.

If the marked hero is one of the PCs (and known to associate with the other PCs present), then the media may brand them as co-conspirators. The Secret Service and local police may feel this way as well, leading to the PCs being attacked by the authorities even after the marked hero has returned to the Ark.



EPISODE FOUR: THE FINAL BATTLE



The final battle against the Shepherd will take place on the Ark, a satellite in geosynchronous orbit around the earth. The satellite contains cloning labs to repopulate the world's flora and fauna after the War. The lower levels of the satellite contain stasis tubes for the Shepherd and his Chosen. No map is necessary, as the final battle is likely to take place on the observation deck, which

is a large room with a large viewscreen that shows planet earth. If the marked hero is here, he is clamped to a chair. The bonds have a Toughness of 15 (alternatively, a Disable Device check at DC 15 will also unlock the chair).

There is a possibility that the PCs make it to the Ark before the events of Episode Three.



In this case, the Shepherd will escape and attempt to complete the assassination himself, even if he must perish with the rest of the world. In any case, the Shepherd will set the Ark to self-destruct when all seems lost.

OBLIGATORY EXPOSITION

Once the PCs enter the Ark, the Shepherd will greet them. He congratulates them on their tenacity and invites them to join him on his quest to purify the Earth. As heroes, they should elect to be members of the Chosen, to help shape the New Age of Peace that will reign when the fires of purity remove all influence of the Beast from the earth.

In his own words: *“The Beast has taken hold of this world, fracturing it. The only way for Paradise to thrive on earth is to cleanse the world with fire. The assassination of the Turrannian President is a necessary part of that plan. Turrannia will blame America and set events in motion. We shall wait here, suspended in the Ark. When the time is right, when the world has been purified and sterilized, we shall awaken and repopulate the world, making it peaceful by design!”*

More likely, this will convince the heroes that the Shepherd needs to be stopped. Anticipating this, the Shepherd has brought aboard a villain team (if Red Bolt was transported here, he will be among them). There are also two Horsemen for every hero (remove one Horseman per villain). The villains will attempt to subdue the heroes and place them in suspended animation. The Game Master should use established villains from his or her own campaign (perhaps including some of the villains who appeared in the Hit Squad from the Future).

SHOOTING STAR

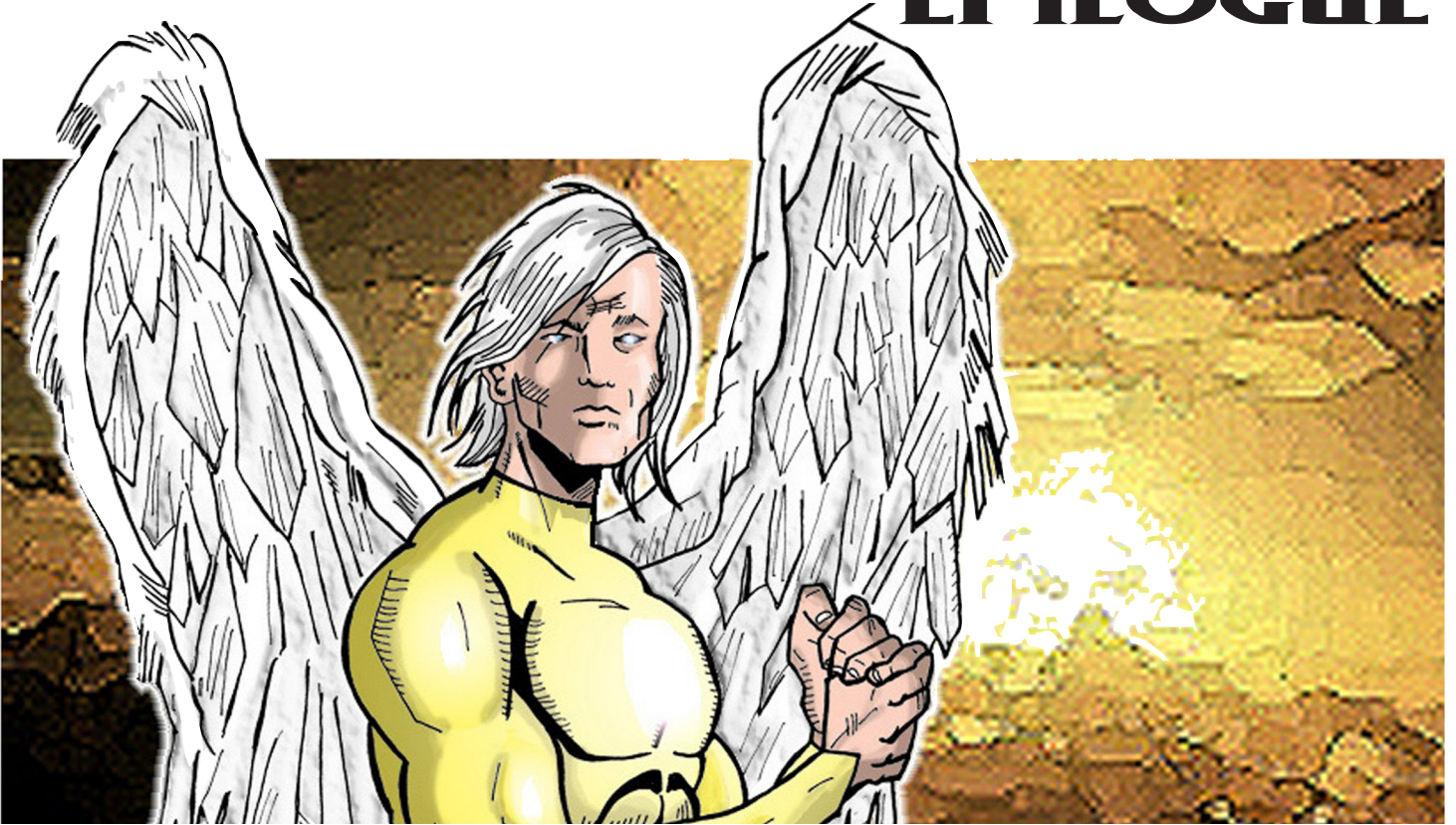
If it looks like the heroes are getting the upper hand, the Shepherd will set the Ark to self destruct. He presses a device on his belt and the satellite breaks apart. While the observation room remains intact, all of the pieces of the satellite start to fall into the atmosphere, burning up in the process. The heroes will have little time to react as the Shepherd tries to make an escape to fight another day (he uses his personal teleport module to go to one of his alternate lairs to fight another day).

