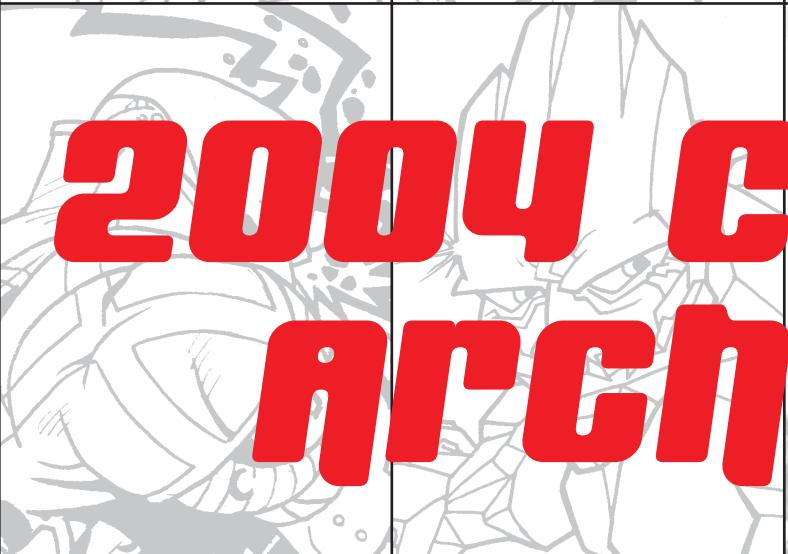
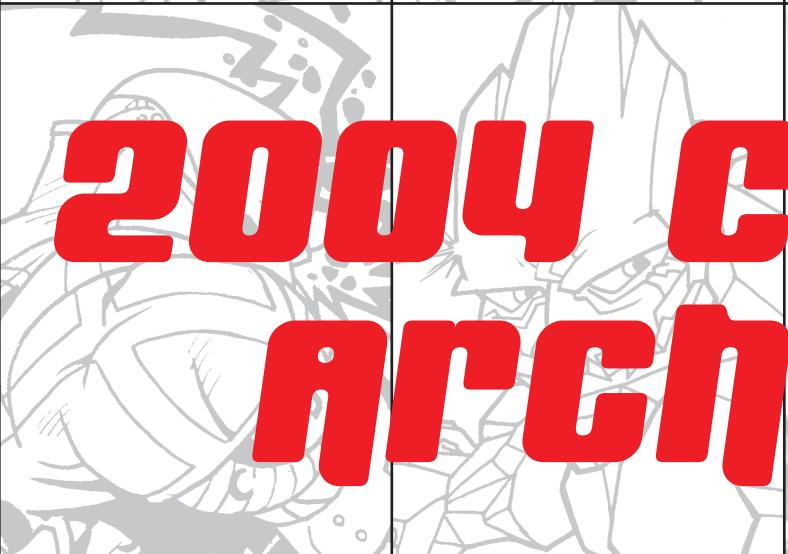
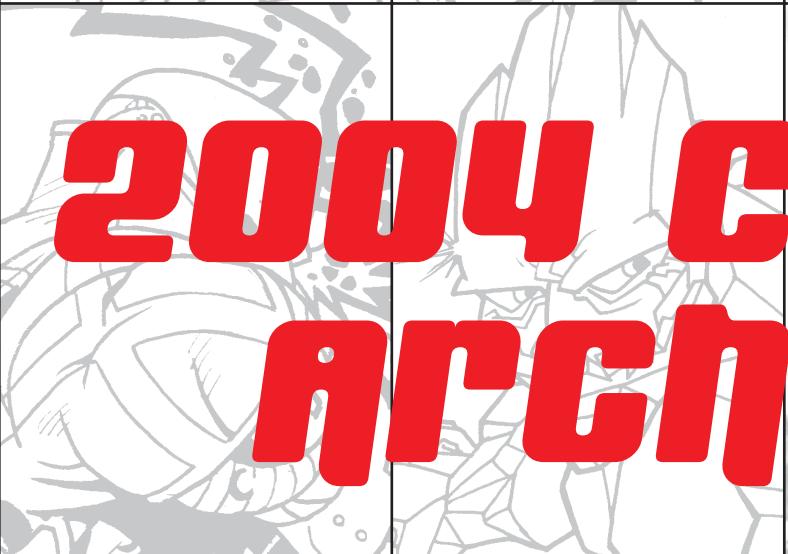
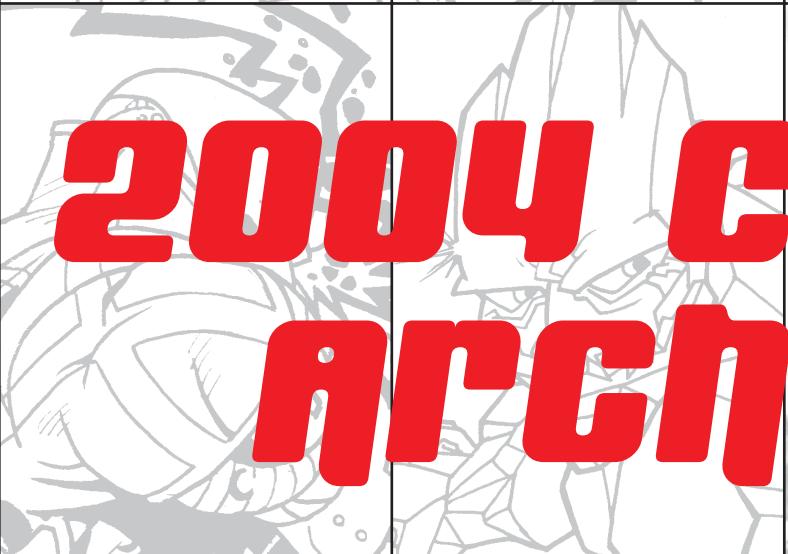
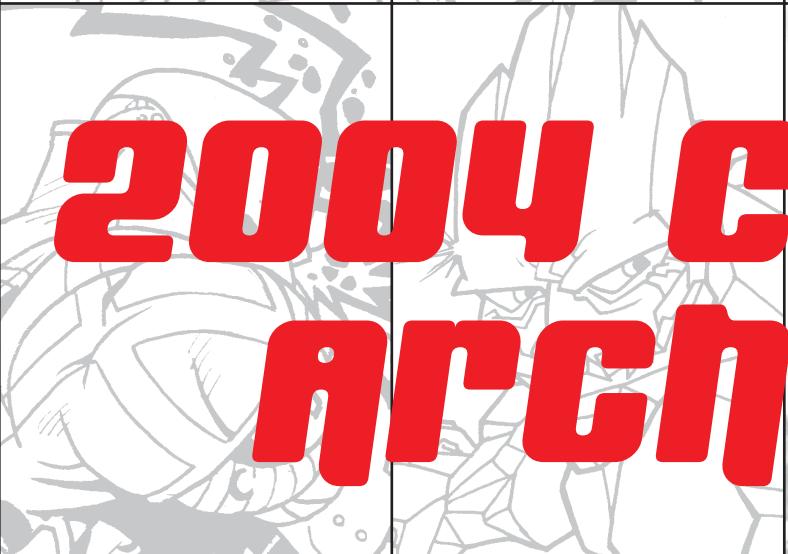
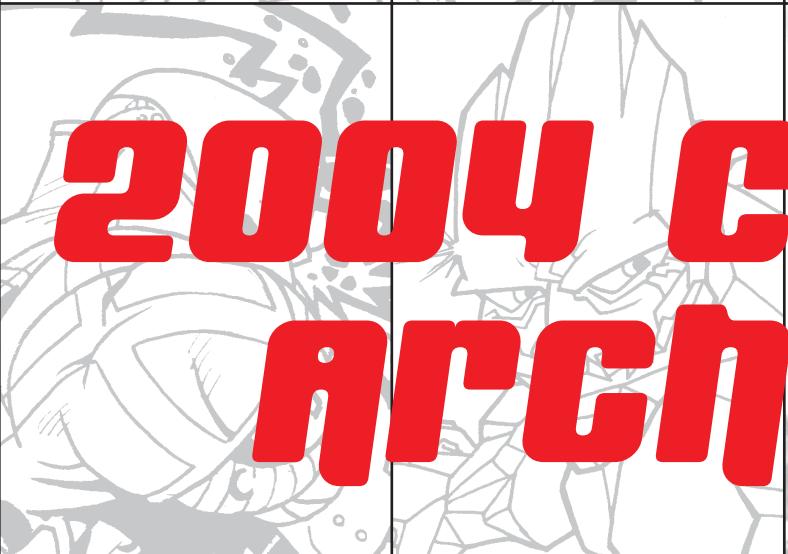
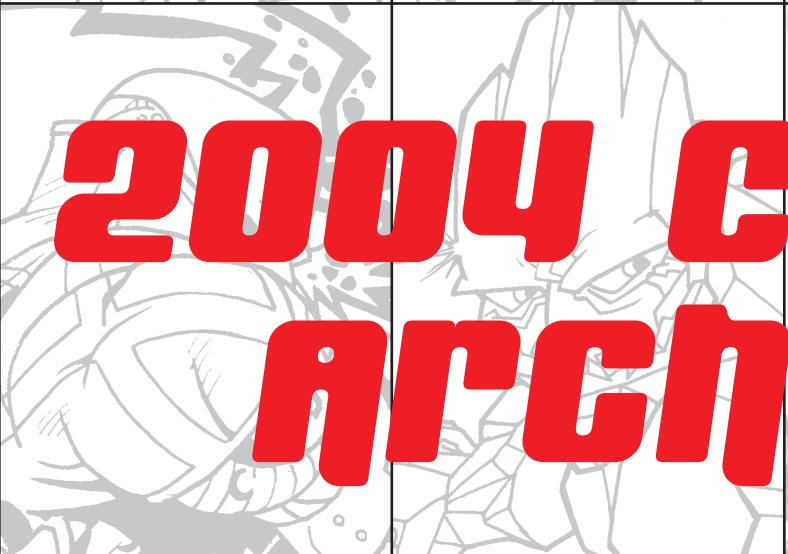
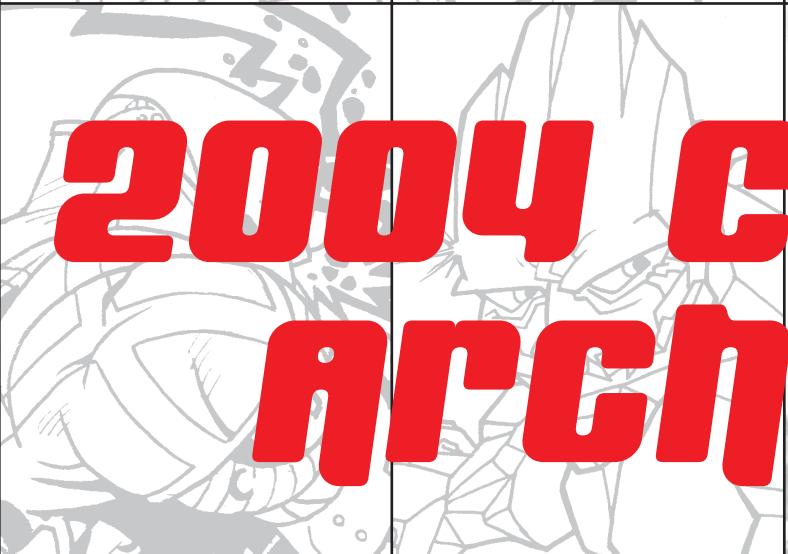
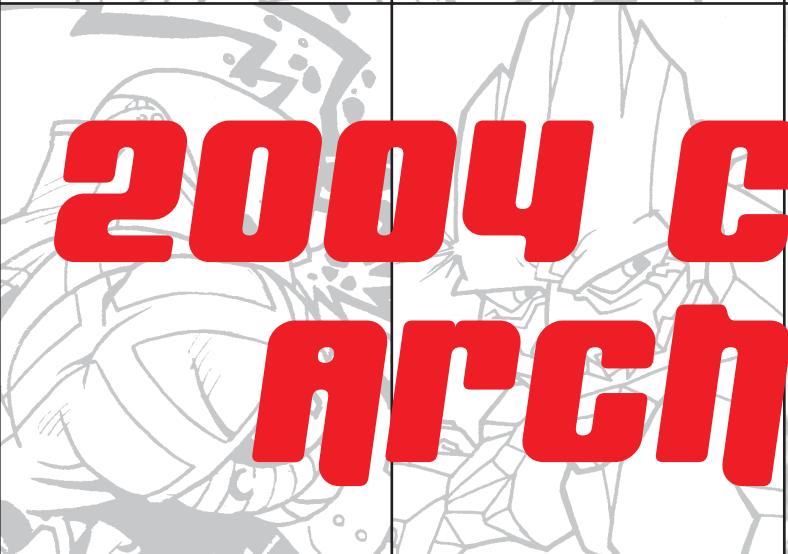
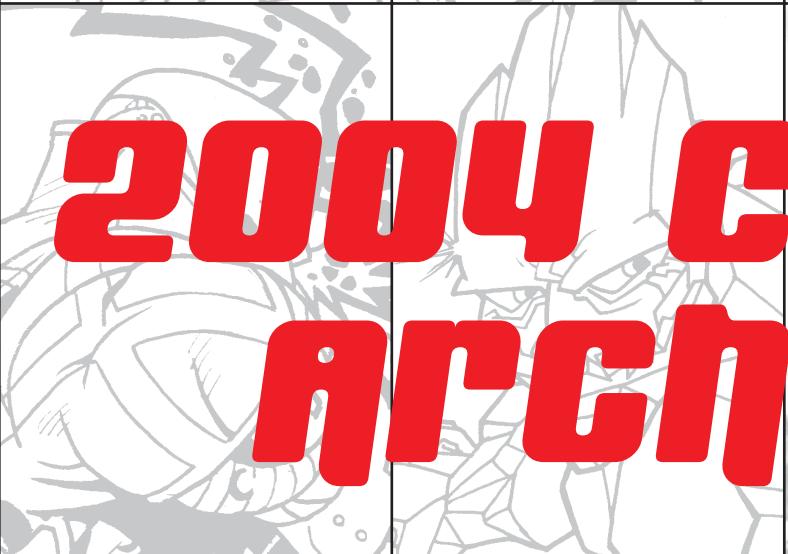
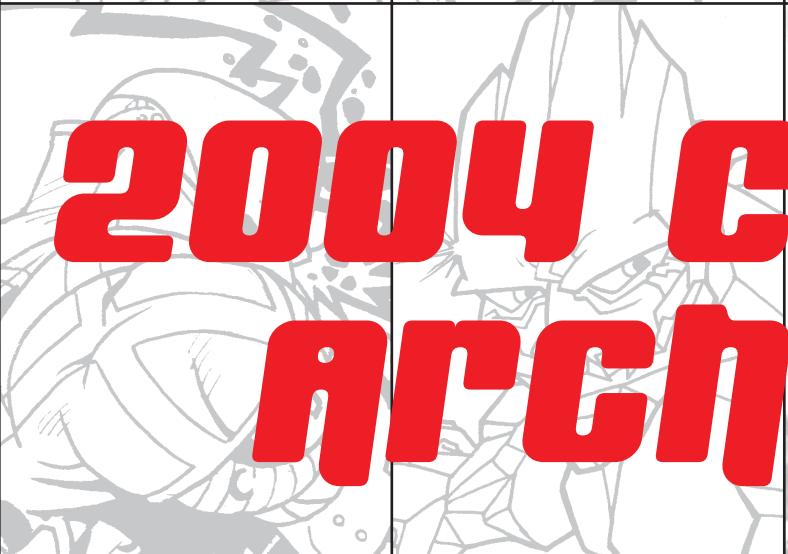
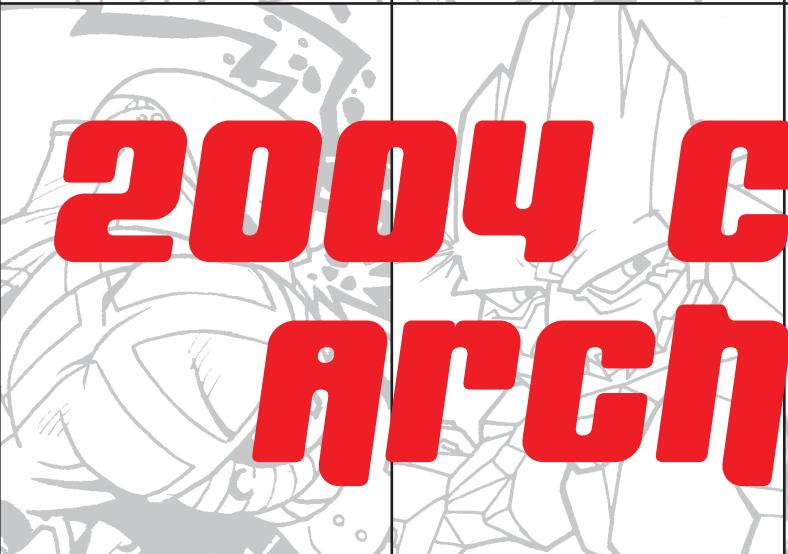
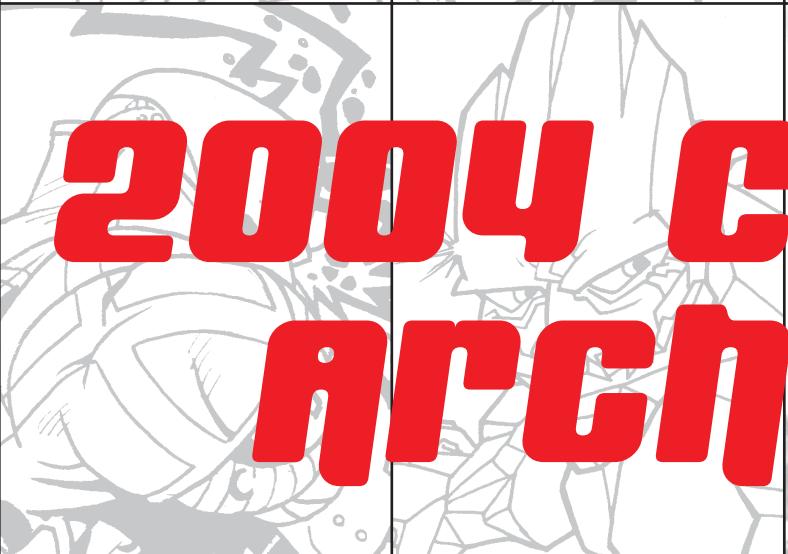
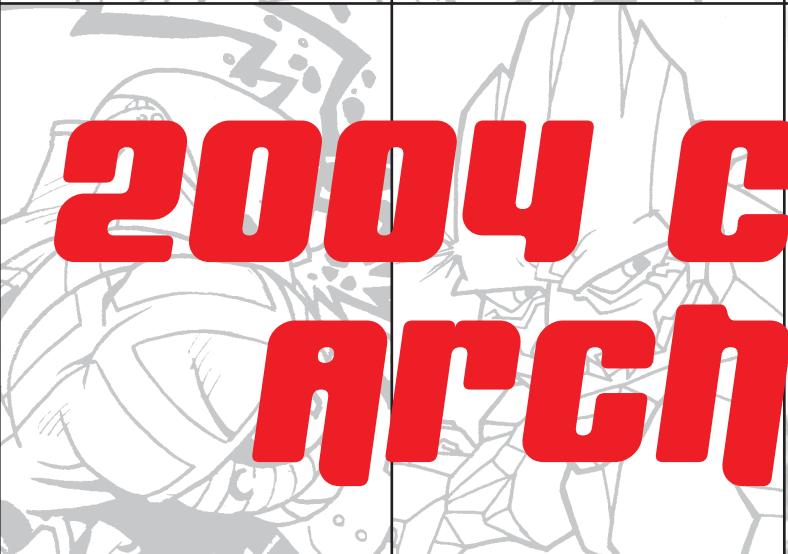
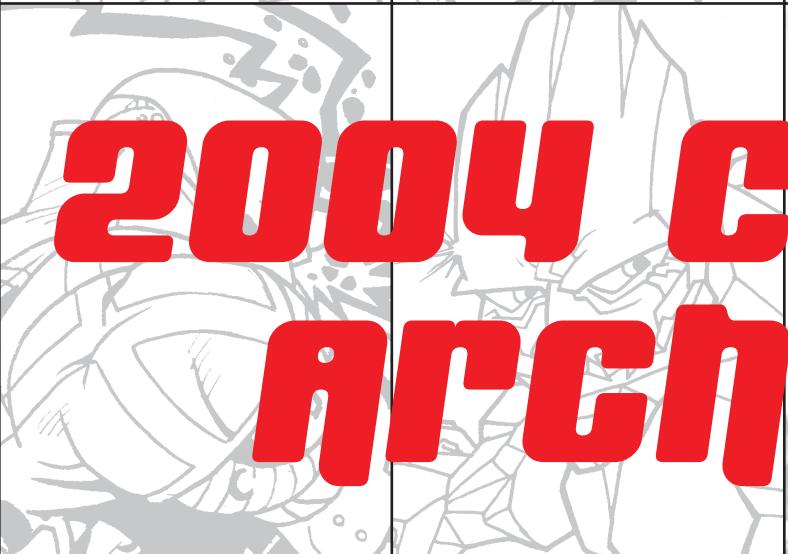
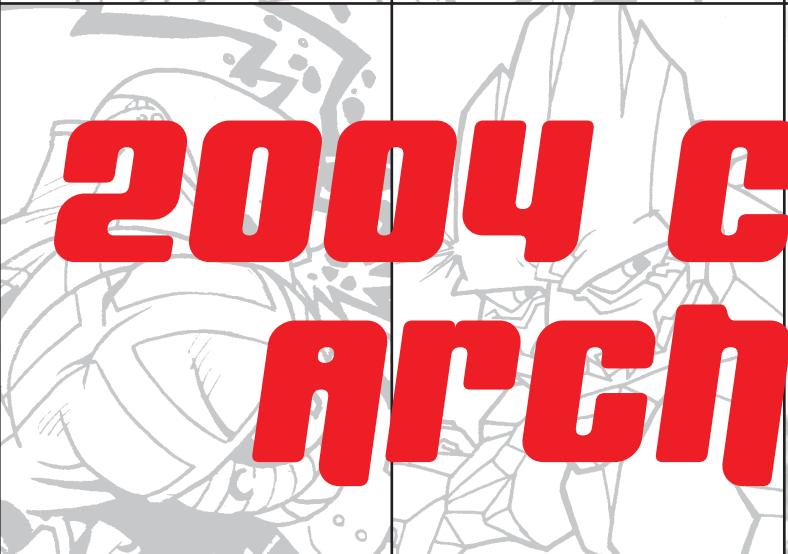