The villains are a little maniacal, but talking sense to them may elicit aid from escaping certain destruction. If one of the heroes is mechanically inclined, a Craft (electronics) check at DC 25 will get the teleporter working again for a blind teleport.

Once the self-destruct sequence is set, the heroes will have 6 rounds before the satellite hits the atmosphere. Once the satellite hits the atmosphere, the PCs will have 4 rounds before the satellite burns up, causing +10 fire damage per round (and unless the heroes have some sort of flight, they will not survive the fall).



EPILOGUE



IF THE PCS WIN

Once the PCs defeat the Shepherd, the PDA from the future will disappear (as well as any copies of the information that the heroes may have).

The President of Turrannia will issue a statement that he is touched that American heroes risked their lives to save him. This will strengthen his commitment to the plan he forged with the American President.

IF THE PCS LOSE

The worst case scenario is for the PCs to fail to stop the assassination of the Turrannian President. If this happens, the nuclear events will be set into motion.

The PCs still could reveal the plans of the Shepherd and perhaps convince the Turrannian government and sympathizers not to retaliate (this is the best option if the GM doesn't want to go through with destroying

the campaign city and setting the stage for a nuclear war).

If the PCs fail, the GM can allow them an opportunity to stop the suitcase bomb from destroying their campaign city (the bomber could be a terrorist sympathizer, a Turrannian agent, or even a third party using the opportunity to erode relations to the point of war) or at least prevent the situation from escalating into a full-scale war. If the marked hero was the culprit, he may wish to subject himself to Turrannian justice in order to avert a war.

Finally, creative GMs may wish to follow through with the war and force the PCs to deal with the consequences of their actions as society crumbles. The culmination of this campaign could see the PC survivors meeting the super-scientist with the time window and take the Hit Squad's place in order to aid their younger selves!



PLOT COMPLICATIONS

THE PRECOGNITIVE HERO

While some GMs avoid player characters with precognitive heroes like the plague, other GMs have no problems with a hero that can predict the future. If the PCs include a hero with precognition, the following options are offered.

First, the precognitive hero can simply verify that the information on the PDA is likely to occur. Precognitive heroes that are used to having obscure flashes of future events may appreciate having some concrete evidence for once. This option, while easiest, reduces the precognition power to verification.

Second, the precognitive hero may take the place of the PDA. Perhaps the hit squad doesn't bring a PDA at all; it is up to the precognitive hero to determine the likelihood of the assassination.

Third, the entire first episode of the adventure may be rewritten to leave out the Hit Squad. The adventure starts with the precognitive hero getting a flash of an assassination and a resulting nuclear war; somehow, the marked hero is the cause of it. This option then folds into the second one, with the precognitive hero filling in the role of the PDA.

MEDIA AID

If there is a recurring news journalist in the campaign, the GM can use him or her to aid the heroes. The journalist's interest will be piqued by any alternative future versions of heroes or villains. The journalist may be familiar with the story of Red Bolt (or easily research it) and help the PCs gain credible access. Finally, the journalist could help spin the news in the heroes' favor if things don't

go smoothly (or if the marked hero needs media rehabilitation).

A DIFFERENT FLOCK

While villains are provided as part of the Shepherd's flock, the GM should feel free to adjust or remove them in order to balance the opposition. The GM should also feel free to replace members of the flock with his own villains if he feels that they would be more appropriate adversaries for the PCs. Superbeings of any stripe will work as members of the Shepherd's flock.

NEW FRIENDS AND FOES

If the Shepherd escapes, he'll lick his wounds and prepare to try again. He'll also do his best to destroy the heroes that stopped him. The Shepherd will be a very dangerous foe for the marked hero, since the Shepherd has gotten close to a relative and knows personal information about the marked hero. What will the marked hero do when the Shepherd threatens to reveal his secret identity or holds his relative hostage?

Other villains met in this adventure could plague the heroes in the future. The reverse could also be true. Perhaps Manhunter would feel an obligation to the heroes for helping him escape the burning satellite. Perhaps Dryad will return to her heroic roots.

SCRAP IRON REBORN

Of all the Hit Squad, Scrap Iron was the only hero "born" after the War. Perhaps the PCs could meet Teresa Goldman while she is still working for the American government. What sort of powered armor would she create with governmental backing and for what purpose?



APPENDIX ONE: THE HIT SQUAD

The following heroes and villains are offered as a sample "Hit Squad" from the future. While it is hoped that the GM will use heroes and villains from his own campaign to make up the Hit Squad, these heroes and villains are offered in the event the GM does not wish to use his own characters or if he needs to supplement his customized hit squad with one or more of the characters below. Each character was generated using the templates offered in the M&M book and the various Archetype PDFs.



BALD EAGLE

(PL 10)

Carl Greene was a high school coach and physical education teacher before the War. He had always kept himself in peak physical condition, and he held classes on self-defense at the school. Carl was always one of the most popular teachers, and this popularity gave him insights into the lives of his students outside the school. Through these insights, Carl learned that a self-proclaimed "Prophet" was inducting students into a cult, brainwashing them into committing crimes for him.

Carl didn't want to lose the trust of his students, nor did he want to draw attention to himself. For that reason, he fashioned a red, white, and blue costume that left his naturally bald head uncovered and called himself the Bald Eagle. He drove the Prophet out of the city and has continued to act as the Bald Eagle to protect the students and the community. He also attempts to instill good values in them, which is why the Bald Eagle never carried weapons.

As part of the Hit Squad, some of the Eagle's luster is lost. Carl wears an army jacket over his uniform and he carries an assault rifle. Carl wants to give his students a better world than the one he left.

| | | | | | |
|-------------|----|----|--------------|-------|-------------|
| Str: | +4 | 18 | Tough | +7/+3 | Flat-footed |
| Dex | +5 | 20 | Fort | +8 | |
| Con | +3 | 16 | Ref | +13 | |
| Int | +0 | 10 | Will | +6 | |
| Wis | +2 | 15 | | | |
| Cha | +1 | 11 | | | |



Skills: Acrobatics 11 (+16), Concentration 10 (+12), Escape Artist 10 (+15), Intimidate 10 (+10), Notice 8 (+10), Sense Motive 8 (+10), Stealth 11 (+16)

Feats: Accurate Attack, Acrobatic Bluff, Assessment, Blind-Fight, Chokehold, Critical Strike, Defensive Attack, Defensive Roll 4, Elusive Target, Grappling Finesse, Improved Defense, Improved Disarm, Improved Grapple, Improved Initiative, Improved Throw, Improved Trip, Instant Up, Luck 2, Move-by Action, Power Attack, Redirect, Stunning Attack, Takedown Attack, Uncanny Dodge

Combat: Attack +16, Damage +4 (unarmed), Defense +13, Initiative +9

FAST BALL

(PL 10)

Before the War, Fast Ball was Francis “Frank” Dugan, a minor league baseball player who started taking drugs in order to make the big leagues. Unfortunately for him, a local supervillain (possibly the Shepherd) was introducing modified steroids into the professional athlete market as part of an experiment. While the drug was supposed to speed up Dugan’s reflexes, it unexpectedly pushed him to superhuman levels. The effect was noticeable, and Dugan was forced to resign from the league in disgrace. He also discovered that he had developed cancer, and his speeded-up metabolism was causing it to spread at an alarming rate. Even with treatment, Dugan was not expected to survive for more than a decade.

A repentant Dugan decided to do something positive with his new abilities. He became a public superhero, cleaning up poor neighborhoods and teaching children the value of staying off of drugs. He

designed a costume that reflects a baseball uniform as a reminder of what he once had. He tends to use a baseball bat and baseballs as weapons in combat.

Ironically, Fast Ball survived longer than most of the world’s population. A firm believer in second chances, Fast Ball hopes to turn back time and avert this catastrophic event.

| | | | | |
|-------------|----|----|--------------|-----|
| Str: | +2 | 14 | Tough | +2 |
| Dex | +4 | 18 | Fort | +5 |
| Con | +2 | 14 | Ref | +14 |
| Int | +0 | 10 | Will | +5 |
| Wis | +1 | 12 | | |
| Cha | +1 | 12 | | |

Skills: Acrobatics 4 (+8), Bluff 8 (+9), Disable Device 10 (+10), Notice 7 (+8), Profession 4 (+5), Search 7 (+7)

Feats: Evasion, Fast Overrun, Instant Up, Move-by Action

Powers: Super-Speed 10 (Alternate Power: Strike, Alternate Power: Stun, Rapid Attack, Rapid Fire)

Combat: Attack +8, Damage +2 (unarmed), Defense +15, Initiative +44



GREAT WALL

(PL 10)

Zheng Chou was a member of the Chinese military that volunteered for a special project. Using the DNA of a captured superhero, Chinese scientists were able to replicate the effect and create a new superhero, Great Wall. Great Wall was created to ensure that China would not fall behind in the "supers" race. He was also expected to reinforce Communist ideology in young Chinese children.

Great Wall was en route to Alaska to secure an oil field when the bombs fell on Beijing. Great Wall spent many months trying to contact his homeland, only to be met with radio silence. Finally, Great Wall journeyed south to see what was left. He encountered a few former heroes and villains who had no time for old rivalries. Many of them were gathering in a place called "the Bunker," where the last supers in the world were working on a project to secure mankind's future. Upon learning the true goal of the project, Great Wall immediately signed up.