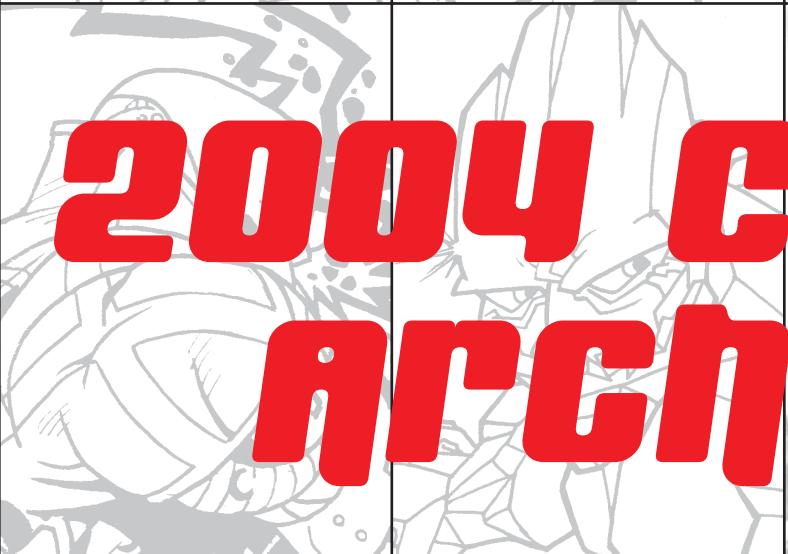
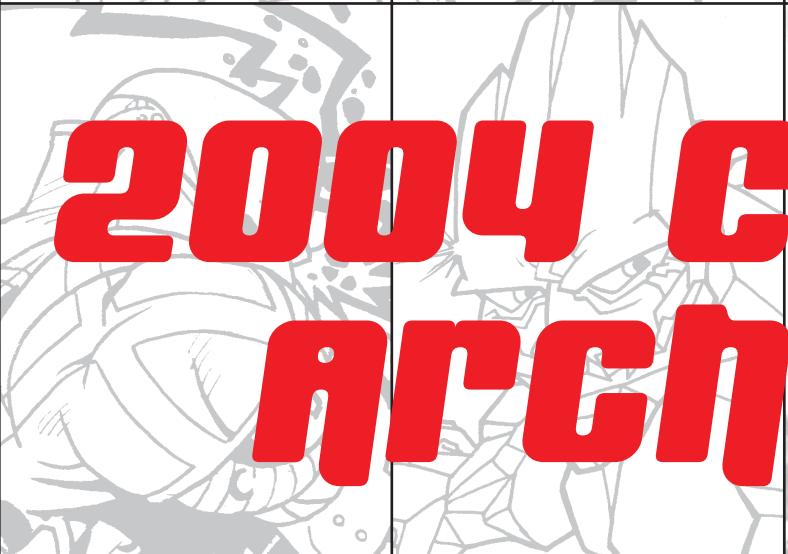
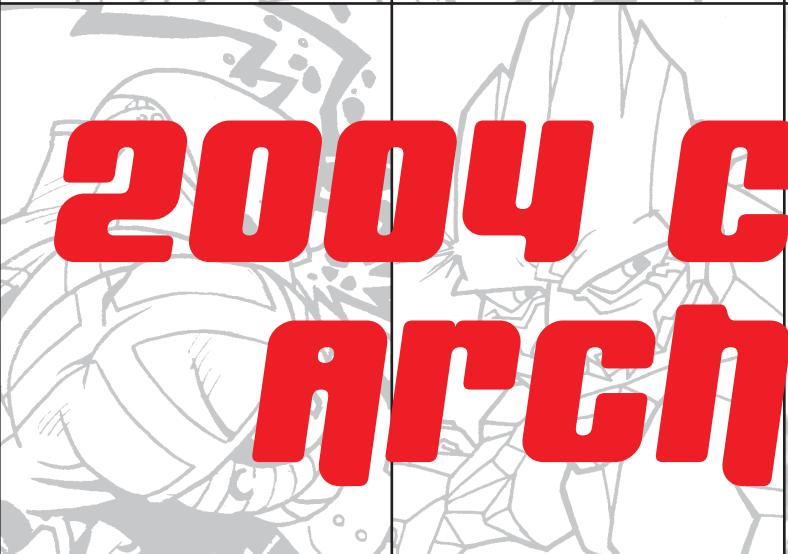
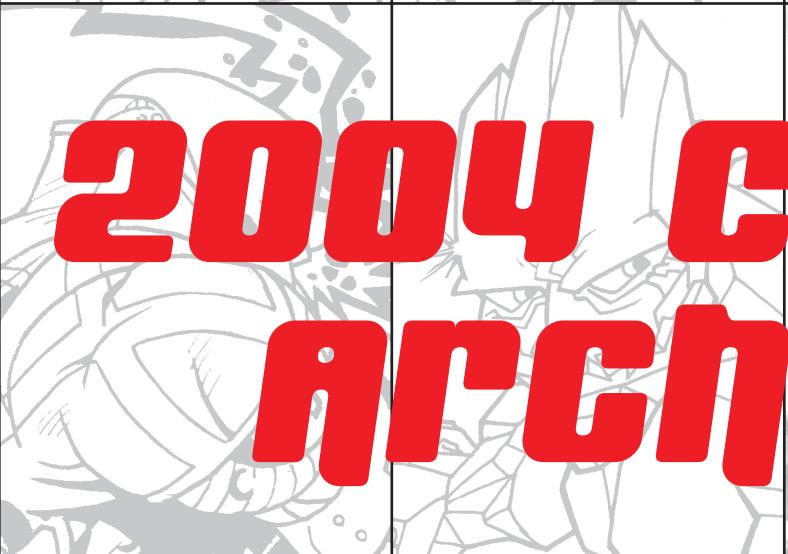
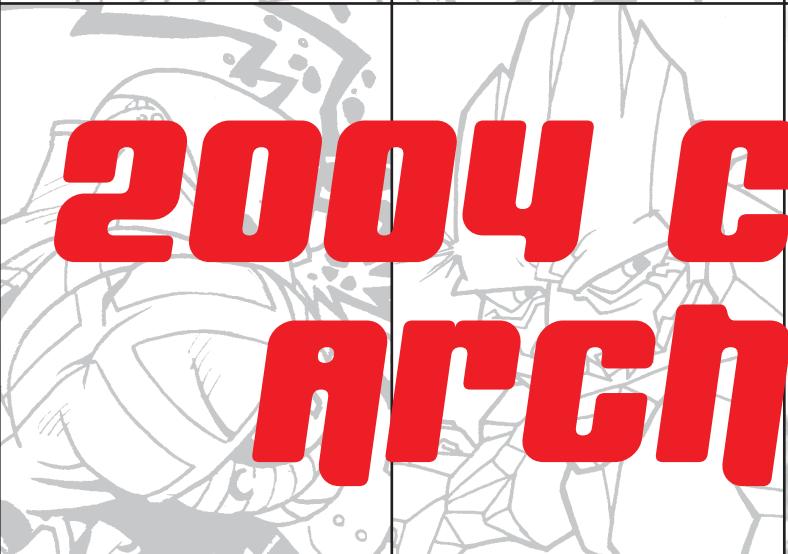
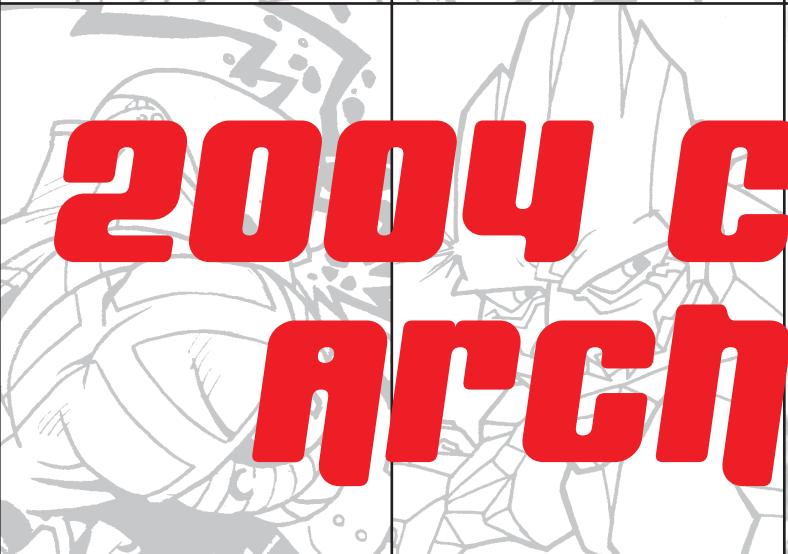
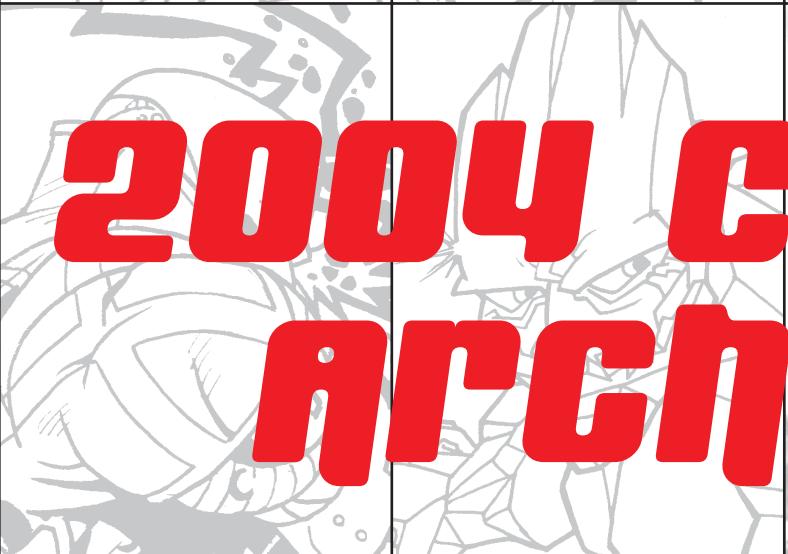
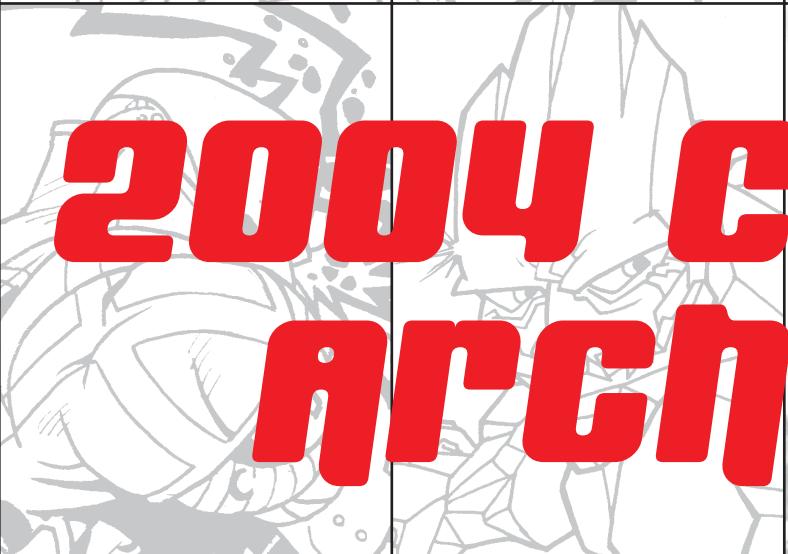
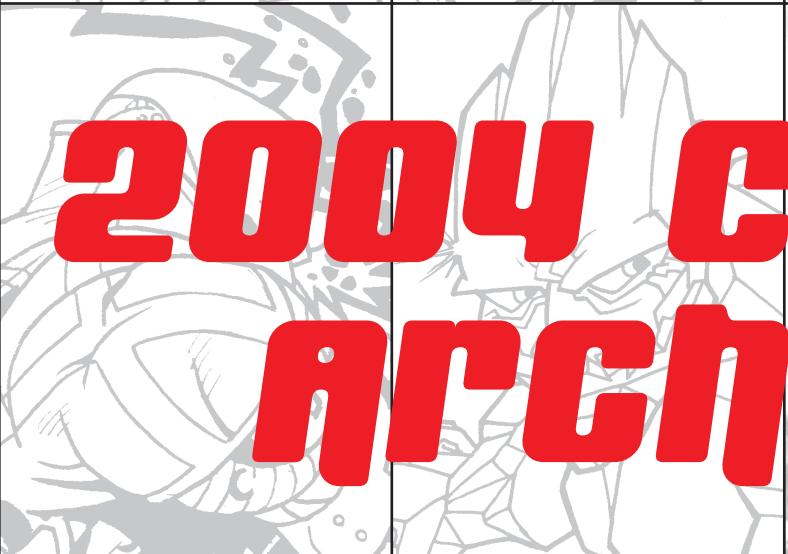
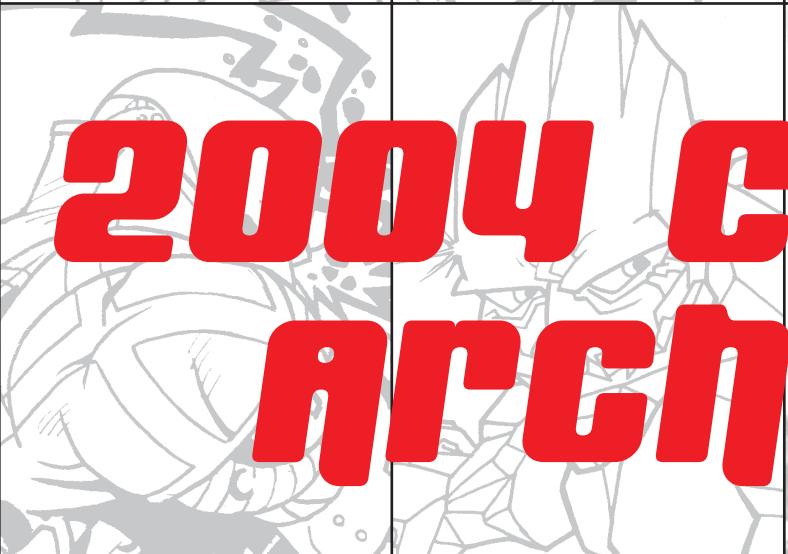
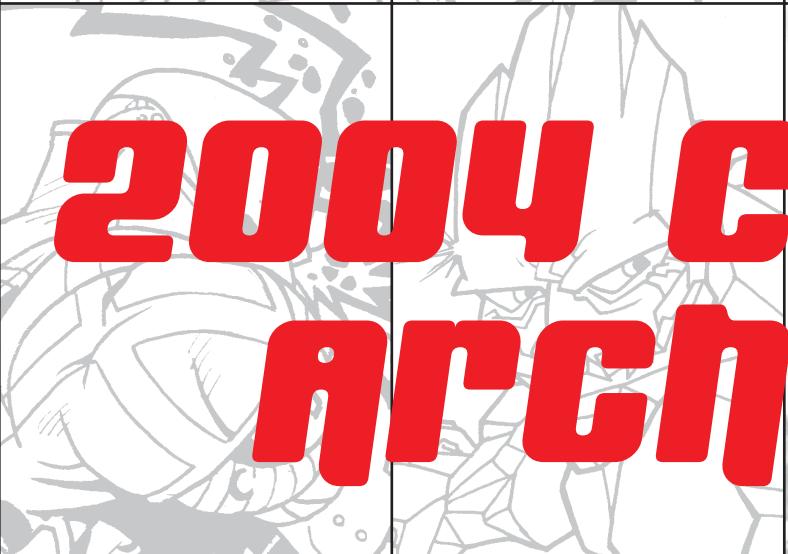
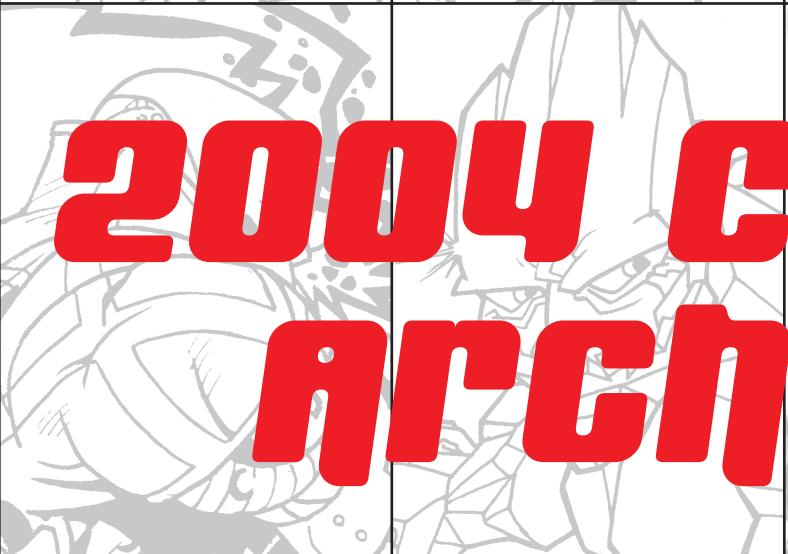
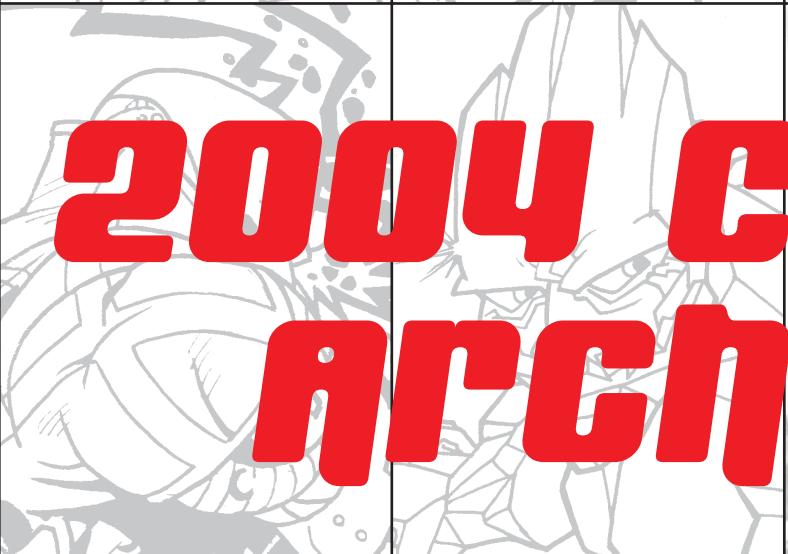
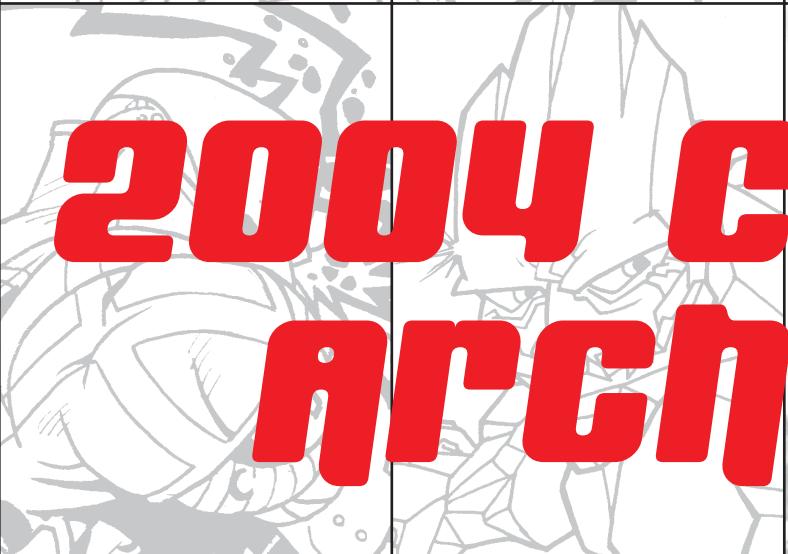
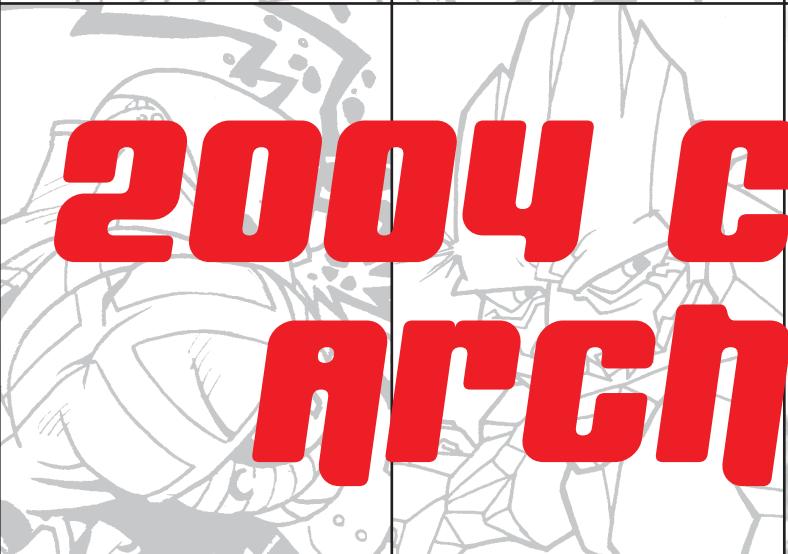
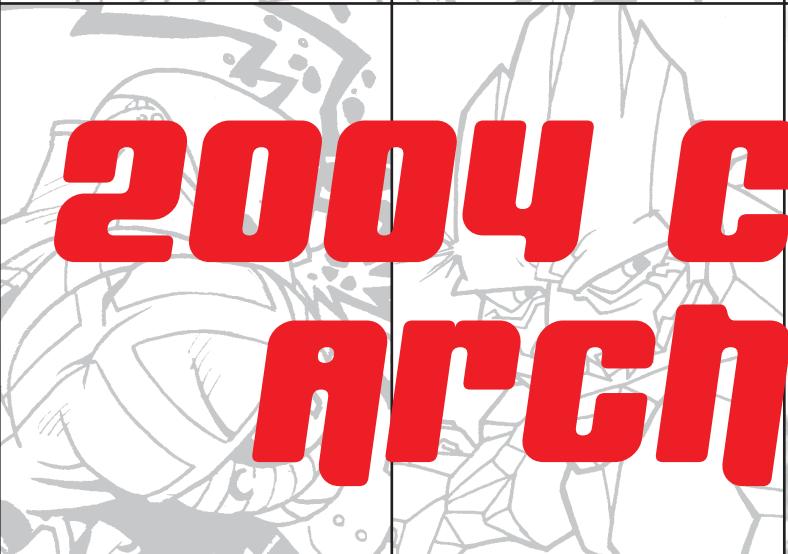
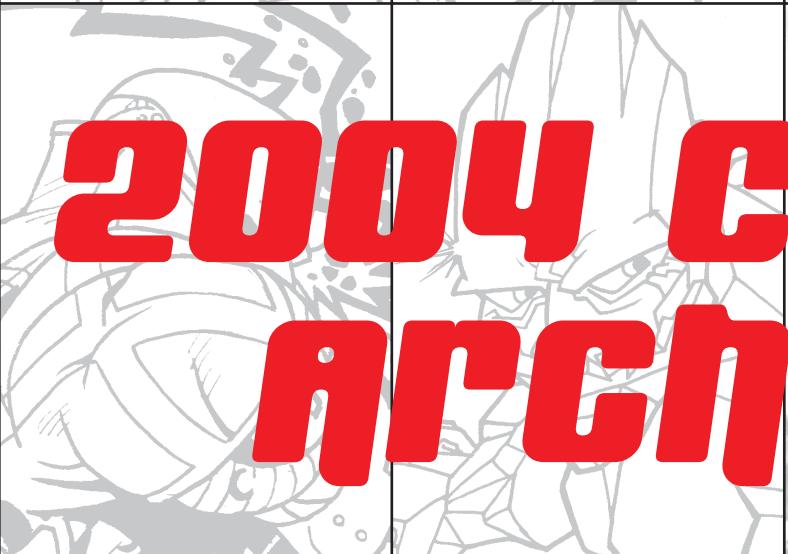