Great Wall is a large, stout man who wears a red outfit that has a communist star on it. This outfit stretches when he transforms into his super form, which has a brick-like appearance.

| | | | | |
|-------------|--------|-------|--------------|-----|
| Str: | +2/+12 | 14/34 | Tough | +14 |
| Dex | +2 | 14 | Fort | +6 |
| Con | +2 | 14 | Ref | +6 |
| Int | +1 | 12 | Will | +6 |
| Wis | +1 | 12 | | |
| Cha | +0 | 10 | | |

Skills: Intimidate 12 (+12), Knowledge (philosophy and theology) 4 (+5), Notice 4 (+5), Profession 4 (+5), Search 4 (+5), Sense Motive 4 (+5)

Feats: All-Out Attack, Endurance, Interpose, Power Attack, Startle

Powers: Solid Form 16 (rock; Density 10 (provides x10 mass, Strength +20, Immovable 3, Protection 5 [Extras: Impervious], Super-Strength 3), Protection 7 (Extras: Impervious), Immunity 30 (Fortitude), Super-Strength 3 (Heavy Load: 90 tons total))

Combat: Attack +8, Grapple +26, Damage +12 (unarmed), Defense +6, Initiative +2





ORION

(PL 10)

No one knows who Orion really is, and after the War it didn't matter. Prior to the War, Orion was a part Asian mercenary assassin who specialized in using a compound bow. He's used trick arrows at times, but Orion always preferred to use regular arrows as a testament to his skill.

Orion has felt lost since the fallout. His services are no longer needed, as the criminal underworld collapsed under the weight of pure survival. Picking off bandits and starving nomads doesn't have the same luster as assassinating politicians and mob rivals. Orion yearns for the days of old and he is willing to participate in the Hit Squad in the hopes of preventing the War.



Prior to the war, Orion wore a ninja-inspired bodysuit with a face mask. As part of the Hit Squad, he wears urban fatigue pants and keeps his face uncovered except for a rising sun headband.

| | | | | |
|-------------|----|----|--------------|-------------------|
| Str: | +2 | 14 | Tough | +6/+2 flat-footed |
| Dex | +7 | 24 | Fort | +8 |
| Con | +2 | 14 | Ref | +10 |
| Int | +1 | 12 | Will | +8 |
| Wis | +4 | 18 | | |
| Cha | +3 | 16 | | |

Skills: Acrobatics 8 (+15), Climb 8 (+10), Craft (mechanical) 8 (+9), Gather Information 8 (+11), Intimidate 8 (+11), Investigate 8 (+9), Knowledge (streetwise) 8 (+9), Notice 8 (+12), Search 8 (+9), Sense Motive 8 (+12), Stealth 8 (+15), Survival 8 (+12), Swim 4 (+6)

Feats: Acrobatic Bluff, Attack Focus 2 (ranged), Attack Specialization 2 (bow), Defensive Attack, Defensive Roll 4, Dodge Focus 4, Evasion 2, Improved Aim, Improved Critical 3 (17-20, bow), Improved Initiative, Instant Up, Move-by Action, Precise Shot, Quick Draw 2 (load, ready), Ranged Pin, Track, Ultimate Aim, Uncanny Dodge (auditory)

Powers: Device 4 (Bow: Blast 8, Accurate +4, Improved Range, Ricochet)

Combat: Attack +8 (unarmed), +10 (ranged), +14 (bow), Grapple +10, Damage +2 (unarmed), +6 (bow), Defense +14 (+5 flat-footed), Initiative +11



SCRAP IRON (PL 10)

Scrap Iron is unique to the Hit Squad in that she is the only member who was "born" out of the War. Teresa Goldman was an American military engineer working on Project: Cavalier, a research project aimed at creating armored soldiers. Teresa happened to be on a vacation in Maine when the bombs fell and her base was destroyed.

Teresa returned to her hometown to find absolute chaos. Her home had been ransacked, the police were holed up in their station, mobs ran amok, and people were dying of disease. Teresa decided to do something about it. She managed to contact some soldiers she knew and got them to secure a junkyard. Using the notes she had left, Teresa built powered armor out of the scraps. The end result wasn't pretty, but it was effective. Within a month, Scrap Iron had the community under enough control for the police to be able to do their jobs again.

While the new world order created Scrap Iron, Teresa lost many friends and family in the conflict. She has joined the Hit Squad in the hopes of preventing the senseless violence caused by a misguided superhero.

The Scrap Iron armor looks exactly like the name implies: a suit of armor built from junkyard scraps. It has a very "steampunk" appearance.

| | | | | | |
|------------|--------|-------|--------------|--------|----------------|
| Str | +12/+0 | 34/10 | Tough | +12/+1 | (out of armor) |
| Dex | +1 | 12 | Fort | +4 | |
| Con | +1 | 12 | Ref | +6 | |
| Int | +5 | 20 | Will | +7 | |
| Wis | +2 | 14 | | | |
| Cha | +0 | 10 | | | |

Skills: Computers 7 (+12), Craft (electronic) 7 (+12), Craft (mechanical) 7 (+12), Disable Device 7 (+12), Knowledge (technology) 7 (+12), Notice 5 (+7)

Feats: Accurate Attack, Improvised Tools, Inventor, Power Attack, Second Chance (Disable Device checks)

Powers: Device 19 (battlesuit) Battlesuit: Blast 12 (force beams; Power Feats: Alternate Power — Enhanced Strength 24), Communication 4 (radio, 1 mile), Flight 6 (500 MPH), Immunity 9 (life support), Protection 11 (Impervious), Super-Senses 13 (blindsight [radio, extended, radius], darkvision, direction sense, distance sense, infravision, radio, time sense), Super-Strength 5 (Heavy Load: 25 tons)

Combat: Attack +8, Damage +12 (unarmed or blasters), Defense +8, Initiative +1

Drawback: Normal Identity (full round, -4 points)





SNOW ANGEL

(PL 10)

Olga Ingebritsen was a Norwegian supervillain before the War. Northern Norway was spared from the initial bombs and fallout, leaving Snow Angel to be the unofficial “Queen” of Lapland.

She enjoyed her new fame at first, but quickly found the politics of it all rather boring. Worse, when the radiation, famine, and plagues caught up with Lapland, Snow Angel didn't know how to cope. Her icy heart melted as she watched everyone get sick and die around her.

Although a supervillain, Snow Angel genuinely wants to help make the world a better place. She has joined the Hit Squad in order to ensure that happens. Snow Angel wears a blue and white caped costume that leaves her long, flowing blonde hair free.



| | | | | |
|-------------|----|----|--------------|--------------------|
| Str: | +1 | 12 | Tough | +12/+2 Flat-footed |
| Dex | +4 | 18 | Fort | +7 |
| Con | +2 | 14 | Ref | +8 |
| Int | +0 | 10 | Will | +8 |
| Wis | +1 | 12 | | |
| Cha | +3 | 16 | | |

Skills: Acrobatics 8 (+12), Bluff 10 (+13), Concentration 11 (+12), Notice 7 (+8), Profession 4 (+5)

Feats: Accurate Attack, All-Out Attack, Power Attack, Precise Shot, Quick Change, Taunt

Powers: Energy Control 12 (Cold Control: Blast (ice), Create Objects (ice shapes), Snare (ice bonds)), Flight 6 (500 MPH), Force Field 10 (Extras: Impervious), Immunity 5 (cold)

Combat: Attack +8, Damage +12 (energy blast), Defense +8, Initiative +4



APPENDIX TWO: SHEPHERD AND FLOCK

THE SHEPHERD

(PL 15)

Alexi Lanskaya was a Russian boy of barely thirteen when he discovered that he had a gift. He was working on a farm when he caught his hand in a threshing machine, tearing it apart. After his father rushed him to the hospital, the doctors were amazed to find that his hand was regrowing. The Soviet government recruited him, using drugs and family threats to keep him in line. As his mental powers advanced, Alexi was used to extract information from spies and create sleepers in the Western world.



Alexi was able to use his powers to defect to the West in 1962. He offered his services to the American government in exchange for help in getting his family out of Russia. The American government agreed. Alexi's satisfaction turned to horror when he discovered that the Americans expected him to do many of the same things he did as a Soviet. Disenchanted with both governments, Alexi took the name of Alex Cooper and began a trek through many religions and university campuses, looking for something to believe in.

Alexi found the late '60s counterculture movement to be oddly familiar, a blending of western culture with both communism and eastern philosophy. Alexi began to conceive of a peaceful world free of violence and division. He found many eager recruits and established a commune to map out this new world.

Unfortunately, Alexi's past influenced him. There was little dissent in these communes, as Alexi's powers ensured that everyone agreed with him. He began to think of himself as god-like, forcibly recruiting scientists, engineers, and even government officials when they suited his purposes. He set himself up as a quasi-religious leader known as "the Shepherd," drawing on influences from all religions. Alexi also became the very thing he despised, an autocrat. Believing that nuclear war was inevitable, he had a satellite built, using the finest minds in the world. This satellite would be stocked with specimens kept in suspended animation until the world was ready for repopulation.



Alexi's first attempt to recreate the world failed when Red Bolt was captured. Since this took place just as the Cold War was beginning to thaw, Alexi waited to see how events would unfold. He grew disillusioned with the failure of the national governments of the world to form a true, peaceful world government. Now, he is ready to try his plan again.

The Shepherd appears as a handsome man in his mid-thirties. His hair is short, although he sports a full mustache and beard. He tends to wear loose, comfortable clothing.

| | | | | |
|------------|----|----|--------------|--------------------|
| Str | +0 | 10 | Tough | +12/+1 flat-footed |
| Dex | +1 | 12 | Fort | +5 |
| Con | +1 | 12 | Ref | +6 |
| Int | +5 | 20 | Will | +14 |
| Wis | +6 | 22 | | |
| Cha | +7 | 24 | | |

Skills: Bluff 12 (+19), Concentration 12 (+18), Diplomacy 12 (+19), Gather Information 8 (+15), Intimidate 12 (+19), Knowledge (life science) 8 (+13), Knowledge (technology) 12 (+17), Knowledge (theology & philosophy) 8 (+13), Medicine 8 (+13), Notice 8 (+15), Sense Motive 8 (+15)

Feats: Eidetic Memory, Fascinate (Diplomacy)

Powers: Comprehend (all languages; everyone can understand what is said), Emotion Control 8, Immunity 1 (aging), Invisibility (all senses), Mental Blast 5, Mind Control 12 (Feat: Mental Link, Extras: Conscious, Sensory Link), Mind Shield 6, Regeneration 10 (Recovery Bonus +4, Recovery Rate 2 for all types; Feats: Persistent, Regrowth), Telepathy 8, Transform 5 (mental, Extra: Continuous)

Combat: Attack +10, Damage +5 (mental blast), Defense +11, Initiative +1

RED BOLT (PL 10)

Nelson Fletcher was a Vietnam veteran who decided to take on crime in his inner city neighborhood. He blamed the "Establishment" for ignoring the drugs and poverty so prevalent in the ghettos. Throughout the 70s and early 80s, Red Bolt was the people's crusader, a force for justice where there was little order. Unfortunately, he was also a loose cannon, showing little mercy for those he fought.