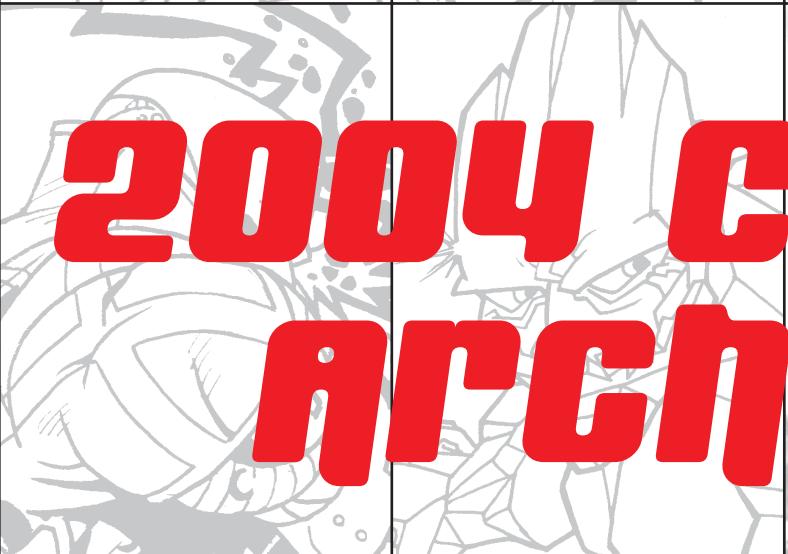
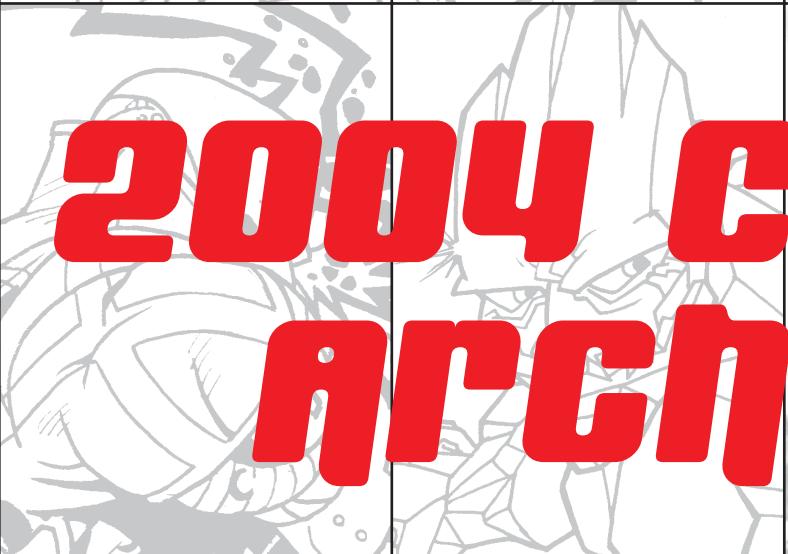
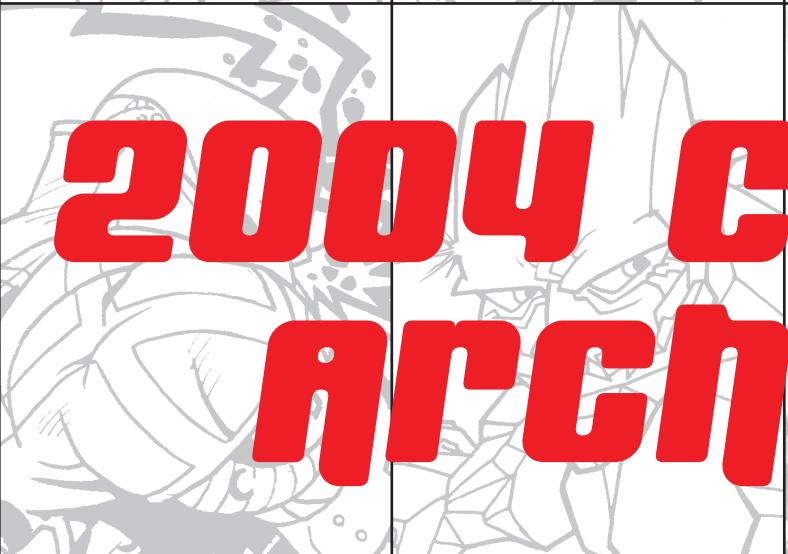
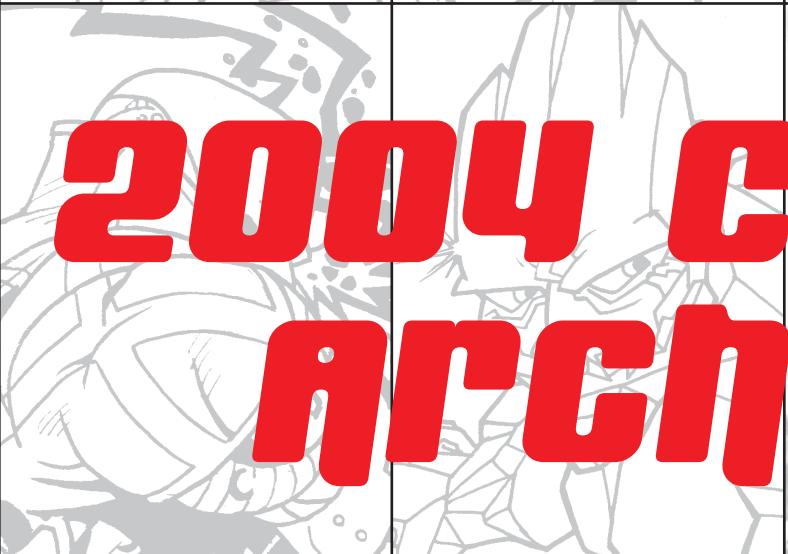
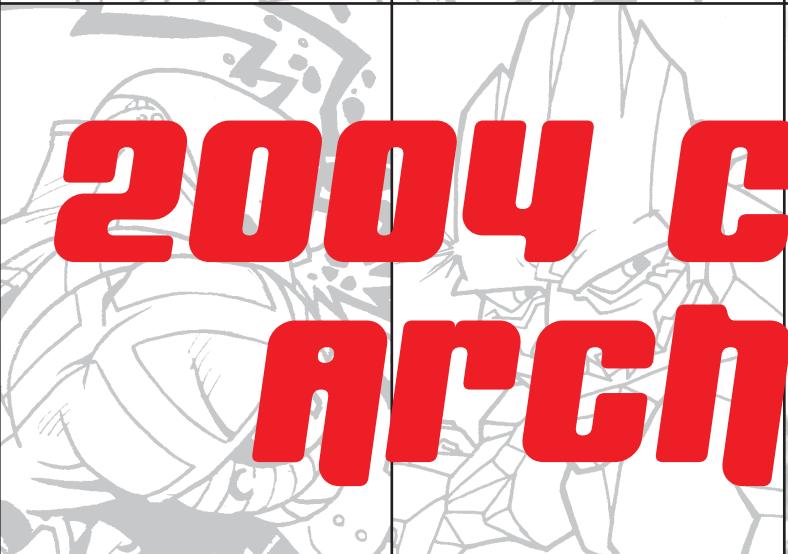
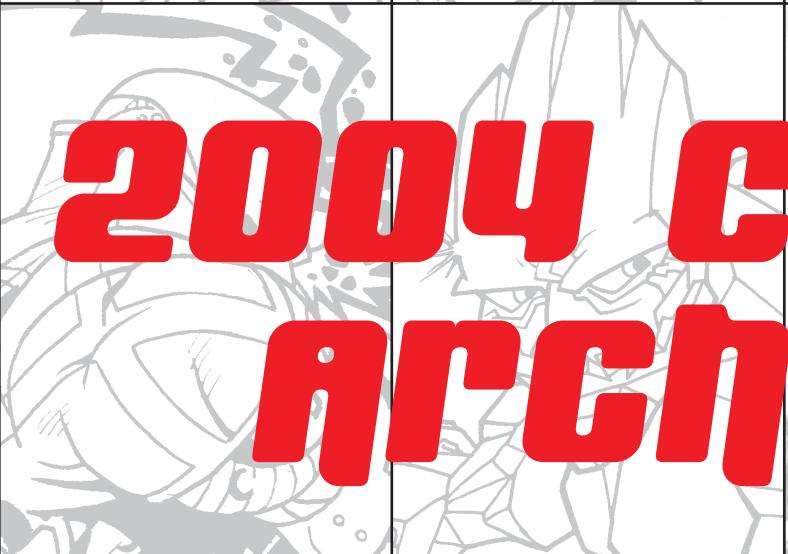
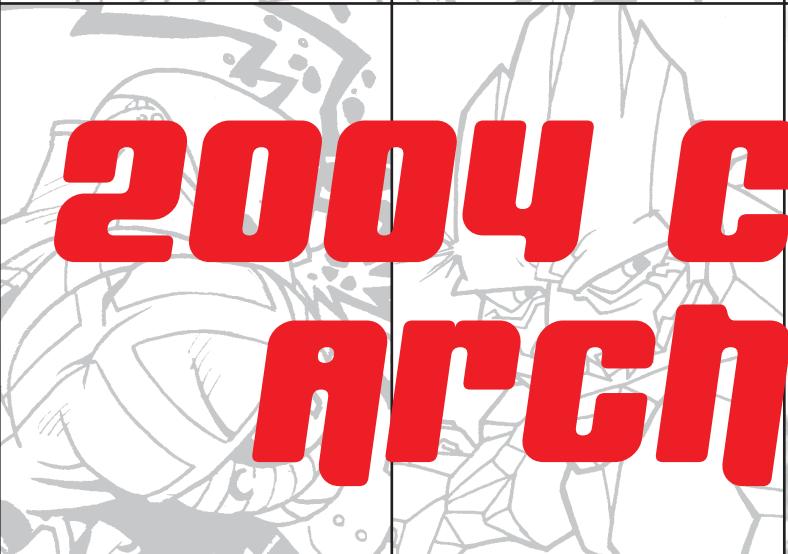
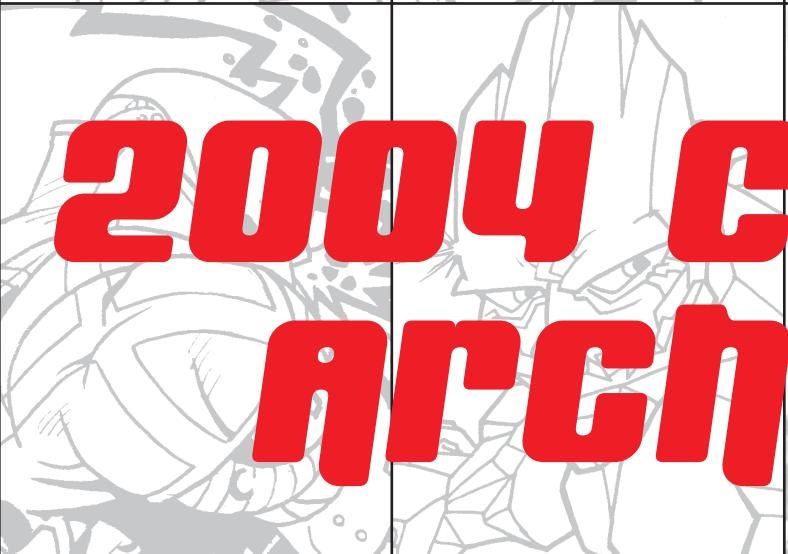
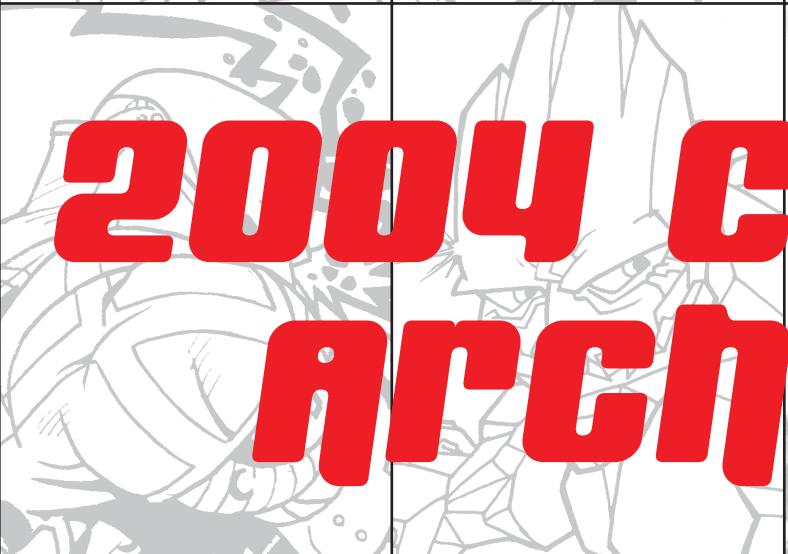
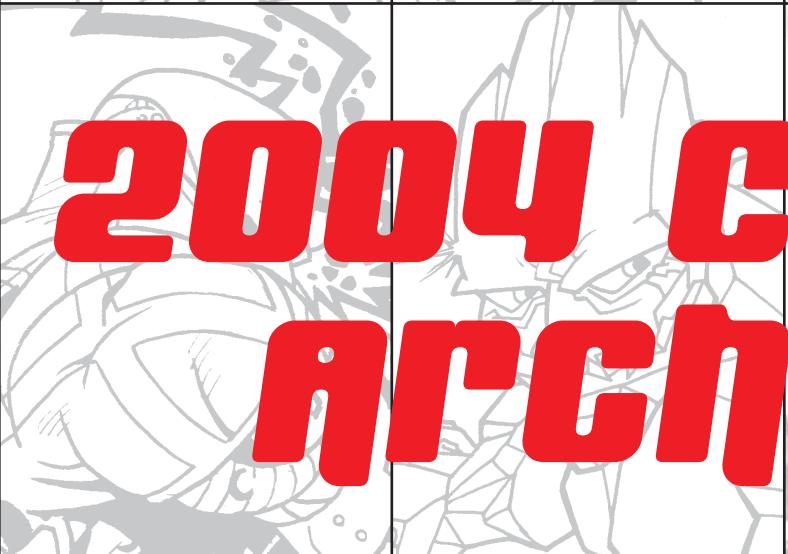
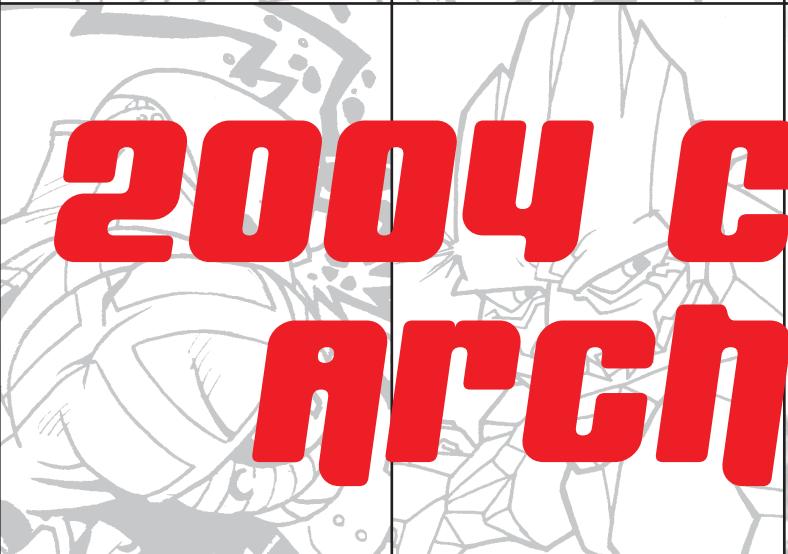
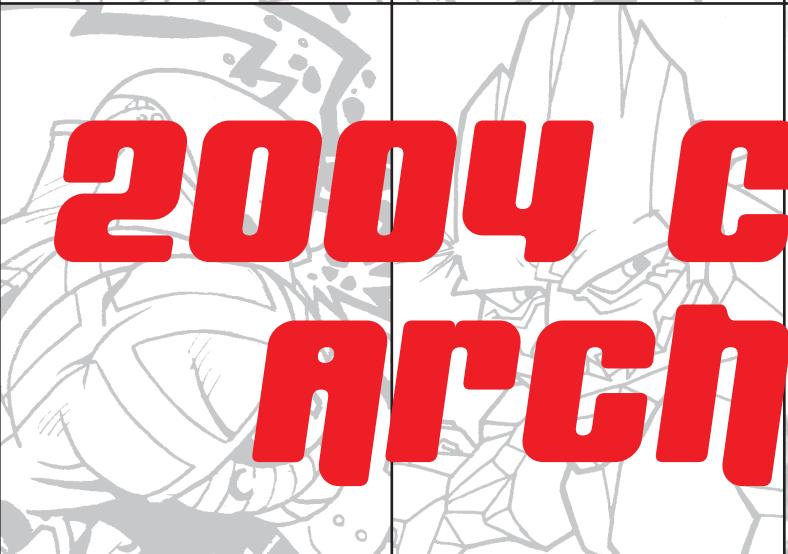
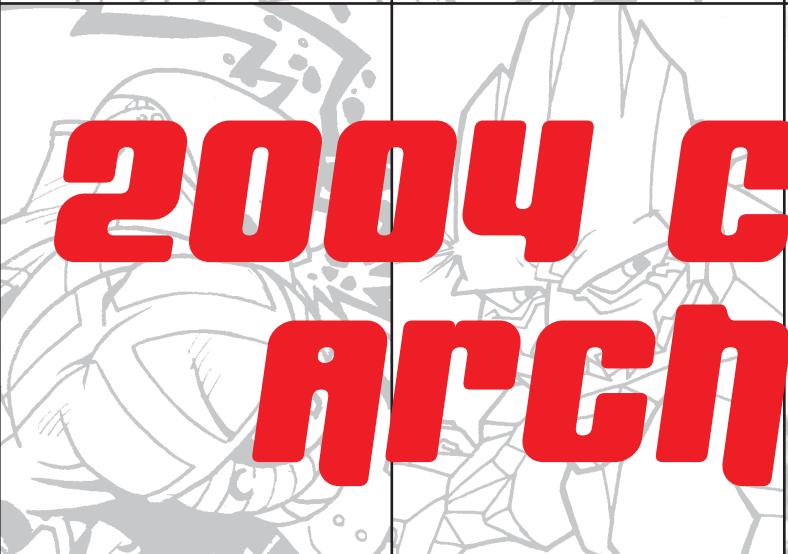
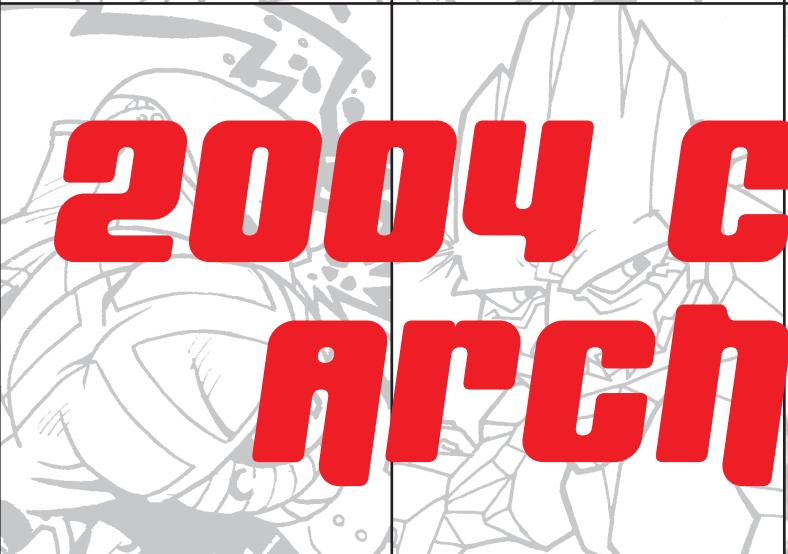
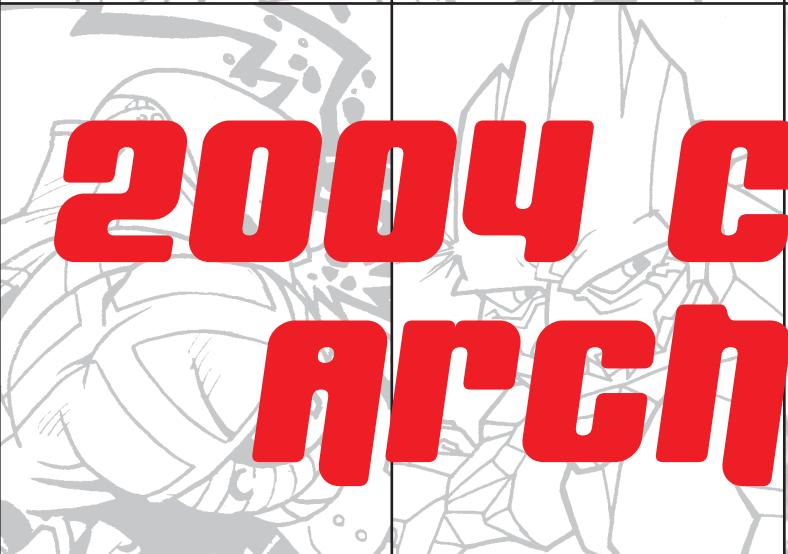
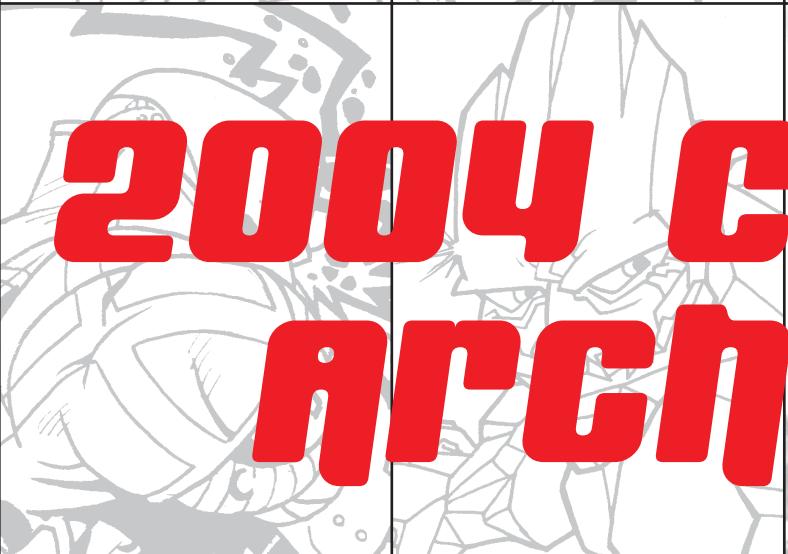