In the mid 80s, Nelson met the Shepherd at a local community center. The Shepherd's words (and mind control) deeply affected Nelson. Finding something to believe in, Nelson became one of the Shepherd's most devoted followers. Under the strain of the Shepherd's mental powers, something within Nelson cracked. In a display of compassion, the Shepherd allowed Nelson to be sentenced to a mental institution after the failed nuclear plot in the hopes that Nelson would become more stable. During periodic visits (in secret), the Shepherd promised to come for him when the time was right.

While institutionalized, Nelson fell deeper into his delusions. He truly believes that the Shepherd is the Voice of God, and that his plans are part of God's design for a New Earth. He also believes (correctly) that the Shepherd will come to collect him.

During his heroic career, Red Bolt wore a red and black costume and carried a crossbow. While institutionalized, Fletcher wears casual clothes and has allowed his hair to grow. If the Shepherd recovers Fletcher, he will have his old costume on for Episode Four.

On the Ark, Red Bolt has the following special crossbow bolts available to him:



- Acid Bolt: Corrosion 4 (Extras: Range [ranged])
- Blunt-Tipped Bolt: Stun 4 (Extras: Range [ranged])
- Exploding Bolt: Blast 3 (Extras: Explosion)
- Flash Bolt: Dazzle 6 (visual senses)
- Homing Bolt: 5 (Power Feat: Homing)
- Net Bolt: Snare 6
- Smoke Bolt: Obscure 3 (visual senses)
- Venom Bolt: Paralyze 3

| | | | | |
|------------|----|----|--------------|-------------------|
| Str | +2 | 14 | Tough | +6/+2 flat-footed |
| Dex | +7 | 24 | Fort | +7 |
| Con | +2 | 14 | Ref | +9 |
| Int | +1 | 12 | Will | +6 |
| Wis | +4 | 18 | | |
| Cha | +3 | 16 | | |

Skills: Acrobatics 8 (+15), Climb 8 (+10), Craft (mechanical) 8 (+9), Gather Information 8 (+11), Intimidate 8 (+11), Investigate 8 (+9), Knowledge (streetwise) 8 (+9), Notice 8 (+12), Search 8 (+9), Sense Motive 8 (+12), Stealth 8 (+15), Survival 8 (+12), Swim 4 (+6)

Feats: Acrobatic Bluff, Attack Focus 2 (ranged), Attack Specialization 2 (bow), Defensive Attack, Defensive Roll 4, Dodge Focus 4, Evasion 2, Improved Aim, Improved Critical 3 (17-20, bow), Improved Initiative, Instant Up, Move-by Action, Precise Shot, Quick Draw 2 (load, ready), Ranged Pin, Track, Ultimate Aim, Uncanny Dodge (auditory)

Powers: Device 4 (crossbow and bolts; easy to lose; Blast 6 (Red Bolt has a number of special arrows; see above).

Combat: Attack +8 (unarmed), +10 (ranged), +14 (bow), Grapple +10, Damage +2 (unarmed), +6 (bow), Defense +14 (+5 flat-footed), Initiative +11

MANHUNTER

(PL 11)

No one except the Shepherd is entirely sure who Manhunter is. What is known is that he is a mercenary that specializes in capturing or killing people. He is a highly paid assassin who offers himself to anyone that can meet his price. He has gone by dozens of aliases over the years and has worked for many governments, even those whom he's worked against before.

Manhunter's last mission involved locating and eliminating the Shepherd. Who ordered it remains a mystery, but it enabled the Shepherd to use his powers to bring Manhunter into his fold. In addition to being an assassin, Manhunter now works as the Shepherd's bodyguard.

Manhunter looks like a man in his early forties, with salt-and-pepper hair and a sinister goatee. He is usually either wearing a tailored suit or camouflage when not impersonating someone.

| | | | | |
|------------|----|----|--------------|-------------------|
| Str | +3 | 17 | Tough | +5/+3 flat-footed |
| Dex | +4 | 18 | Fort | +7 |
| Con | +3 | 16 | Ref | +7 |
| Int | +2 | 14 | Will | +6 |
| Wis | +4 | 18 | | |
| Cha | +3 | 17 | | |

Skills: Acrobatics 6 (+10), Bluff 8 (+11), Climb 6 (+9), Concentration 8 (+12), Disguise 8 (+11), Escape Artist 8 (+12), Gather Information 8 (+11), Handle Animal 8 (+11), Investigate 4 (+7), Knowledge (current events) 8 (+10), Knowledge (streetwise) 8 (+10), Notice 8 (+12), Profession (hunter) 6 (+10), Search 6 (+8), Sense Motive 6 (+10), Stealth 10 (+14), Survival 8 (+12), Swim 4 (+7)

Feats: Accurate Attack, Assessment, Attack Focus (ranged) 2, Defensive Attack, Defensive Roll 2, Dodge Focus 3, Elusive



Target, Endurance, Equipment 5, Evasion, Grappling Finesse, Improved Aim, Improved Critical 2 (pistol, rifle), Improved Defense, Improved Initiative, Improved Trip, Instant Up, Jack-of-All-Trades, Master Plan, Power Attack, Precise Shot, Quick Change, Quick Draw 3 (draw, load, ready), Skill Mastery (Bluff, Disguise, Escape Artist, Stealth), Sneak Attack, Track, Ultimate Aim, Uncanny Dodge (visual)

Powers: Custom Rifle (Blast 5; Power Feats: Improved Critical [19-20], Improved Range [150 feet]), Knife (Strike 1; Power Feats: Improved Critical [19-20], Mighty, Thrown), Pistol (Blast 3), Targeting Scope (Super-Senses [extended vision, low-light vision]), Morph 6 (humanoid, +30 to Disguise).