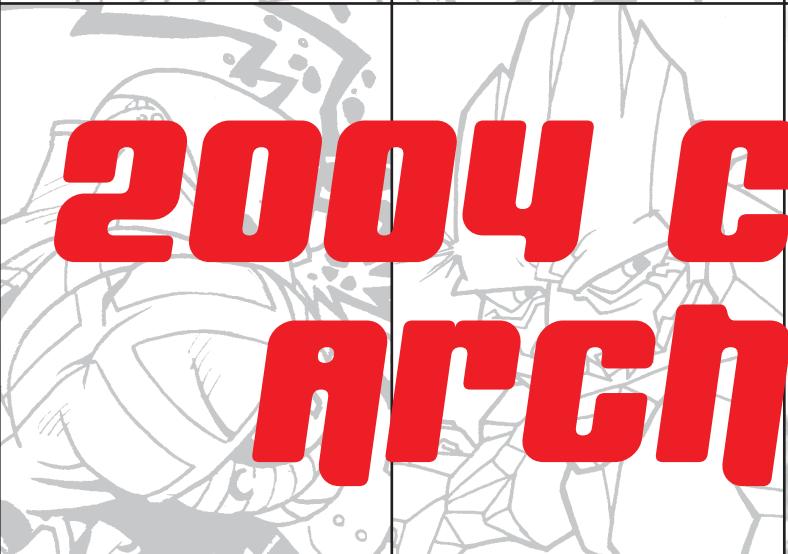
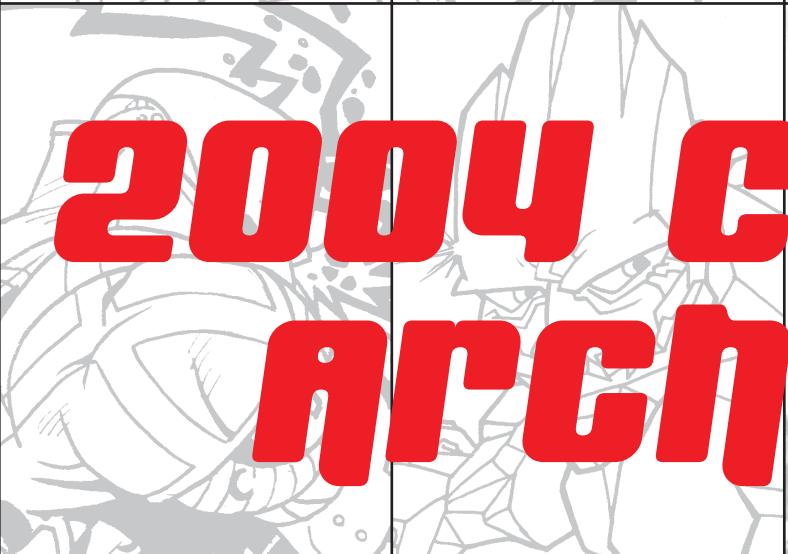
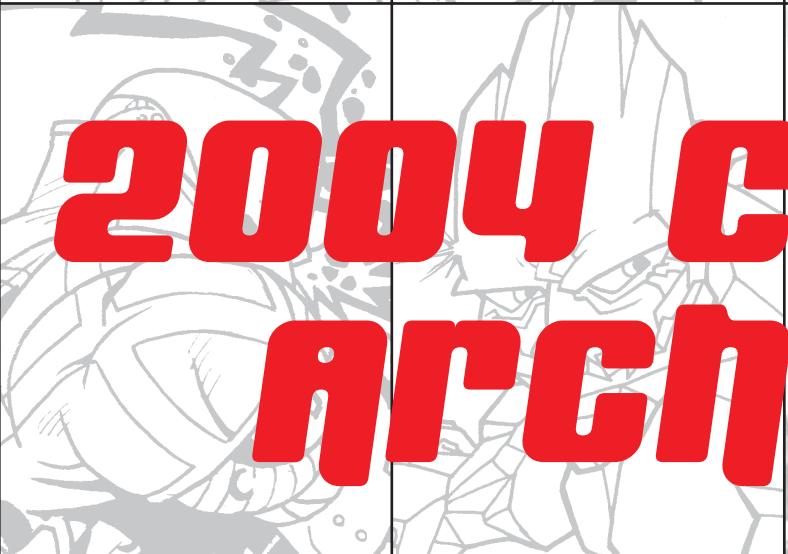
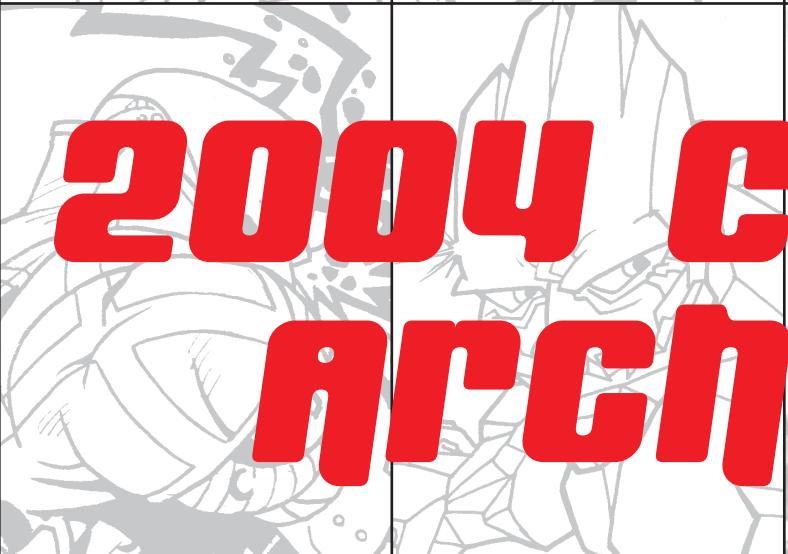
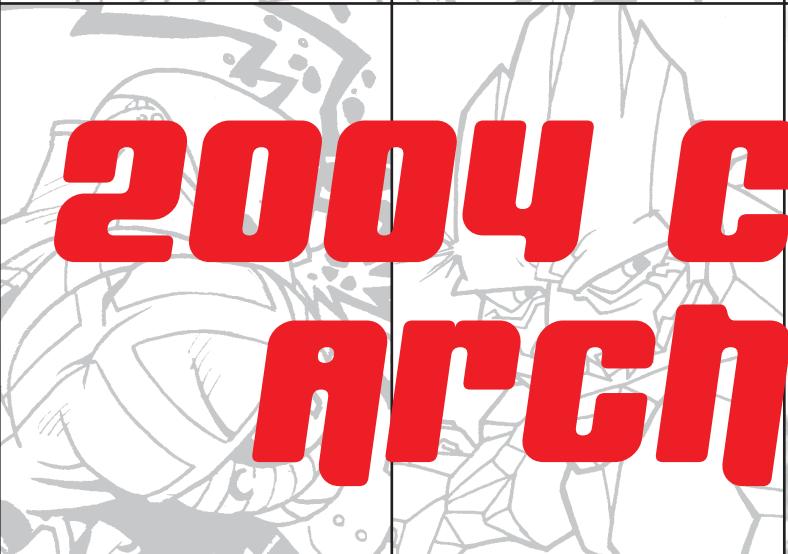
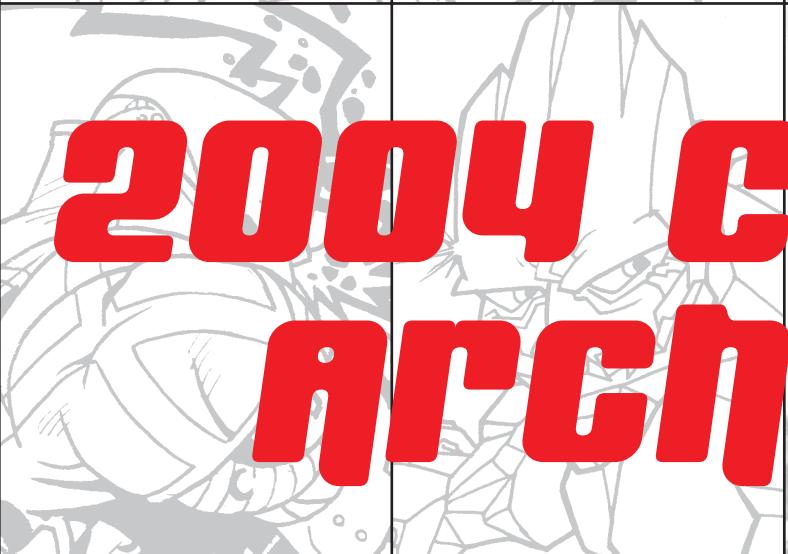
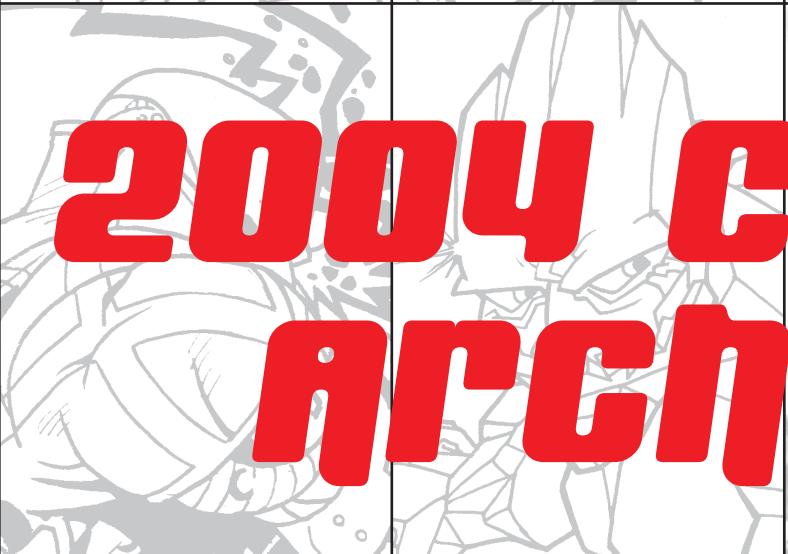
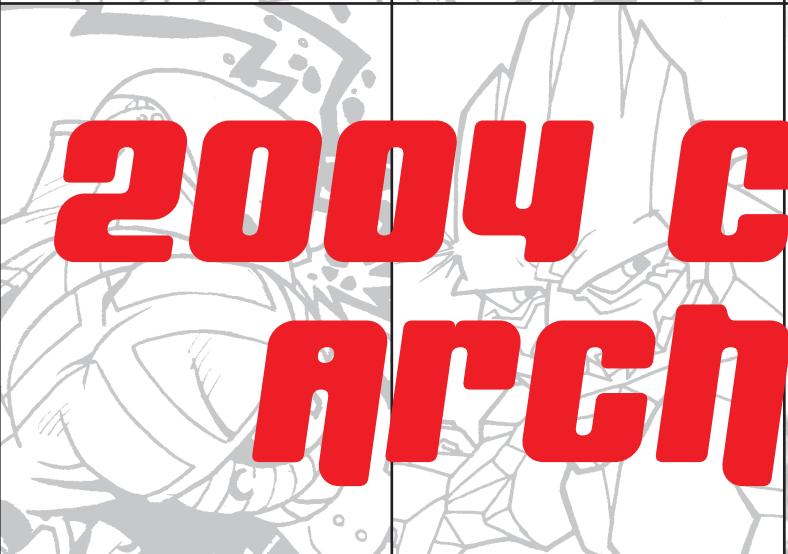
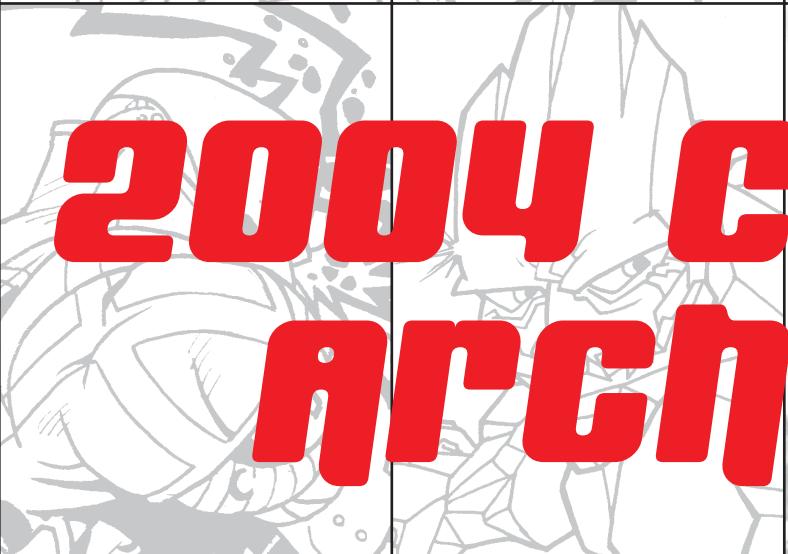
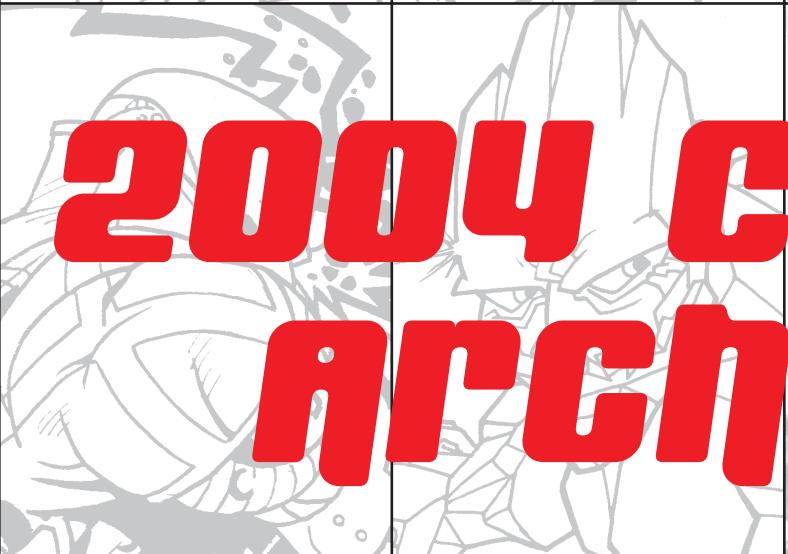
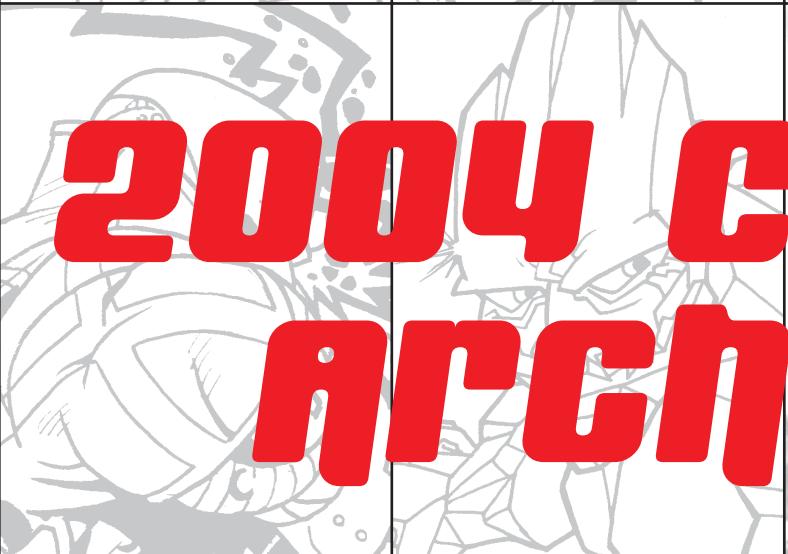
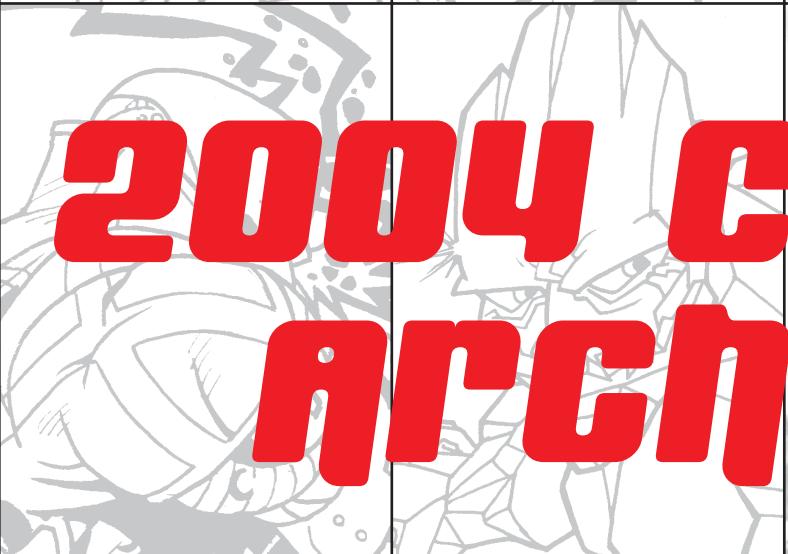
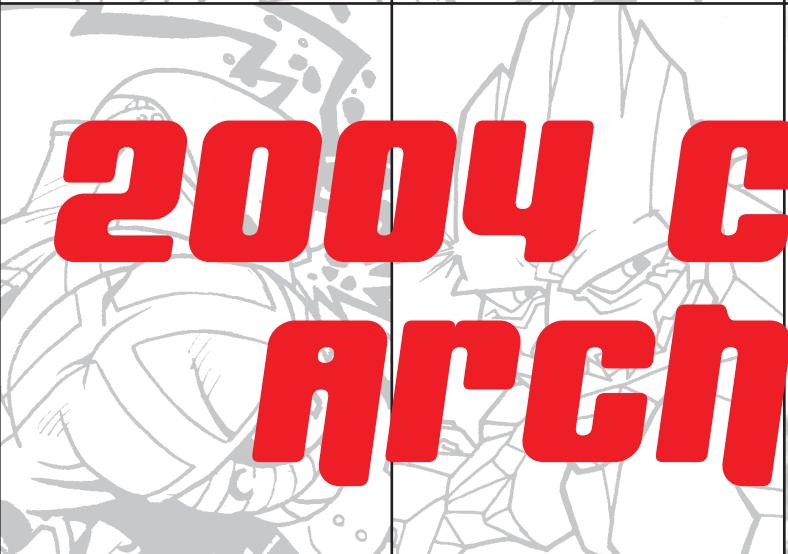
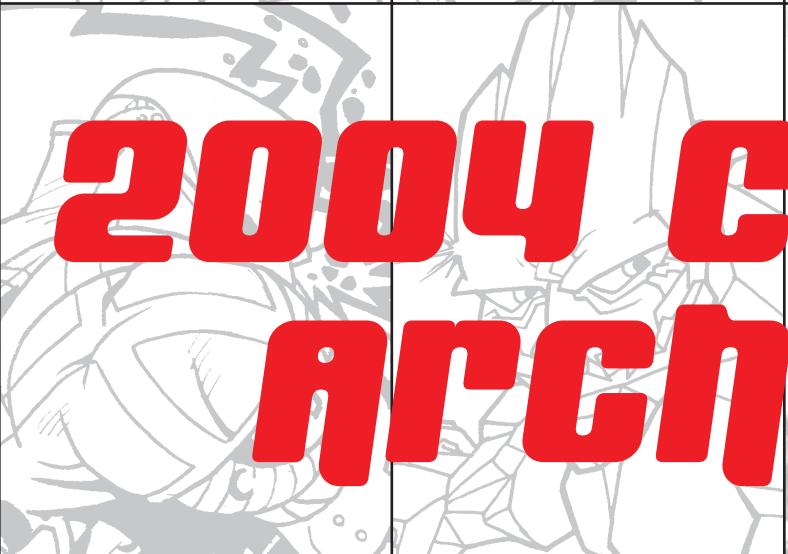
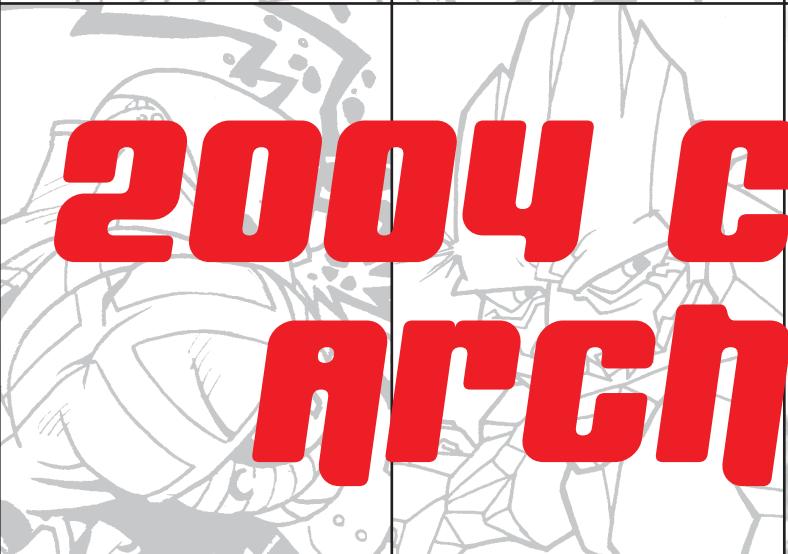
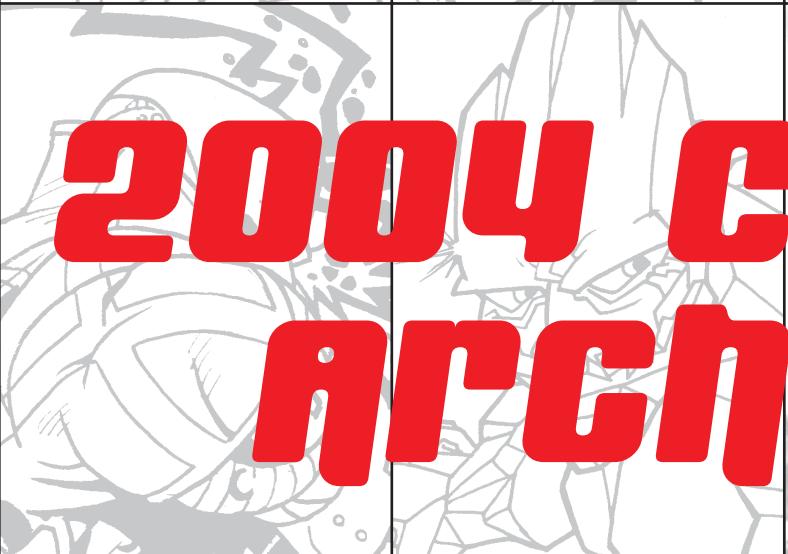