Combat: Attack +9 (melee), +11 (ranged), Grapple +12, Damage +3 (unarmed, +5 unarmed sneak attack), +5 (rifle, +7 rifle sneak attack), Defense +13 (+5 flat-footed), Initiative +8

DRYAD (PL 11)

Rhea Collins was a bookish New England college student who'd rather take long walks on nature trails than attend college parties. One day, she discovered a small stone circle on a hiking trail. Rhea isn't certain what happened when she stepped into the circle except that it was around noon. It was suddenly midnight. When Rhea got back to her dorm, she discovered that a week had passed.

Since then, strange things started to happen. While a nature lover, Rhea never had a green thumb. Suddenly, plants were thriving in her care. One night, a drunken student tried to assault her in the woods. While she tried to fight him off, the trees suddenly came alive and pulled him away. He was still screaming when the police came.

As Rhea learned about her powers, she decided to use them to help people. As a nature lover, Rhea became active in environmental causes. As Dryad, she fought against industrial waste and pollution. When she met the Shepherd, his call for a united, peaceful, green earth called to her. She is now devoted to his cause.

| | | | | |
|------------|----|----|--------------|-----|
| Str | +3 | 16 | Tough | +10 |
| Dex | +1 | 12 | Fort | +10 |
| Con | +4 | 18 | Ref | +4 |
| Int | +0 | 11 | Will | +6 |
| Wis | +2 | 15 | | |
| Cha | +3 | 16 | | |

Skills: Diplomacy 4 (+7), Knowledge (life sciences) 4 (+4), Notice 4 (+6), Sense Motive 6 (+8), Stealth 6 (+7)

Feats: Defensive Attack, Environmental Adaptation (forest), Favored Environment (forest)

Powers: Flight 3, Immunity 4 (disease, sleep, starvation, suffocation), Invisibility 2 (normal vision), Plant Control 10 (Power Feats: Alternate Powers – Nauseate 5 [pollen cloud; Extras: Area – burst]), Protection 6, Immovable 6, Regeneration 15 (bruised 1/round, injured 1/round, disabled 1/minute, Power Feats: Regrowth), Super-Movement 3 (permeate [normal speed; Flaws: Limited to vegetation], trackless), Teleport 5 (Extras: Accurate; Flaws: Medium – plants)

Combat: Attack +7, Grapple +11, Damage +3 (unarmed), Defense +9, Initiative +1



RED HAMMER

(PL 13)

Nicolai Kobiak was a 1980s Russian hero who firmly believed in communist ideals. He fought crime in Leningrad with the support of the Soviet government (who provided him with training and his weapon). He had concerns with Gorbachev, fearing that reforms would lead to lawlessness and rampant capitalism. He spoke out in support of the August Coup in 1991 and was forced to flee when it failed.

Nicolai's worst fears were confirmed when the Soviet Union dissolved and market reforms led to a growing divide between rich and poor and a marked increase in organized crime. The Shepherd met Nicolai in Havana in 1998, offering him a chance to help create a new world of true communism.

| | | | | |
|------------|----|----|--------------|-------------------|
| Str | +7 | 24 | Tough | +9/+7 flat-footed |
| Dex | +7 | 24 | Fort | +12 |
| Con | +7 | 24 | Ref | +12 |
| Int | +4 | 18 | Will | +9 |
| Wis | +4 | 18 | | |
| Cha | +4 | 18 | | |

Skills: Acrobatics 8 (+15), Climb 8 (+15), Computers 4 (+8), Disable Device 12 (+16), Escape Artist 8 (+15), Gather Information 8 (+12), Intimidate 12 (+16), Knowledge (tactics) 12 (+16), Knowledge (technology) 8 (+12), Language (English), Notice 12 (+16), Profession (soldier) 8 (+12), Search 12 (+16), Sense Motive 8 (+12), Stealth 8 (+15), Survival 8 (+12), Swim 4 (+11)

Feats: Ambidexterity, Assessment, Defensive Roll 2, Distract (Intimidate), Endurance, Evasion 2, Improved Initiative, Instant Up, Jack-of-All-Trades, Master Plan, Move-by Action, Power Attack, Skill Mastery 2 (Acrobatics, Climb, Disable Device, Escape Artist, Intimidate, Notice, Sense Motive, Stealth), Startle, Takedown Attack, Uncanny Dodge (visual), Well-Informed



Powers: Device 3 (hammer; easy to lose)
Hammer: Blast 5, Strike 4 (Power Feats: Mighty)

Combat: Attack +16, Damage +7 (unarmed), +10 (aegis), Defense +17 (+6 flat-footed), Initiative +11

THE HORSEMEN

The Horsemen are large robots in the shape of a centaur (with Roman-style armor on the upper body). They are designed to strike fear in those who encounter them. All Horsemen are armed with a laser.

| | | | | |
|------------|-----|-----|--------------|-----|
| Str | +10 | 30 | Tough | +10 |
| Dex | +3 | 16 | Fort | --- |
| Con | --- | --- | Ref | +4 |
| Int | --- | --- | Will | --- |
| Wis | +2 | 14 | | |
| Cha | --- | --- | | |

Powers: Blast 6, Growth 4 (Feat: Innate; Flaws: Permanent), Immunity 30 (Fortitude Effects), Protection 10 (Extra: Impervious), Super-Senses 1 (Infravision)

Combat: Attack +3, Damage +0 (unarmed), +3 (arm cannon), Defense +4, Initiative +1



APPENDIX THREE: SUPPORTING CAST

GRAVE ROBBER

One half of the Puppeteers, Grave Robber's real identity is Matthew McGee. Fascinated by all things related to death (he holds a Doctorate in Thanatology), Matthew has learned ancient secrets to control the dead. He commits crimes largely for the thrills, in addition to new business.