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SUPERLINK

2004 Collected Archetypes



archetypes: 1 Amphibian



description:

The Amphibian is a being capable of existing in two very different environments: underwater and on dry land. Some Amphibians are the result of experiments or accidents, while others are mutants or members of some long-forgotten semi-aquatic race. In any case, the Amphibian is generally capable of functioning normally in both environments, but is more comfortable underwater.

STRENGTH: 20

DEXTERITY: 16

CONSTITUTION: 16

INTELLIGENCE: 10

WISDOM: 14

CHARISMA: 10

DAMAGE: -6

FORTITUDE: -6

REFLEX: -2

WILL: -2

MELEE: -10

RANGED: -8

INITIATIVE: -3

DEFENSE: 21/18

SPEED: 30

HERO: 5

Skills: Concentration +8, Handle Animal +8, Survival +15, Swim +18.

Feats: Amphibious, Darkvision, Endurance, Underwater Combat.

Powers and Devices: Amazing Save (Fortitude) +3 [Extras: Damage, Cost: 2pp, Total: 6pp], Swimming +5 [Cost: 2pp, Total: 10pp], plus any number of the following, provided that the total number of power points does not exceed 30pp:

- Boost +10 [Cost: 2pp, Total: 20pp].
- Element Control (Water) +10 [Cost: 2pp, Total: 20pp].
- Environmental Specialty (Aquatic) +2 [Flaws: Limited Bonus, Cost: 10pp, Total: 20pp, see Power Corrupts 2 page 9].
- Mind Control +10 [Flaws: Limited (Aquatic Animals Only), Cost: 1pp, Total: 10pp].
- Natural Weapon +10 [Cost: 2pp, Total: 20pp].
- Sensory Link +10 [Flaws: Animal Sense, Cost: 1pp, Total: 10pp, see Power Corrupts page 25].
- Shapeshift +10 [Flaws: Limited (Aquatic Animals Only), Cost: 1pp, Total: 10pp].
- Super-Senses +10 [Flaws: Limited (Hearing or Sight Only), Cost: 1pp, Total: 10pp].
- Super-Strength +5 [Cost: 4pp, Total: 20pp].
- Telepathy +10 [Flaws: Limited (Aquatic Animals Only), Cost: 1pp, Total: 10pp].

customization:

Skills: The skills listed above are those skills that an Amphibian would likely need in an underwater environment. Concentration is useful for performing intricate actions while distracted (and being underwater can often be distracting). Handle

Animal and Survival are both useful for day-to-day life in a sea rife with danger and teeming with creatures, not all of them friendly. The utility of Swim should be obvious. However, an Amphibian does not necessarily focus only on those skills of use underwater; skills used on dry land may also be of interest. As such, you may feel free to swap the skills above for any other skills, though it is suggested that Swim retain at least a few ranks.

Feats: Feats are useful for Amphibians who enter into combat frequently. While only one of the feats above (Amphibious) is really necessary for an Amphibian, the other three are still relatively important. Darkvision is useful for those Amphibians who explore the deep seas, and Endurance can be invaluable to those who swim for long stretches of time. Underwater Combat is helpful for any Amphibian who plans on attacking or defending while underwater. However, any feat in the game is of potential use to an Amphibian. Because of the Amphibian's high Strength score, melee combat feats are of particular utility, as they capitalize on one of the Amphibian's aptitudes.

Powers and Devices: Most Amphibians have a decidedly water-centric theme, and as such the majority of their powers are either derived from or most useful in an underwater environment; this is reflected by the choices above. However, there are many other powers that could be useful to an Amphibian, depending on the concept surrounding him. In general, any power on the above list can be swapped out for any other power, provided that the total number of power points spent on powers does not exceed 30pp.

Ability Scores: Strength is of paramount importance to an Amphibian, as it is physical strength that is used while swimming. Not only that, but ranged weapons are of limited utility underwater, so most Amphibians tend to focus more on melee combat. Dexterity, however, is still relatively important, as is Constitution, since both ability scores help to keep the Amphibian from harm. In general, Intelligence and Charisma are the least important ability scores to

an Amphibian, though it is not impossible to imagine a very intelligent, charming individual who happens to feel more at home underwater than on land.

Weaknesses: An Amphibian can have virtually any Weakness desired, but there are some that are more appropriate than others. Each Weakness taken provides a one-time bonus of 10pp, which can be spent on anything you desire. Ability score points can be bought for 1pp each, to a maximum score of 20. The Amphibian's default Base Attack Bonus is +5, and can be increased to a maximum of +10 for 3pp per rank. Similarly, default Base Defense Bonus is +8, and can be increased to a maximum of +10 for 2pp per rank. Skills can be bought for 1pp per rank, with a maximum rank of 13. Feats can be purchased for 2pp each. Some example Weaknesses are provided below:

Berserker: Some aquatic animals, such as sharks, enter into a violent feeding frenzy from time to time, and it is not difficult to imagine a shark-like Amphibian who does the same thing. Such characters tend to be violent and aggressive in general, and can be extremely dangerous to friend and foe alike in a combat situation.

Disturbing: Even if it is only because of gills on the side of one's neck, an Amphibian can have a somewhat unnerving appearance. Many are decidedly fish- or frog-like, and humans tend to feel uncomfortable around those who look extremely inhuman.

Naïve: Many Amphibians feel more at home underwater than on land, and these Amphibians are often quite out of touch with the workings of human society. Whether this is because they hail from some race of underwater beings, or simply because they prefer the company of fish to people, these Amphibians often have a kind of naiveté that can be a liability when interacting with others.

Susceptible (dehydration): Because of their semi-aquatic nature, many Amphibians must keep their skin damp while they are out of water. Normally this is not an issue during game play; however, certain

dehydrating substances (like salt) could prove extremely harmful to an Amphibian, despite the fact that they are normally relatively harmless to most people.

Unusual Metabolism: Similar to the Susceptible Weakness described above, this Weakness assumes that the Amphibian must keep his skin damp in order to survive. Such a character would likely have to remain completely submerged in water for four hours of every day, or suffer negative side effects of some sort. For a full description of the Unusual Metabolism Weakness, see Power Corrupts 2, page 26.

Example Amphibian: old man ocean

Joseph Alger was a fisherman by trade, and lived his life on the sea. From the moment he learned to walk, he was walking on the deck of a ship; his passion for the sea seemed an innate thing, a part of his being that could not be separated from the rest. As he grew through his teens, he earned a living as a hand on a fishing vessel, the Brine Chaser, under the tutelage of Captain Farris Shaw.

Alger idolized Shaw. He saw in his mentor a kindred spirit, a man born to the sea with salt water running through his veins. Alger remained on the Chaser for fifteen years, working his way up the chain of command, until he was Shaw's most trusted employee, and his close friend. When Shaw died, he left the Brine Chaser to Alger, as well as the ownership of his fishing company. Though the death of his closest friend rocked Alger to his core, he continued to sail and to fish, because he knew no other way of doing things; it also seemed a fitting way to pay homage to his deceased mentor and friend.

Five years after Shaw's death, Alger was approached with an unusual offer. A man named Kenneth Laver, a local scientist and eccentric, wanted to book passage on the Chaser. He offered Alger a large sum of

money to take him out into the open seas so that he could conduct his research, though he would say no more about what that research entailed. Although it was not his normal policy to take on passengers, Laver was offering quite a lot of money, and Alger agreed. The decision changed his life forever.

The expedition was supposed to last for five days, after which Laver's research would be complete. However, three days into the expedition, a freak storm swallowed up the Chaser. As Alger struggled against the gale-force winds, trying to keep the Chaser from capsizing, Kenneth Laver put his real plan into motion. Activating a mysterious machine that he had brought with him, Laver ran below decks to wait until the experiment had completed its cycle. While Alger was battling the storm, the machine fired a bolt of energy at him, striking him from behind and hurling him from the ship. Weakened by the beam of force that had tossed him overboard, Alger could feel the sea consuming him as he sank beneath the waves.

Later, Alger woke up, but he was no longer himself. He was beneath the ocean, drifting, but he could breathe normally. He had been changed. He could hear the thoughts of the marine life around him, and with time he learned that he could control the creatures, too. He was now completely and wholly a creature of the sea.

Alger missed dry land, however. Before, he had longed for the sea. Now, however, he found that the sea was a cold and lonely place. His appearance had changed significantly, and people tended to run away when they saw him. Desperate, he began to approach more people, until finally he was attacked by a group of smugglers off the coast of a small, uncharted island. Furious, Alger fought back, and the sea fought back with him. Before long, the ship had been destroyed, and its crew had been killed by the marine life that Alger, himself, had summoned.

This act of violence changed Alger on a fundamental level. He was Joseph Alger no more; in Alger's place was Old Man Ocean, vengeful spirit of the seas.

Quote: "Do you hear the sea calling to you? It longs to swallow you up."

Personality: Old Man Ocean has little compassion or humanity left in him. He believes that the world of humanity has turned its back on him, and it has. He exacts his revenge by attacking various sea-faring vessels, though the darkest part of his hate is reserved for Kenneth Laver, who he (rightfully) blames for his new state of existence. Unfortunately, Ocean does not know whether or not Laver is even still alive. For all he knows, Laver drowned in the storm, though he does not think so.

Powers and Tactics: Old Man Ocean rarely gets physically involved in a battle. Instead, he uses the sea around him as a weapon, and calls upon the denizens of the ocean for aid. A person or group who angers Ocean soon finds themselves fighting the water, itself, and being attacked by all manner of marine life upon entering the ocean. If encountered outside of the ocean (which rarely, if ever, happens), Ocean does his best to escape, especially if he can escape to a large body of water.

Appearance: Old Man Ocean looks decidedly fish-like. His skin is an iridescent greenish color, and is covered with a multitude of fine scales. He has webbed hands and feet, as well as various small fins on his appendages. His eyes are large and totally black, and he has no body hair whatsoever. His mouth is large and fish-like. Ocean rarely wears clothes, as they only slow him down when he's swimming.

Campaign Use: It is most likely that the heroes will encounter Old Man Ocean as a villain or foil of some sort. If part of a mission or adventure requires some sea travel, it is possible that Ocean might simply attack them out of pure spite, with no apparent provocation whatsoever. However, if the PCs happen to know where Kenneth Laver is (perhaps they are pursuing him for some reason), they could find a fierce, if unpredictable, ally in Old Man Ocean, at least until Laver is killed (Ocean will not suffer him to live).

Archetypes: Amphibian

Old Man Ocean: PL 10; Init +3 (Dex); Defense 21 (18 flat-footed); Spd 30 ft; Atk +10 melee (5S, punch); SV Dmg +6, Fort +6, Ref +3, Will +2; Str 20, Dex 16, Con 16, Int 10, Wis 14, Cha 10.

Skills: Profession (sailor) +10, Handle Animal +8, Survival +15, Swim +18.

Feats: Amphibious, Darkvision, Endurance, Underwater Combat.

Powers: Amazing Save (Fortitude) +3 [Extras: Damage, Cost: 2pp, Total: 6pp], Element Control (Water) +10 [Cost: 2pp, Total: 20pp], Mind Control +10 [Flaws: Limited (Aquatic Animals Only), Cost: 1pp, Total: 10pp], Swimming +5 [Cost: 2pp, Total: 10pp], Telepathy +10 [Flaws: Limited (Aquatic Animals Only), Cost: 1pp, Total: 10pp].

Weakness: Disturbing.

Artwork: Sean Parnell

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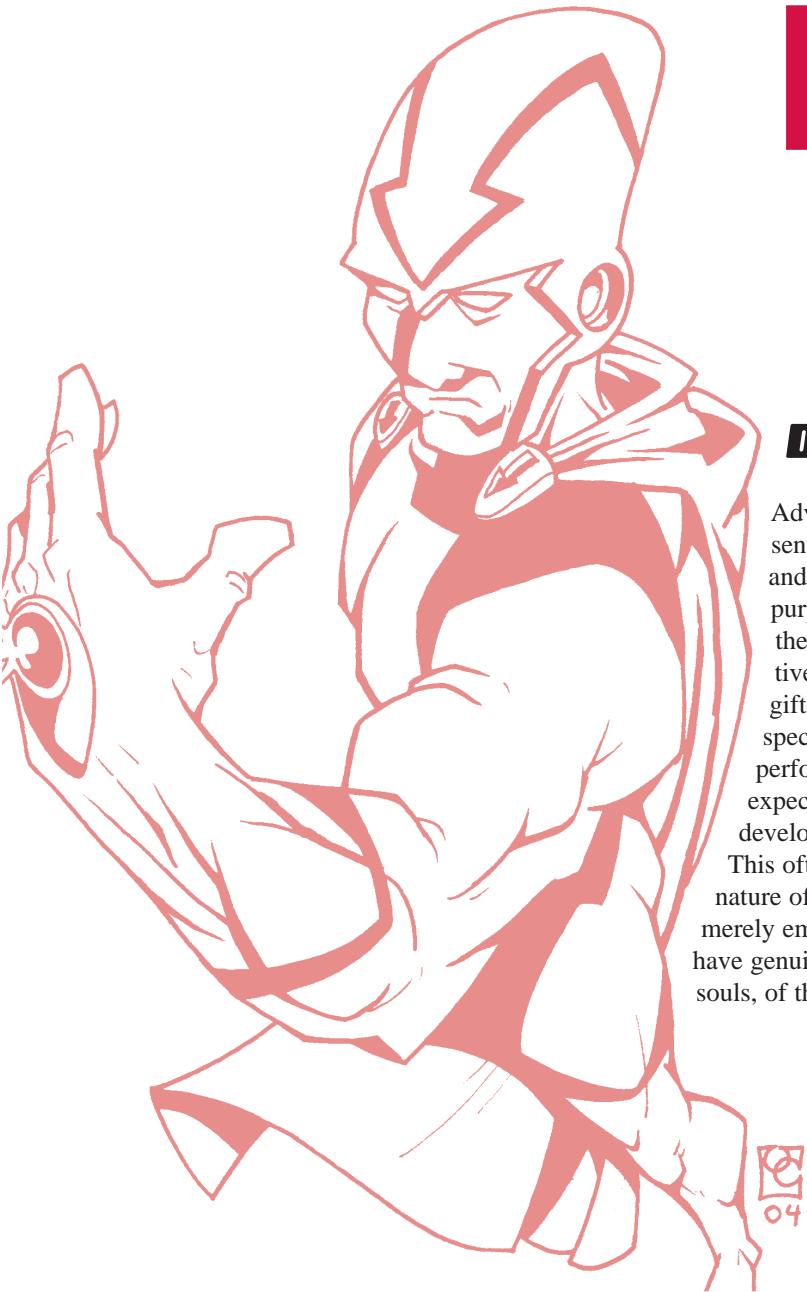
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Archetypes: amphibian



archetypes:

ANDROID

Description:

Advanced supercomputers given sentience and human shape, androids are created for a particular purpose. They are constructs with the tireless strength and cold, objective logic of machines. Most are gifted with one or more potent special abilities to aid them in performing their duties. Despite all expectations, most androids eventually develop unique traits and mannerisms. This often causes many to question the nature of these strange beings. Are they merely emulating humanity, or do they have genuine personalities, perhaps even souls, of their own?