Grave Robber dresses like a mortician with cadaver make-up on his face.

Grave Robber's zombies use the zombie stat block on **M&M** p.235. They also use the Nauseate power when they touch someone. The zombies are armed with pistols.

| | | | | |
|------------|----|----|--------------|--------------------|
| Str | +0 | 10 | Tough | +12/+0 flat-footed |
| Dex | +1 | 12 | Fort | +5 |
| Con | +0 | 10 | Ref | +6 |
| Int | +3 | 16 | Will | +12 |
| Wis | +5 | 20 | | |
| Cha | +4 | 18 | | |

Skills: Concentration 10 (+15), Knowledge (arcane lore) 8 (+11), Notice 5 (+10), Search 5 (+8), Sleight of Hand 8 (+9)

Feats: Fearsome Presence (+1)

Powers: Anatomic Separation 5 (useable only by corpses), Animate Objects 10 (Power Feat: control up to ten corpses, Extra: Horde, Flaw: Corpses only), Burrowing 1, Fatigue 10, Nauseate 10 (useable only by corpses, Flaw: Sicken only), Regeneration 5 (Recovery Rate, Resurrection, Flaw: Source: corpse flesh)

Combat: Attack +8, Damage +6 (unarmed), Defense +8, Initiative +6

JUMP START

Alice Smith has always had a gift with machines. Fearful for their daughter, Alice's parents sent her to psychiatric care. Unfortunately, Alice retreated into her machines, learning all she could about them. One of Alice's doctors was unscrupulous and used her to commit crimes. Alice fell in love with him. When she discovered that he was sleeping with another patient, she killed them both by causing their car to plunge over a cliff.

Jump Start wears a reinforced utility jumpsuit. She frequently has one or more robot vehicles with her.

| | | | | |
|------------|-----|----|--------------|--------------------|
| Str | +0 | 10 | Tough | +12/+0 flat-footed |
| Dex | +1 | 12 | Fort | +4 |
| Con | +0 | 10 | Ref | +6 |
| Int | +10 | 30 | Will | +8 |
| Wis | +5 | 20 | | |
| Cha | +0 | 10 | | |

Skills: Computers 8 (+18), Craft (chemical) 8 (+18), Craft (electronics) 8 (+18), Craft (mechanical) 8 (+18), Disable Device 8 (+18), Investigate 4 (+14), Knowledge (earth sciences) 5 (+15), Knowledge (life sciences) 6 (+16), Knowledge (physical sciences) 6 (+16), Knowledge (technology) 10 (+20), Notice 5 (+10), Sense Motive 8 (+13)

Feats: Beginner's Luck, Eidetic Memory, Improvised Tools, Inventor, Luck, Master Plan, Skill Mastery (Computers, Craft (electronic), Craft (mechanical), Disable Device)

Powers: Animate Object 10 (machines only), Device 6 (Blaster, Blast 6, easy to lose), Protection 3 (Armor, hard to lose)

Combat: Attack +8, Damage +0 (unarmed), +12 (blaster), Defense +8, Initiative +1



SECRET SERVICE AGENTS

| | | | | | |
|------------|----|----|--------------|-------|-------------|
| Str | +0 | 10 | Tough | +2/+1 | flat-footed |
| Dex | +1 | 12 | Fort | +4 | |
| Con | +1 | 13 | Ref | +1 | |
| Int | +2 | 15 | Will | +6 | |
| Wis | +2 | 14 | | | |
| Cha | +0 | 10 | | | |

Skills: Computers 2 (+4), Diplomacy 3 (+3), Drive 4 (+5), Gather Information 4 (+4), Intimidate 4 (+4), Investigate 6 (+8), Knowledge (behavior sciences) 3 (+5), Knowledge (civics) 2 (+4), Knowledge (current events) 2 (+4), Knowledge (streetwise) 2 (+4), Notice 4 (+6), Profession (government agent) 3 (+5), Search 5 (+7)

Feats: Defensive Roll, Equipment 2

Combat: Attack +3, Damage +0 (unarmed), +3 (pistol), Defense +4, Initiative +1

ROBOT VANS

Jump Start has specially designed these vans to transform into giant robots under her control.

| | | | | | |
|------------|-----|-----|--------------|-----|--|
| Str | +10 | 30 | Tough | +12 | |
| Dex | +3 | 16 | Fort | --- | |
| Con | --- | --- | Ref | +4 | |
| Int | --- | --- | Will | --- | |
| Wis | +2 | 14 | | | |
| Cha | --- | --- | | | |

Powers: Blast 8 (huge pistol), Growth 6 (Feat: Innate; Flaws: Permanent), Immunity 30 (Fortitude Effects), Protection 10 (Extra: Impervious)

Combat: Attack +6, Damage +4 (unarmed), +3 (huge pistol), Defense +4, Initiative +1