STRENGTH: 16

DEXTERITY: 15

CONSTITUTION: -

INTELLIGENCE: 16

WISDOM: 12

CHARISMA: 10

HARDNESS: 5

DAMAGE: .7

FORTITUDE: -

REFLEX: .2

WILL: .1

MELEE: .6

RANGED: .5

INITIATIVE: .2

DEFENSE: 16/14

SPEED: 30

HERO: 5

Skills: Computers +10, Disguise +3, Science (*mathematics, physics, or robotics*) +10, Search +10.

Feats: Ambidexterity, Immunities (*aging, critical hits, disease, fire, exhaustion, poison, pressure, starvation, suffocation*), Photographic Memory, Toughness, Ultra-Hearing.

Powers and Devices: Super-Intelligence +5 (*Source: Super-Science; Cost: 2 pp; Total: 10 pp*), Super-Strength +5 (*Extra: Protection; Source: Super-Science; Cost: 5 pp; Total: 25 pp*); plus one of the following suites worth 30 pp:

- Animation +10 (*Flaw: Limited – Machines Only; Source: Super-Science; Cost: 1 pp; Total: 10 pp*); Datalink +5 (*Source: Super-Science; Cost: 2 pp; Total: 10 pp*); Gadgets +10 (*Source: Super-Science; Cost: 1 pp; Total: 10 pp*)
- Density Control +5 (*Source: Super-Science; Cost: 6 pp; Total: 30 pp*)
- Elasticity +5 (*Source: Super-Science; Cost: 4 pp; Total: 20 pp*); Gadgets +10 (*Source: Super-Science; Cost: 1 pp; Total: 10 pp*)
- Element Control +5 (*Extras: Elemental Blast, Elemental Movement; Power Stunts: Elemental Snare; Source: Super-Science; Cost: 4 pp; Total: 22 pp*); Obscure +8 (*Flaw: Partial; Source: Super-Science; Cost: 1 pp; Total: 8 pp*)
- Energy Control +5 (*Extras: Energy Absorption, Energy Blast; Energy Field, Flight; Source: Super-Science; Cost: 6 pp; Total: 30 pp*)
- Replace Super-Strength +5 (*Extra: Protection; Source: Super-Science; Cost: 5 pp; Total: 25 pp*) above with Super-Strength +10 (*Extra: Protection; Source: Super-Science; Cost: 5 pp; Total: 50 pp*); Immovability +5 (*Source: Super-Science; Cost: 1 pp; Total: 5 pp*)

Customization:

Skills: Androids usually possess a number of useful skills, most of which are cerebral. A high Intelligence modifier allows for a certain degree of expertise in many fields. If desired, players may reallocate nine skill ranks into more conceptually appropriate skills. Though androids commonly possess a Science (*usually mathematics or physics*) or Knowledge (*often culture or history*) skill specialty, Craft is also a possible choice. Androids designed to be servants might instead possess an appropriate Profession skill. Artificial intelligence processors make Computers a natural and valuable skill choice for most androids. Repair is handy for androids that might often find themselves damaged.

Feats: Androids are constructs, and as a result, possess all nine Immunities. Each may choose to be immune to one energy type. Most androids possess Photographic Memory, a result of their incredible ability to store and recover sensory data.

Androids are quite expensive, so they are usually built to last. Naturally, Toughness is a common choice for androids with prudent creators, though this feat may be swapped for another conceptually sound feat.

Many androids possess senses more acute than those of humans. Though Ultra-Hearing is fairly common, it is not necessary, and may be substituted for another sensory feat, such as Darkvision, Penetration Vision, See Invisibility, or True Sight.

Powers and Devices: Due to the materials of their construction, many androids possess at least some degree of both Protection and Super-Strength. Most, by virtue of their computerized logic functions, also possess Super-Intelligence. Other abilities differ, but Animation, Datalink, Density Control, Element Control, Energy Control, and Energy Blast are all possible abilities.

Most androids with Element Control have power over the Air element, but in some circumstances,

Element Control (Water) or Element Control (Earth) may be acceptable, depending on their intended roles.

Androids with Energy Control may boast mastery over any energy type, though electricity, fire, and light are particularly common.

Ability Scores: Androids typically boast superior Strength and Intelligence scores. As constructs, they do not possess a Constitution score. More introspective and self-aware specimens may have high Wisdom, while Charisma, in all but the most rare cases, is average, at best.

Weaknesses: Androids usually spend the 10 pp acquired from a weaknesses on one of the following: two five-rank super-ability extras; five additional ranks of Super-Intelligence; Energy Blast +5 (*Source: Super-Science; Cost: 2 pp; Total: 10 pp*); Flight +5 (*Source: Super-Science; Cost: 2 pp; Total: 10 pp*); Super-Senses +5 (*Source: Super-Science; Cost: 2 pp; Total: 10 pp*)

Not all machines are constructed properly. Androids may have certain physical or mental inconsistencies. Certain weaknesses may apply to such characters.

Some androids may be Disabled, due to being incomplete or damaged. Perhaps their creators designed them with disabilities to serve as limiters or safeguards. Such characters might be deaf, mute, or in rare circumstances, blind. Occasional androids may be paraplegic, though this is extremely uncommon, barring severe damage.

Sometimes, androids are built to look only vaguely human. Perhaps they have alien facial features (*or no features at all*) or metallic skin. Such characters may choose the Disturbing weakness, as many humans will likely consider them inhuman copycats or monstrous pretenders. Many humans might feel resentful even of relatively normal-looking and unassuming androids.

Androids new to the outside world may be Naive. Such characters do not possess a genuine under-

standing of human nature or society. These characters may be quite intelligent, but a lack of exposure to humanity tends to make them easily manipulated.

Certain behavioral programming may manifest in the Quirk weakness. Such programming may require androids to act in accordance with a certain doctrine or compulsively perform or refrain from certain types of actions.

An android may be Susceptible to particular conditions or substances normally harmless to normal people. These phenomena may interfere with the android's programming, damage its materials, or cause it to shut down entirely.

Some androids are poorly insulated, and their internal systems are Vulnerable to electricity. Others may be more Vulnerable to magnetic energy attacks.

EXAMPLE ANDROID: A.S.GUARD MK. I

Dr. Summer Desmond was a brilliant scientist who worked closely with the United States government on a number of secret robotics projects. Having developed an immensely promising prototype android soldier, Dr. Desmond found herself a much-desired prize, wanted by governments worldwide. She declined the numerous furtive invitations to leave her country, but she began to grow fearful for her family. It was only a matter of time, she surmised, before interested parties attempted to obtain her by force, and it would be an easy thing for terrorists or pitiless government agencies to use her husband or infant son to blackmail her into crossing over.

Her fear prompted her to build A.S.Guard Mk. I (*Automated SafeGuard Mark I*), an android designed specifically to watch over her son, Gary. It was a combination babysitter, housecleaner, playmate, and bodyguard, equipped with numerous devices for entertaining, transporting, and protecting young Gary Desmond. It rarely left the boy's side, and Gary grew quite fond of it. Years passed, and A.S.Guard essen-

tially became a part of the Desmond family, called "Uncle Guard" by Gary, now five years old. Tragedy struck when the entire family, on their way to Mexico for a short vacation, was killed in an automobile accident a few miles from their home.

A.S.Guard, unable to go along due to the potential for conflict at the border, was home at the time, and saw reports of the accident on the local news station. The android went to the accident site to confirm the truth and was promptly met by police and rescue workers. The police, mistaking the transfixed A.S.Guard for a mentally ill rubbernecker, tried to convince the android to move along. A.S.Guard, however, devastated by its loss, revealed to them its entire story and its relationship to the Desmonds.

The police department, having found a powerful and unclaimed weapon, was quick to snatch up

A.S.Guard. Now considered property of the department (*as the government does not yet recognize androids as sentient beings*), A.S.Guard is nonetheless treated as a member of the force. The android's compassion, honesty, and protective nature, as well as its enhanced physical capabilities, make it an ideal officer of the law. It will not allow innocent people, especially young people, to come to harm. Today, A.S.Guard protects the public tirelessly and effectively.

Quote: *"Please forgive me, sir, for hurting you. No, you will not die. An ambulance is on its way. Your arm is fractured in three places, and you are likely to lose consciousness within the next 30 seconds. You will, however, wake up in police custody, so I had best read you your rights. You have the right to remain silent..."*

Personality: A.S.Guard is programmed to be both polite and timid in the presence of humans, in order to better put them at ease. The android has an extremely mild voice. Its manner is submissive, even when it must resort to violence in order to defend itself or an innocent.

Powers and Tactics: A.S.Guard has the ability to communicate with and control machines. Cars,

computers, television sets, and construction vehicles are all subject to the android's will. A.S.Guard is equipped with super-scientific devices with a variety of purposes, from a miniaturized flamethrower to an ultra-compact microscope.

A.S.Guard's strength and durability, as well as its encyclopedic knowledge, are invaluable to the force.

Appearance: A.S.Guard is a relatively nondescript android with a very human appearance. Its skin is completely hairless, and though it's incredibly tough, is nearly indistinguishable from human skin. For the most part, A.S.Guard can easily pass for a human. Usually, it wears a simple police uniform, but on the rare occasions on which it is not working, it favors light-colored casual clothing.

Campaign Use: A.S.Guard can prove an interesting addition to any campaign in which law enforcement plays a significant role. Player characters on the wrong side of the law may find themselves pursued by the tireless A.S.Guard. Otherwise, characters, perhaps seeking a criminal of some sort, may find themselves aided by the android policeman.

A.S.Guard: PL 10 (*construct*); Init +2; Defense: 16 (*14 flat-footed*); Spd: 30 ft.; Atk +6 melee (*8S, punch*), +5 ranged; SV Dmg +7, Fort -, Ref +2, Will +1; Str 16, Dexterity 15, Con -, Int 16, Wis 12, Cha 10.

Hardness: 5

Skills: Computers +15, Disguise +3, Profession (*nanny*) +3, Search +10.

Feats: Ambidexterity, Immunities (*aging, critical hits, disease, fire, exhaustion, poison, pressure, starvation, suffocation*), Photographic Memory, Toughness, Ultra-Hearing.

Powers and Devices: Animation +10 (*Flaw: Limited – Machines Only; Source: Super-Science; Cost: 1 pp; Total: 10 pp*); Datalink +5 (*Source:*

Archetype: Android

Super-Science; Cost: 2 pp; Total: 10 pp); Gadgets +10 (Source: Super-Science; Cost: 1 pp; Total: 10 pp); Super-Intelligence +5 (Source: Super-Science; Cost: 2 pp; Total: 10 pp), Super-Strength +5 (Extra: Protection; Source: Super-Science; Cost: 5 pp; Total: 25 pp)

Artwork: Ulises Roman Carpintero

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archetypes:

A N G E L

description:

Suspended between Heaven and Hell, or bound on Earth to serve a purpose. Distillations of pure Good, or flawed vessels that try to serve a higher power as best they can. Either way, angels stand apart from the general run of humanity. For better or worse...

STRENGTH: 13

DEXTERITY: 16

CONSTITUTION: 15

INTELLIGENCE: 14

WISDOM: 16

CHARISMA: 18

DAMAGE: +2

FORTITUDE: +2

REFLEX: +3

WILL: +3

MELEE: +5

RANGED: +7

INITIATIVE: +3

DEFENSE: 17/14

SPEED: 30

HERO: 5

Skills: Diplomacy +7, Disguise +7, Gather Info +7, Culture +4, Perform +5, Spot +7 plus three Languages.

Feats: Attractive, Inspire, Leadership, Indomitable Will

Powers and Devices: Super-Charisma +3 (*Source: Mystical; Cost: 2pp; Total: 6pp*); Weapon +10 (*Source: Mystical; Cost: 1pp; Total: 10pp*); Gadgets +5 (*Source: Mystical; Cost: 1pp; Total: 5pp*); plus one of the following suites worth 50pp:

- Elemental Control: Air +8 (*Extras: Create Element, Elemental Blast, Elemental Movement, Shield; Stunt: Stun; Source: Mystical; Cost: 6pp; Total: 50pp*)
- Energy Control: Fire +10 (*Extras: EB, Flight, Force Field; Source: Mystical; Cost: 5pp; Total: 50pp*)
- Flight +5 (*Flaw: Wings; Source: Mystical; Cost: 1pp; Total: 5pp*); Healing +6 (*Extra: Regrowth; Source: Mystical; Cost: 4pp; Total: 24pp*); Super-Senses (Sight) +3 (*Source: Mystical; Cost: 2pp; Total: 3pp*); add an Extra to the Weapon (*typically Dazzle, Area, Ghost Touch, Mental or Range*), up Gadgets to +10.

customization:

Skills: Angels tend to swing to either extreme with regard to skills. Some are very naïve and will not have many skills that don't deal with mystical knowledge or people skills. Others may revel in the material world around them and will have mastered many skills, particularly Knowledges, Professions, languages, and vehicles. Some angels will have been on Earth only for a short time while others will have been here since the beginning; any range of human and pre-human knowledge is available to them. They can have any mix of skills imaginable.

Even angels trapped in a mortal form will know Enochian, the language of Heaven, and at least two other languages (*usually of the ancient world: Hebrew, Aramaic, Greek, Latin*). Some may know tongues long extinct. A few will know languages yet to be invented.

Feats: Almost all angels have an incredibly powerful sense of self. Even angels who have lost their memory or been cast down to Earth retain a tremendous amount of self-realization and worth, and humans respond to them often without realizing why. Warrior-angels that are more combat-focused of course will choose different feats, especially Aerial Combat, Attack Finesse, Dodge, Toughness and some Immunities. Those focused more on the material world may take Skill Focus or Talented. Those with a more mystical bent will take Psychic Awareness and True Sight.

Many will also take Identity Change if they wish to maintain a more human guise, or want some means of hiding their weapons or armor. They may have a regular 'stable' of human shapes, particularly if they are tasked with guiding humans towards Heaven, or maybe just the one. Some angels are actually bound to a human form or are part mortal offspring, which results in just the one shape. Other angels will have a 'super-angel' aspect, particularly if they buy the Intimidating Presence Extra to their Super-Charisma, that they use to awe viewers.

Powers and Devices: Angels customarily have access to at least one weapon, usually a spear, sword, bow or other archaic weapon. Very few will have arms of modern appearance. Also, they typically have amulets, headbands, bracers, or rings that grant them a host of mystical powers. Typically their gadget will manifest a healing or defensive power, Comprehend, Neutralize or Transmutation.

Angelic powers are usually linked to the elements of air or fire, though it's certainly possible to use any element or energy at all: there is a heavenly patron for almost everything under the sun. The first two suites presented are for the more usual 'combat

angel' who seeks to punish evil. The last is the 'stereotypical angel'; the winged healer with powerful devices to aid his quest for betterment.

Ability Scores: Angels are usually quicker than strong and wiser than educated, but that can change as well. There are entire ranks of warrior angels who would reverse their Strength/Dexterity and Constitution/Charisma.

Weaknesses: With the 10 points from a Weakness most angels will take one of the following: an Extra with their weapon (usually Ghost Touch); a set of Immunities and Amazing Save boosts; Telepathy +5, or add an Extra to their main power suite.

Vulnerability or Susceptible are unusual for an angelic being to have unless it's a half-breed or has had some unusual punishment laid upon it by God or its superiors. If so, the substance involved is usually tied to the transgression: an angel being punished for the sin of greed could be Susceptible to money or precious metals. An angel wrenched from its place in Heaven by a spell or artifact could find that his new material body interacts poorly with his more normal ethereal form: plastics, fluorocarbons and other very modern substances might do him harm. An even more exotic flaw would be proximity of certain negative emotions. An angel of peace or love might find itself crippled by the emotions of hatred, anger or spite. An angel who was connected to a particular nation or ethnic group might grow sick as that nation or people drifted further from God or their ideals.

Naïve is a perfectly good weakness for an angel, especially on newly arrived on Earth. It would have no concept of money or how humans interact with each other. He could be easily tricked since he's utterly unfamiliar with the way things should be done, save in cases of clear right and wrong. Having spent eternity in a place where there are no lies, it will take the angel quite some time before it truly understands that aspect of humanity.

Disturbing is also a good choice. Angelic beings, especially those sent here for what they assumed

would be a short time, might not bother disguising parts of their Heavenly aspect. They may manifest a halo of light. Everyone around them might feel 'watched'. They might have an inhuman voice, or a beauty so pure it makes humans uncomfortable to look upon it.

Example Angel: zeron

Adam Carpenter was always 'the odd kid' during his early childhood. He had many friends and playmates, and a large and loving family. But there was always something different about him that no one could ever quite identify. Those closest to him eventually learned to keep quiet about some of the odd things. Like the fact that even after a hard football practice under the summer sun he never smelled bad. Or that he never got sick, not even once. Or that time his tears made Suzy Hartman's broken leg straighten out. He was a skinny runt as a little boy, but he could face down bullies five times his size and make them ashamed with just a well-chosen word. He was different, but a good kind of different.

When Adam was 13, a man attempted to kidnap him out of the mall parking lot. Adam ran. The man pursued and eventually trapped the boy on a closed loading dock. Away from the sight of others, the man dropped his seeming and revealed his teeth, claws and horns. The man-thing smiled and walked towards the terrified boy, his claws sparking as he dragged them along the brick wall. "We are going to have such fun, you and I..." the thing whispered.

Adam felt a rush of warmth through his body and a sudden weight in his hand. Looking down, he saw that he now held a gleaming sword. Looking back up, he saw fear on the things face. The boy stepped forward and the thing fled, even as Adam was hefting the paper-light blade.

Adam spent some time wandering the mall, wondering what exactly had just happened to him. Finally,

he gave up and did the one thing that usually worked: he went home and asked his Mom. He felt a flood of surprise and apprehension when all she said was 'Well, I knew this day would come soon enough. Sit down; we need to talk about your father.'

Adam listened as his mother explained that the man he thought was his biological father was not. In fact, his biological father was nothing human at all: he was the angel Razeriul, banished to Earth for the sin of loving a human woman and getting her with child. Adam was, in fact, one of the nephilim, a child of human and angel. Now, at twice seven years of age, he would start to manifest some of the powers his father had possessed as that side of him grew stronger.

Adam, being 13 and still mostly human, didn't take this news very well. He was sullen and withdrawn for over a year until the week of finals. One of the students in his class couldn't take the pressure from his parents. He came to school the day of his math final with six guns and walked the halls, shooting people at random. Adam heard the shots and almost, almost turned and ran. But he knew he could stop the boy if he called on his father's powers. He did so, and transformed for the first time. He was able to keep the other boy from killing anyone, and convinced him to surrender. After that point, Adam took a new look at his life and decided he would do what needed doing, whenever possible.

Quote: *I'm here to kick demon a- uh, butt.*

Personality: Adam is still curious and confused about his heritage but he's decided that he's going to use his abilities to help others as best he can. He embodies the Boy Scout Code almost to the letter; he's brave, thrifty, etc. He has a large and loving family, all of whom live close by, and that's given him a great deal of security. He's a very 'grounded' youth, more and more able to see many sides of a problem or question. He's not a moralist loner, though; he loves hanging out with his friends at the mall or getting in a rough game of team sports.

Powers and Tactics: In combat, Zeron is impulsive and sometimes rash, preferring to charge in with his sword and see what happens rather than carefully thinking things through. He is very mindful of others, though, and will not attack when doing so would bring harm to innocents. Zeron wields a silver sword made of hardened white light, and has a chain bearing the sigils of several angels; he usually invokes the power of Shields (*force field*) but can call on several other effects as needed.

Appearance: Adam is a handsome fourteen-year-old boy, a little short for his age and somewhat on the skinny side. He has long mousy brown hair, and brown eyes. He dresses like any other kid his age, has a silver ring in one eyebrow and wears a steel chain necklace. He usually has an iPod with him and listens to way too much weird music that his parents hate. As Zeron, he looks to be about sixteen or seventeen, a tad under six feet tall and with a lean hard-muscled physique that would put any model to shame. His hair is long and raven-black, his skin pale and smooth like alabaster, and his voice drops to an adult register. He has huge black-feathered wings. He wields a silver broadsword and is dressed like a modern crusader; a red shirt decorated with a large white cross pattern, white jeans, red leather boots and red leather biker gloves.

Campaign Use: Zeron can appear in almost any situation. Adam's taken to the entire 'superhero' package, including regular patrols and crimefighting. He can be used to introduce any form of mystical enemy, or warn heroes of new street crimes that target kids – both are his special interests.

Zeron: PL 10; Init +3; Defense: 17 (*14 flat-footed*); Spd: 30ft (*25ft Fly*); Atk +5 (+10S *Sword of Silver Light*); SV Dmg +2, Fort +2, Ref +2, Will +2; Str 13, Dex 16, Con 15, Int 14, Wis 16, Cha 18

Skills: Diplomacy +7, Disguise +7, Gather Info +7, Culture +4, Perform +5, Spot +7; Languages: Enochian, Greek, Latin

Table: Sadhuan Archetype

Feats: Attractive, Inspire, Leadership, Indomitable Will

Powers and Devices: Super-Charisma +3 (*Source: Mystical; Cost: 2pp; Total: 6pp*); Weapon +10 (*Extra: Ghost Touch; Source: Mystical; Cost: 2pp; Total: 20pp*); Gadgets +10 (*Source: Mystical; Cost: 1pp; Total: 10pp*); Flight +5 (*Flaw: Wings; Source: Mystical; Cost: 1pp; Total: 5pp*); Healing +6 (*Extra: Regrowth; Source: Mystical; Cost: 4pp; Total: 24pp*); Super-Senses (Sight) +3 (*Source: Mystical; Cost: 2pp; Total: 3pp*);

Artwork: *Tony Perna*

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tañue :Sádñajay Archetype



Archetypes: Cartoon Critter

Description:

Walking, talking, animated animal caricatures, cartoon critters often possess useful abilities appropriate to their species and human (or near-human) intelligence. Whether torn from an alternate dimension, drawn with a magic pen, transformed by strange goo, or ripped from an animated television program, these creatures are quite real... and invariably strange.

STRENGTH: 13

DEXTERITY: 16

CONSTITUTION: 15

INTELLIGENCE: 11

WISDOM: 14

CHARISMA: 13

DAMAGE: .5

FORTITUDE: .2

REFLEX: .6

WILL: .2

MELEE: .5

RANGED: .7

INITIATIVE: .6

DEFENSE: 21/18

SPEED: 30

HERO: 5

Skills: Acrobatics +8, Climb +2, Hide +8, Jump +4, Move Silently +8, Spot +3, Survival +7.

Feats: Darkvision, Dodge, Move-By Attack, Scent, Track, Ultra Hearing.

Powers and Devices: Amazing Save: Damage +3 (*Source: Alien; Cost: 1 pp; Total: 3 pp*); Combat Sense +3 (*Source: Training; Cost: 1 pp; Total: 3 pp*); Super-Dexterity +3 (*Source: Alien; Cost: 4 pp; Total: 12 pp*); Super-Senses +5 (*Source: Alien; Cost: 2 pp; Total: 10 pp*); plus one of the following suites worth 50 pp:

- Natural Weapon +5 (*Source: Alien; Cost: 2 pp; Total: 10 pp*); Super-Strength +5 (*Extra: Super-Constitution; Source: Alien; Cost: 7 pp; Total: 35 pp*); Amazing Save: Fortitude +5 (*Source: Alien; Cost: 1 pp; Total: 5 pp*)
- Gadgets +6 (*Cost: 1 pp; Total: 6 pp*); Natural Weapon +3 (*Source: Alien; Cost: 2 pp; Total: 6 pp*); Running +10 (*Power Stunt: Leaping; Source: Alien; Cost: 2 pp; Total: 22 pp*); Super-Charisma +3 (*Source: Alien; Cost: 2 pp; Total: 6 pp*); Weapon +10 (*Cost: 1 pp; Total: 10 pp*)
- Amazing Save: Reflex +5 (*Source: Alien; Cost: 1 pp; Total: 5 pp*); Flight +10 (*Flaw: Wings; Source: Alien; Cost: 1 pp; Total: 10 pp*); Gadgets +10 (*Cost: 1 pp; Source: 10 pp*), Natural Weapon +3 (*Extra: Climbing; Source: Alien; Cost: 3 pp; Total: 9 pp*); Super-Wisdom +2 (*Source: Training; Cost: 3 pp; Total: 6 pp*); Telescopic Sense: Sight +10 (*Source: Alien; Cost: 1 pp; Total: 10 pp*)

customization:

Skills: Cartoon critters are natural survivors, and the Survival skill is almost universally high. They usually tend to favor physical, active skills over technical skills, since their animal traits make them

particularly well suited for such pursuits. Occasional cartoon critters, however, especially those from technologically advanced societies, may instead express an aptitude for science and craft skills. Instead of the archetype's default skills, such characters may take the following package:

- Climb +2, Craft (choose one) +3, Disable Device +2, Drive +7, Jump +4, Pilot +7, Science (choose one) +2, Survival +5.

Feats: Cartoon critters, more than humans, place a large emphasis on self-preservation. As a result, they often develop defensive abilities such as Dodge and Evasion. If desired, Evasion may be taken instead of another feat, so long as the prerequisite is met.

Some critters, especially those of larger or armored animal types may instead choose defensive feats that reduce the effects of damage and fatigue. Such characters may instead possess feats such as Durability, Endurance, Greater Fortitude, and Toughness.

Most cartoon critters possess senses more acute than those of humans. Such characters may have feats that represent this, such as All-Around Sight, Darkvision, Detect, Scent, and even Track.

Powers and Devices: As anthropomorphic animals, most cartoon critters possess certain beneficial animal traits. They usually possess Super-Senses, and often Combat Sense as well. Most are quite agile and possess Super-Dexterity. Some cartoon critters may have thick skin or hard shells that can provide Amazing Save (*Damage*) or Protection. Some evidence movement powers related to their animal type, such as Clinging, Flight Leaping, Running, Swimming, or Tunneling. If desired, a character may substitute an alternate movement power of equal value for any movement power provided in the template.

Cartoon critters almost always possess a Natural Weapon of some sort, perhaps claws, fangs, or spines. There are always, however, exceptions to this rule. Usually, the natural weapon is not particularly powerful, but critters of certain animal types

(*dinosaurs, rhinos, wolves, etc.*) may possess more deadly natural weaponry.

Most cartoon critters have access to a number of Gadgets in addition to their Natural Weapons. These gadgets may or may not be technologically advanced. Some characters may instead choose to substitute the Weapon power for Gadgets. This weapon is often a type of technologically advanced firearm or melee weapon.

Many cartoon critters possess a certain feral charm, which is represented by a few ranks in Super-Charisma. Animals like dogs (*poodles in particular*), rabbits, and foxes are commonly considered "cute" by many humans. Cartoon critters based on such "cute" animal types may also possess ranks in Super-Charisma.

Ability Scores: Most cartoon critters are either particularly nimble or extremely strong, although occasional specimens may fall somewhere in between. Certain sturdy characters may choose to swap their Dexterity scores with Strength or Constitution. Cartoon critters are not the most cerebral creatures, and usually have average or low Intelligence scores, but there are always exceptions. Particularly intelligent critters may choose to swap their Constitution scores with Intelligence.

Weaknesses: With the 10 points received by taking a weakness, characters will usually take one of the following: Super-Strength +2 (*Extra: Protection; Cost: 5 pp*); a set of Immunities (*especially to cold*) and appropriate feats; or extra skill and Intelligence points.

Berserker is a good weakness for cartoon critters who have inherited the bestial nature of their animal ancestors.

Disturbing is a similarly appropriate weakness, as in most campaigns, an anthropomorphic animal will draw all sorts of attention. Furthermore, a character engaging in certain animalistic behavior, such as panting and slavering, may experience some difficulty in social situations.

Certain cartoon critters may also be Naïve, especially if they originate from an alternate dimension or other sufficiently sheltered culture. Such characters might hail from a world where “cartoon” ethics rule, and the locals are much less apathetic, selfish, and generally fallible than they are in the real world.

Example cartoon critter: sergeant wilde, the maniac wolf

Sergeant Wulf Wilde, also known as the Maniac Wolf, was a comically brutal soldier on Forest Tales, a relatively popular Saturday morning cartoon. Wilde was a heavily armed anthropomorphic wolf who often employed disturbing jokes and murderous wordplay just before combat. Sergeant Wilde was infamous for causing ridiculous amounts of collateral damage in the course of pursuing his prey (*usually a bald rabbit thief by the name of Hardly Hare*). He had a portable arsenal incorporating pistols, automatic rifles, napalm, and explosives, though this fact was never evident just by looking at him. He usually pulled an inordinately massive and intimidating weapon from behind his back or from “off-screen” when it was needed.

Although he'd never actually killed anyone on Forest Tales (*his weapons usually had the typical cartoon effects of momentarily reducing a character to ash, or filling said character with holes that leaked when water was consumed*), many parents and censors objected to Sergeant Wilde's violent tendencies and macabre sense of humor. The show was destined for cancellation, and Sergeant Wilde might have been completely forgotten had it not been for young Percy Gibbons.

A ten-year-old boy living in a North American slum, Percy was both poor and miserable. Their neighborhood torn by gang violence and drug trafficking, the Gibbons family had suffered much. Often, the house was riddled with bullets as rival gangs clashed on

their doorstep, and everyone in the family has been hospitalized at least once as a result.

On a particularly bad night, after his mother had been attacked and nearly killed by a local gang, Percy made a wish. Gazing into the night sky, he wished someone like Sergeant Wilde, his favorite cartoon character, would come and take care of the gangs. As he wished, a shooting star streaked across the night, catching his wish and giving it form. But Percy didn't get someone like Sergeant Wilde. The Maniac Wolf himself stood, bewildered, in the boy's bedroom.

It didn't take the sergeant long to chase the criminal element from the area, and he now travels the world, working to wash it clean of criminal violence. Due to the specificity of Percy's wish, he primarily focuses on gang violence and the drug trade, but anyone attempting to bring harm to a human being can easily become a target for Sergeant Wilde.

Sergeant Wilde still has a soft spot for young Percy, and visits him every once in a while, just to check in.

Quote: *“So, you now have a TEC-9 with no bullets and a caddy with two busted tires. I have a very sharp stick, an empty stomach, and a man-portable flamethrower. What do you say we have a barbecue for justice!”*

Personality: Sergeant Wilde is altruistic, brave, and self-sacrificing, but he is quite brutal, even psychotic, when evil rears its ugly head. Whatever the situation, he speaks in soft, measured tones. He is prone to lengthy, absurd dialogue, both in and out of combat. His speeches are often disturbingly funny, and most can't tell whether he's serious or joking. And Sergeant Wilde is always deadly serious.

Powers and Tactics: Sergeant Wilde always begins combat with some ghastly joke or pun. Then, he wades in with all guns blazing. He is capable of bringing a number of incredible weapons to bear against foes, from flamethrowers to grenade launchers to high-powered rifles (*the last is his favorite, and the rifle is his weapon of choice*),

although such weapons are completely undetectable until he draws them. Fortunately for his opponents, the Maniac Wolf's weaponry does not cause any permanent damage. Usually, he is limited to “cartoon effects,” similar to those found on animated children's programs, that leave his foes unconscious or otherwise incapacitated.

Sergeant Wilde is an excellent runner, and few criminals stand a chance of escaping him, though he does love to chase them.

Appearance: Sergeant Wilde is a rather large humanoid wolf dressed in combat fatigues. He usually wears small, dark sunglasses and a black beret. His fur is a dark gray color, and his eyes blaze a disconcerting yellow. It is unknown where he keeps his weapons, as they are not visible on his person.

Campaign Use: Sergeant Wilde focuses primarily on neutralizing street gangs and drug dealers, especially in low-income neighborhoods. He does so with a mix of violence and intimidation, and his methods can seem, at first, to be much too extreme, particularly when one does not know his terrifying weaponry is not at all lethal. He can make an excellent ally or enemy for players.

Sergeant Wilde: PL 10; Init +6; Defense: 21 (18 flat-footed); Spd: 80 ft.; Atk +5 melee (4L, bite), +7 ranged (+10, high-powered rifle); SV Dmg +5, Fort +2, Ref +6, Will +2; Str 13, Dexterity 16, Con 15, Int 11, Wis 14, Cha 13

Skills: Acrobatics +8, Climb +2, Hide +8, Jump +4, Move Silently +8, Spot +3, Survival +7.

Feats: Darkvision, Dodge, Move-By Attack, Scent, Track, Ultra Hearing.

Powers and Devices: Amazing Save: Damage +3 (*Source: Alien; Cost: 1 pp; Total: 3 pp*); Combat Sense +3 (*Source: Training; Cost: 1 pp; Total: 3 pp*); Gadgets +6 (*Cost: 1 pp; Total: 6 pp*); Natural Weapon +3 (*Source: Alien; Cost: 2 pp; Total: 6 pp*); Running +10 (*Power Stunt: Leaping; Source:*

ярчайший: Саргон Стикер

Alien; Cost: 2 pp; Total: 22 pp); Super-Charisma +3 (Source: Alien; Cost: 2 pp; Total: 6 pp); Super-Dexterity +3 (Source: Alien; Cost: 4 pp; Total: 12 pp); Super-Senses +5 (Source: Alien; Cost: 2 pp; Total: 10 pp); Weapon +10 (Cost: 1 pp; Total: 10 pp).

Artwork: Alejandro Moreno

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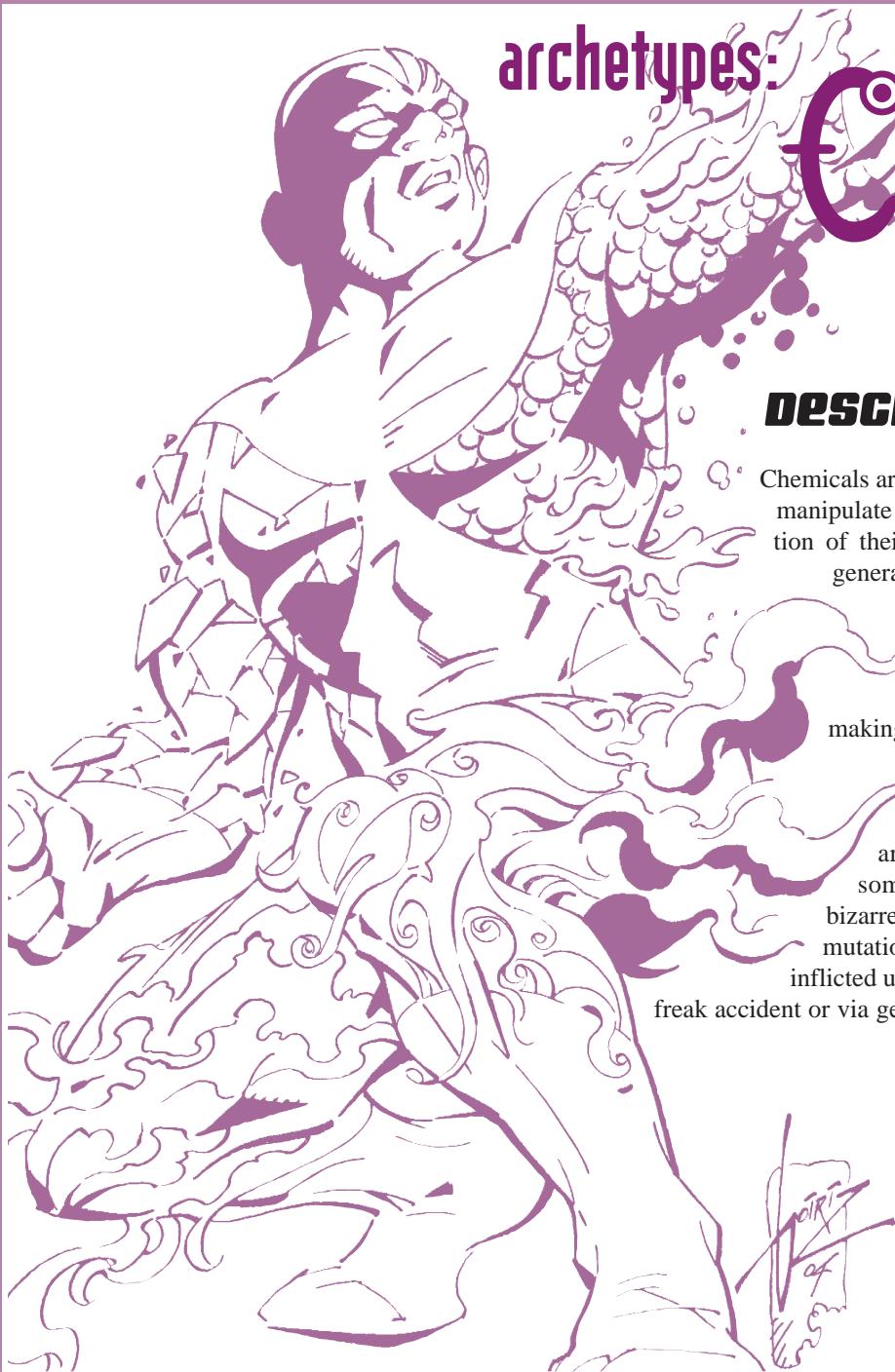
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Аркетайп: Гаргон Грибър



archetypes:

CHEmiCAL

description:

Chemicals are beings that are able to manipulate the physical composition of their bodies. This ability generally allows a Chemical

to take on the properties of a substance or periodic element, making their powers diverse and variable.

Their backgrounds and origins are similarly diverse; some beings gain this bizarre ability through natural mutation, while others have it inflicted upon them through some freak accident or via genetic manipulation.

STRENGTH: 14

DEXTERITY: 14

CONSTITUTION: 20

INTELLIGENCE: 12

WISDOM: 12

CHARISMA: 12

DAMAGE: 8

FORTITUDE: 8

REFLEX: 2

WILL: 1

MELEE: 7

RANGED: 7

INITIATIVE: 2

DEFENSE: 17/15

SPEED: 30

HERO: 5

Skills: Profession (*scientist*) +14, Science (*chemistry*) +14.

Feats: Durability, Rapid Healing.

Powers and Devices: Alternate Form (*Solid*) +10 [Extras: *Continuous*, Power Stunts: *Extra Form (Liquid, Gas)*, Flaws: *Touch*, Cost: 5pp, Total: 54pp], Amazing Save (*Damage*) +3 [Extras: *Fortitude*, Cost: 2pp, Total: 6pp], plus any number of the following, provided that the total number of power points spent does not exceed 20pp:

Addictive Metabolism +5 [Cost: 2pp, Total: 10pp, see *Power Corrupts* page 3]

Blending +10 [Cost: 1pp, Total: 10pp]

Catalyst +5 [Extras: *Affect Living*, Cost: 4pp, Total: 20pp, see *Power Corrupts* page 5-6]

Clinging +10 [Cost: 1pp, Total: 10pp]

Corrosion +10 [Cost: 1pp, Total: 10pp]

Density Control +4 [Cost: 5pp, Total: 20pp]

Elasticity +5 [Cost: 4pp, Total: 20pp]

Energy Blast +5 [Cost: 2pp, Total: 10pp]

Gas Generation +5 [Cost: 2pp, Total: 10pp, see *Power Corrupts* 2 page 11-12]

Poisonous Metabolism +5 [Cost: 2pp, Total: 10pp, see *Power Corrupts* page 22]

Regeneration +5 [Cost: 2pp, Total: 10pp]

Transmutation +10 [Flaws: *Limited—One State*, Cost: 2pp, Total: 20pp]

customization:

Skills: Skills, for the most part, are interchangeable. The skills included above assume that the Chemical character gained his powers through some scientific mishap or experiment, probably forced by the character, himself. However, different backgrounds can

easily justify different skill selections. Each of the above skills has 13 ranks; if you want different skills, simply apply these ranks to them instead.

Feats: Because of the nonstandard makeup of a Chemical's body, such a character is usually resistant to physical trauma and quick to recover from injuries. The feats presented above reflect that tendency. This, however, is not always the case; it is possible that a Chemical might have the endurance and healing capacity of a normal human, but might be exceptionally good at ranged combat, or capable of surviving in an underwater environment. Because Chemicals tend to vary so widely, the two feats given above can be swapped out for virtually any other two feats in the game, with the proper justification and background.

Powers and Devices: The Alternate Form power is the core of the Chemical; it is his ability to manipulate the makeup of his body. Chemicals often have a number of secondary powers, however, and many are presented in the list above. However, with a little imagination, other powers not on the list above might be appropriate for your particular Chemical character. For example, a Chemical capable of producing mercury from his body at will might have the Slick power. In addition, the Alternate Form power above assumes that the Chemical can shift into the three basic types of matter: solid, liquid and gas. If you wish to play a more limited Chemical, you may give up some of the Power Stunts attached to the Alternate Form power for feats, instead, or for Power Stunts on another power. Similarly, you may decide that having the Touch flaw is too restrictive, or not conducive to your style of play. This can be easily eliminated; however, you should realize that eliminating the Touch flaw increases the Alternate Form power's cost per rank by 1pp, increases its total cost by 10pp, and thus decreases the number of additional points that can be spent on powers to 10pp instead of 20pp.

Ability Scores: There really is no standard array of ability scores for a Chemical; these characters rely more on their powers than on their raw talents. A

Chemical with a highly intellectual background might have a high Intelligence, while a Chemical who can shift into steel at will might have a higher Strength. The points spent on the ability scores above can be freely switched from one score to another without significantly impacting the flavor of the archetype.

Weaknesses: A Chemical can have virtually any Weakness desired, but there are some that are more appropriate than others. Each Weakness taken provides a one-time bonus of 10pp, which can be spent on anything you desire. Ability score points can be bought for 1pp each, to a maximum score of 20. The Chemical's default Base Attack Bonus is +5, and can be increased to a maximum of +10 for a cost of 3pp per rank. Similarly, default Base Defense Bonus is +5, and can be increased to a maximum of +10 for 2pp per rank. Skills can be bought for 1pp per rank, with a maximum rank of 13. Feats can be purchased for 2pp each. Some example Weaknesses are provided below:

Unusual Metabolism: A Chemical can shift into a variety of different substances. Many Chemicals must actually be touching the desired substance in order to shift into it, creating a reliance on having useful substances within arm's reach. In some cases, this reliance becomes even more severe. Some Chemicals are so reliant on the substances that they imitate that they have to spend long periods of time in contact with specific substances. For full details on the Unusual Metabolism weakness, see *Power Corrupts* 2 page 26.

Disturbing: Although usually a Chemical's appearance only changes when his form changes, some Chemicals are permanently stuck in a hideous or frightening form. Perhaps his skin looks like steel all the time, or it always looks like it's melting. In any case, people generally go to great lengths to avoid those who look extremely different from the norm.

Susceptible: Some Chemicals, because of the frequent changes they make to their own bodies, are extremely unstable physically. This instability some-

times manifests as a susceptibility to some substance or other that does not normally harm human beings.

Vulnerable: Similar to a Chemical with the Susceptible weakness, a Vulnerable Chemical takes extra damage from something that is already harmful. Examples might include a metal-based Chemical who takes extra damage from electricity, or a Chemical whose unstable body is badly damaged by sonic waves.

Example chemical: Dr. Fluid

Edward Carr had a bright and promising future in front of him. He had graduated from MIT at the top of his class, and had immediately been recruited to work for Harrison Genetics, a small, private laboratory with significant funding. He accepted the position, and immediately began to put his considerable scientific ability to work for Harrison Genetics. He proved his worth to them by coming up with solutions to a number of problems that they had been working on, and was soon promoted and put in charge of his own project.

The project that Carr was given involved gene therapy, specifically the search for a cure to a rare blood disease that was beginning to become more common. Because only a few blood samples could be obtained, not much progress had been made prior to Carr's involvement; he decided to remedy that problem. He worked long hours, usually working on weekends, as well. He spent every waking hour studying the blood samples and testing his prototype cures on lab rats infected with the disease. To his dismay, none of the cures seemed to have any effect. It was at this point that Carr thought to simply study the effects of the blood disease, itself, at a loss for anything else to try.

He infected a few of his lab rats with the diseased blood, and set about watching them. In a human body, the disease had proved fatal after a few weeks;

however, the rats showed virtually no symptoms whatsoever, even after a month. The only thing that he could conclude was that, even though the rats' blood was infected, something about the difference in physiology to that of a human prevented the disease from having any noticeable effect. Further, Carr concluded that this was also the reason that his gene therapy treatments had had no effect. Clearly he needed to test on human subjects if he wanted to make any progress, though he knew that Harrison Genetics would not allow him to do so.

Seeing it as his only recourse, and desperate to produce something of value, Carr infected himself with the blood disease. He allowed it to incubate for a few days, until he started to see the first of the symptoms manifest. Once he began to notice symptoms, he set about administering the cure to himself. Unfortunately, the cure—which had had no noticeable effect on the rats—had a completely unforeseen effect on Carr. To his horror, minutes after he had subjected himself to the cure, his flesh began to bubble and melt. Even worse, his muscle tissue and even his bones began to do the same. Within a few moments, Carr was nothing but a puddle of flesh-colored goo on the floor. To his surprise, however, he was still alive and even conscious of his surroundings. He began to test the capabilities of his new form, and found that he could cause himself to move across the floor with ease. Eventually, he even found that he was capable of assuming a more-or-less humanoid form for an indefinite period of time, though his new visage was somewhat grotesque.

Ever the analytical thinker, Carr decided that he could no longer stay with Harrison Genetics; at the very least, they would have him arrested for what he had done, and at the worst he might be imprisoned and studied as a lab rat, himself, for the rest of his life. Deciding that discretion was the better part of valor, Carr retreated to his home and waited. After a time, he found that he could not leave his work unfinished. He felt a burning drive to develop the cure, and he secretly hoped that, in doing so, he could discover a cure for his own bizarre condition.

He would not be able to convince anyone to allow him to work at a laboratory, though; Carr realized that, if he were to continue his work, he would have to steal what he needed.

Using his newfound ability to get past even the tightest security by slipping under doors or through small holes, Carr went about securing the funds he would need in order to fuel his new operation. He also went about hiring people to steal the equipment that he could not order, always taking care to stay out of sight, lest he expose himself for what he was. He even took to using an alias—"Dr. Fluid"—in order to throw suspicion off of himself. Finally, he used his new infiltration abilities to break into peoples' homes and kidnap them; he needed test subjects, after all. To date, however, he has not been able to reproduce the effect that his 'cure' had on him, much less find a way to reverse it.

Quote: *"Are you going to die? Yes, probably. If it makes you feel better, you can think of it as making a great contribution to science."*

Personality: Dr. Fluid is single-minded and driven. He constantly obsesses over the completion of his work, though over the years he has lost sight of what his ultimate goal is. He no longer has an altruistic goal in mind; he simply wants to finish what he started, whatever that may mean to him now. Fluid is also extremely arrogant, thinking himself much more intelligent than other people. In most cases, this is probably true; Dr. Fluid is extremely intelligent. However, this occasionally causes him to underestimate his opponents.

Powers and Tactics: Dr. Fluid prefers to stay out of a fight as much as he can. If confronted, Fluid generally attempts to escape by assuming liquid form and flowing through a small crack or under a locked door. Fluid also likes to use others to do his dirty work. He hires thugs to steal scientific equipment for him when he knows he cannot do it himself, and if he sees a potential threat, he usually

Archetypes: Chemical

hires assassins or allies himself with another powerful being in order to protect himself.

Appearance: Dr. Fluid usually appears as a vaguely humanoid mass of liquid matter. He has discernable facial features, though as his name implies, they are vague and fluid. He does not wear clothes (*they usually fall right through his liquid form*).

Campaign Use: Dr. Fluid is best used as a villain. He has no compunctions about hurting others, so long as their sacrifice contributes to the advance of his work, and science at large. He often kidnaps test subjects and steals expensive equipment, so he is very clearly on the wrong side of the law. It is possible that the PCs could ally with him, though such an alliance would likely be temporary; Fluid is not known for his loyalty.

Dr. Fluid: PL 10; Init +1 (*Dex*); Defense 16 (*15 flat-footed*); Spd 30 ft; Atk +6 melee (*1S, punch*) or +6 ranged; SV Dmg +4, Fort +4, Ref +1, Will +2; Str 12, Dex 12, Con 12, Int 20, Wis 14, Cha 14.

Skills: Profession (*scientist*) +15, Science (*genetics*) +20

Feats: Durability, Minions, Rapid Healing, Skill Focus (*Science [genetics]*).

Powers: Alternate Form (*Liquid*) +10 [Extras: *Continuous, Cost: 6pp, Total: 60pp*], Blending +10 [*Cost: 1pp, Total: 10pp*], Clinging +10 [*Cost: 1pp, Total: 10pp*].

Weakness: Disturbing.

Artwork: *Ulises Roman Carpintero*

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Archetypes: Chemical

archetypes: *Composite*



description:

Mutants fitted with bionic limbs, enhanced sensory systems, or advanced weapon suites, composites are more than human, but not quite machine. Beneath the cold, unyielding might of their mechanical extremities, they nurse mortal souls. Alone, they walk a razor's edge, a part of neither world.

STRENGTH: 15

DEXTERITY: 13

CONSTITUTION: 18

INTELLIGENCE: 15

WISDOM: 14

CHARISMA: 11

DAMAGE: +11

FORTITUDE: +11

REFLEX: +1

WILL: +2

MELEE: +7

RANGED: +6

INITIATIVE: +1

DEFENSE: 17/16

SPEED: 30

HERO: 5

Skills: Demolitions +6, Disable Device +4, Drive +4, Intimidate +9, Pilot +3, Repair +5, Spot +4.

Feats: Darkvision, Durability, Endurance, Greater Fortitude, Immunity (*choose two*), Move-By Attack, Point Blank Shot, Power Attack, Toughness, Ultra-Hearing.

Powers and Devices: Amazing Save: Damage +5 (*Extra: Fortitude; Source: Super-Science; Cost: 2 pp; Total: 10 pp*); Super-Senses +5 [*Extra: Telescopic Sense (Sight); Source: Super-Science; Cost: 3 pp; Total: 15 pp*]; Super-Strength +3 (*Source: Super-Science; Cost: 4 pp; Total: 12 pp*); Weapon +8 (*Cost: 1 pp; Total: 8 pp*); plus a total of five ranks in any of the following powers: Boost, Drain, Energy Blast, Protection, Regeneration, Telepathy, Telekinesis.

customization:

Skills: Composites tend to possess a number of physical and technical skills. Demolitions, Drive, Pilot, and Repair are all appropriate, as are many Craft and Science skills. The latter skills can aid characters in understanding, modifying, and repairing their cybernetic components, while the former skills are often learned at some point along the characters' careers, which tend to be of a martial nature. Most composite characters boast numerous ranks of Intimidation.

Feats: Many composite characters show a great deal of resistance to harm and fatigue, evidenced by feats such as Endurance, Durability, and Toughness. Infrared scanners, high-frequency ear modifications and other cybernetic enhancements may provide feats that enhance the senses. Penetration Vision or Radio Hearing may be substituted for any of the archetype's base feats.

Many composite characters are well-trained combatants, and Far Shot, Precise Shot, Rapid Shot, Rapid Strike, and Takedown Attack are all appropriate feats, and can be substituted for any of

the archetype's base feats. Often, composite characters possess Immunities (*usually to disease, exhaustion, poison, or suffocation*), but this need not be the case.

Powers and Devices: Most composite characters are skilled fighters who possess at least one weapon, usually a high-powered energy rifle or pistol. Their cyborg components provide a measure of resistance to harm. As a result, they possess Amazing Save (*Damage and Fortitude*) or an equal rank of Protection.

Cybernetic eyes or ears may afford a character Super-Senses or Telescopic Senses.

Characters implanted with claws, energy emitters, or similar devices may possess attack abilities, such as Dazzle, Energy Blast, or Natural Weapon. Cybernetic limbs may offer ranks of Super-Strength. If desired, however, a character with one or more cybernetic legs may trade strength for speed, gaining two ranks of Running for every rank by which Super-Strength is reduced.

In addition to cyborg abilities, composite characters frequently possess at least one mutant power. This power can be nearly anything, though it is usually somewhat limited in scope. Abilities such as Drain, Flight, Telekinesis, and Telepathy are all common. Some composite characters prefer to keep their mutant abilities secret, lulling foes into underestimating them.

Ability Scores: Composite characters usually have above average Intelligence scores and physical attributes. Intelligence, Strength, or Constitution is frequently higher than the other abilities, but there are always exceptions. The solitary nature of most composite characters frequently results in low to average charisma scores.

Weaknesses: The 10 points gained from a weakness will usually be spent on one of the following: Five ranks of Boost, Drain, Energy Blast, Protection, Regeneration, Telepathy, or Telekinesis; two extras for an existing five-rank mutant power on the list; or

one extra and one power stunt for the character's Weapon.

Disturbing is an especially appropriate weakness for composite characters. Visible cybernetic body parts or mutant features may prove somewhat disconcerting to other characters. Alternately, a composite character's enhancements may generate an unexplainable, "dead" aura that living creatures find unpleasant.

Susceptible is appropriate for characters with more delicate cybernetic functions. Such characters may be susceptible to water (*if the cybernetics short out when wet*), significant quantities of static electricity, or even a particular sonic frequency (*especially if said character has enhanced hearing abilities*).

Vulnerability is also something of a common weakness for composite characters. Sometimes, characters fitted with grafts and cybernetics are especially vulnerable to electricity or magnetism.

Example composite: mindhammer

Dain Smith served the American government faithfully for 19 years as a member of Ghost Company, a top-secret black ops unit. Smith, a telepath, was an excellent spy and scout, and in secret, he served the American people to the best of his ability.

When Ghost Company was ambushed and nearly destroyed on a botched mission in Panama, the government kindly rebuilt the surviving team members, using state-of-the-art cybernetic grafts where the bodies were too damaged to simply repair. Once an aging operative nearing a forced retirement, Smith was made new, given a second chance. His arms, heart, and right eye were replaced by enhanced cybernetic systems much more powerful than their organic precursors, and his surviving comrades received similar improvements. Ghost Company was restored to active duty, and the team flew into their work with renewed vigor. Unfortunately, the

missions were even more dangerous than before, and much less ethical. Smith became disenchanted with his comrades and his government. A disturbing mission to "neutralize" a Russian scientist's teenage daughter convinced him to search for a way out of the outfit, despite the fact that his life would be forfeit should his superiors or comrades find out.

On that horrific mission, Smith faked his own death and pulled a quick fade, taking with him an energy rifle and a number of well-kept government secrets. As the enigmatic mercenary and "security consultant" Mindhammer, he now sells his services and martial expertise to anyone with a decent cause. He works primarily in the Middle East and Africa, often hired to gather intelligence (*spy*) or lead small groups of armed forces in violent conflicts, but he occasionally works in America, as well.

Mindhammer never accepts jobs that might harm civilians. Though this means a great deal less money for him, it also means keeps his conscience manageable, which makes for fewer nightmares.

Quote: "I don't do that kind of work anymore."

Personality: Mindhammer is dry and cynical, his faith in his fellow man shattered by his past. He is gruff and extremely slow to trust, and as a result, he has few friends (*though he likes it that way*). He talks business almost exclusively, and most doubt he has a personal life. Mindhammer prefers to keep his telepathic powers a secret, and most of his employers and associates are completely ignorant of the relevance of his codename.

Powers and Tactics: Mindhammer's cybernetic arms make him inhumanly strong. He is also quite resilient, due in part to the structural reinforcement his body underwent in order to accommodate the arms. His cybernetic eye allows him to see easily in the dark, as well as zoom in on distant locations.

In combat, Mindhammer primarily relies on his powerful energy rifle to incapacitate foes from a distance, though he's certainly a capable melee combatant as well. He is a canny fighter who isn't afraid to give a little ground to gain a tactical advan-

tage. He often uses hit and run tactics to keep his opponents off-balance.

When spying, he often uses his telepathic powers to draw secrets from the minds of significant and knowledgeable characters.

Appearance: Despite his age (*he's just over 50 years old*), Mindhammer is well-muscled and quite fit. His head is usually shaved, as he is somewhat self-conscious about the gray creeping into his hair. It is nearly impossible to discern his cybernetic eye from his organic eye, except when the nightvision or telescopic systems are active, at which point the eye glows an eerie white. He usually conceals his two glistening cybernetic arms with a heavy jacket. Perhaps due to his background as a covert agent, Mindhammer wears black or brown exclusively.

Campaign Use: Mindhammer can be an excellent antagonist for characters who work for the United States government. Alternatively, he can be a valuable ally for characters engaged in a military conflict of any sort. Ghost Company, his former covert ops unit, can be introduced as formidable antagonists in nearly any campaign.

Mindhammer: PL 10; Init +1; Defense: 17 (*16 flat-footed*); Spd: 30 ft.; Atk +7 melee (*+5S, punch*), +6 ranged (*+8L, energy rifle*); SV Dmg +11, Fort +11, Ref +1, Will +2; Str 15, Dex 13, Con 18, Int 15, Wis 14, Cha 11.

Skills: Demolitions +6, Disable Device +4, Drive +4, Intimidate +9, Pilot +3, Repair +5, Spot +4.

Feats: Darkvision, Durability, Endurance, Greater Fortitude, Immunity (*fatigue, suffocation*), Move-By Attack, Point Blank Shot, Power Attack, Toughness, Ultra-Hearing.

Powers and Devices: Amazing Save: Damage +5 (*Extra: Fortitude; Source: Super-Science; Cost: 2 pp; Total: 10 pp*); Super-Senses +5 [*Extra: Telescopic Sense (Sight); Source: Super-Science; Cost: 3 pp; Total: 15 pp*]; Super-Strength +3 (*Source: Super-Science; Cost: 4 pp; Total: 12 pp*);

Telepathy +5 (*Source: Mutation; Cost: 2 pp; Total: 10 pp*); Weapon +8 (*Cost: 1 pp; Total: 8 pp*).

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adventure: composite

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LPJ9953

MEM
SUPERLINK

DEVIL'S WORKSHOP



archetypes: construct

description:

Constructs are masses of some inert material, given sentience. The minds of these creatures, whether human, mystical, or extraterrestrial in nature, usually become somewhat inimical to humanity at large, imprisoned as they are in bodies of metal, stone, energy, or even some alien substance. Constructs are often roughly humanoid, though some are utterly inhuman in body as well as mind. Boasting either great physical might or mastery over a particular element, constructs are typically both powerful and unpredictable, certainly a fearsome combination.

STRENGTH: 20

DEXTERITY: 12

CONSTITUTION: -

INTELLIGENCE: 10

WISDOM: 13

CHARISMA: 8

HARDNESS: 5

DAMAGE: .7

FORTITUDE: -

REFLEX: .1

WILL: .1

MELEGE: .9

RANGED: .5

INITIATIVE: .1

DEFENSE: 15/14

SPEED: 30

HERO: 5

Skills: Climbing +11, Intimidate +12, Spot +2.

Feats: Immunity (*aging, critical hits, disease, fire, exhaustion, poison, pressure, starvation, suffocation*), Power Attack, Takedown Attack, Toughness.

Powers and Devices: Super-Strength +5 (*Extra: Protection; Cost: 5 pp; Total: 25*); plus one of the following suites worth 40 pp:

- Element Control +10 (*Extras: Elemental Movement, Shape Element; Cost: 4 pp; Total: 40 pp*)
- Energy Control +10 (*Extras: Energy Absorption, Energy Field; Cost: 4 pp; Total: 40 pp*)
- Growth +5 (*Extra: Continuous, Innate; Flaw: Permanent; Cost: 7 pp; Total: 35 pp*); Leaping +5 (*Cost: 1 pp; Total: 5 pp*)
- Trade Super-Strength +5 and Protection extra (*above*) for Alternate Form +10 (*Extras: Continuous; Innate; Flaw: Permanent Cost: 6 pp; Total: 60 pp*); and Immovability +5 (*Cost: 1 pp; Total: 5 pp*)
- Trade Super-Strength +5 and Protection extra (*above*) for Growth +10 (*Extra: Continuous; Flaw: Permanent; Cost: 6 pp; Total: 60 pp*); and Energy Blast +5 (*Flaw: Full Power; Cost: 1 pp; Total: 5 pp*)

customization:

Skills: Most constructs have undergone little training, and as a result, they usually have very few skills. The skills they do possess are usually Strength-based, such as Climb, Intimidation, and perhaps Swim. Some constructs might also possess rudimentary Survival skills.

Feats: Constructs receive all Immunities. Each may choose one energy Immunity. Without exception, these creatures are physically capable, and most possess Power Attack and Toughness, though either may be traded for another energy Immunity,

or if desired, an enhanced sensory ability such as Darkvision, True Sight, or Ultra-Hearing. Takedown Attack may similarly be swapped for a more appropriate feat.

Powers and Devices: Being composed of inanimate material, most constructs are much stronger and tougher than any human. They always possess Super-Strength or a comparable power (*such as Growth or Density Control*).

Constructs consisting of stone or metal may possess Element Control (*Earth*), though other types of constructs may demonstrate mastery over other elements or energies, such as fire, electricity, kinetic, or light.

Usually, constructs with the Alternate Form super-power choose the Solid variation, but all others are possible (*though Explosive is quite rare*). Alternate Form is one of the most common construct super-powers, aside from Growth.

The source of a particular construct's powers varies, depending on its background, but mystical and alien power sources are the most common.

Ability Scores: Constructs are quite strong, and most are somewhat more agile than they appear. As constructs, these characters have no Constitution scores. While most constructs are socially disagreeable and suffer from low Charisma scores, this need not be the case. They may instead be somewhat slow, either physically or mentally. Such characters may swap Charisma with Intelligence or Dexterity scores.

Weaknesses: The 10 points gained from a weakness are usually spent on one of the following: Two Super-Strength extras; Flight +5 (*Cost: 2 pp; Total: 10 pp*); Regeneration +5 (*Cost: 2 pp; Total: 10 pp*); or appropriate feats and energy immunities.

Many constructs possess the Berserker weakness. This represents a certain tendency to lash out when angry or frustrated.

Most constructs are considered Disturbing, whether due to an inhuman appearance or strange and decid-

edly antisocial behavior. These characters have a great deal of difficulty functioning in the social arena, and likely avoid it entirely.

Sometimes a construct may undergo a Transformation under particular circumstances. Perhaps it becomes human during a certain time of day, or when exposed to a particular substance. It may even have another, more terrible form it assumes.

Many constructs are Vulnerable to particular energy types (*though obviously not types to which they are immune*). For example, a construct composed entirely of wood may be Vulnerable to fire, while vibration may be more useful against a stone construct.

EXAMPLE CONSTRUCT: obelisk, the obsidian tower

Obelisk, the Obsidian Tower, was born many centuries ago in a whirlwind of magma and ash. Seemingly made entirely of obsidian, this mystical creature leaped, fully-grown, from an erupting volcano to take his place as lord over a primitive, cowering assembly of humans. Immensely strong and possessing an inexplicable, mystical link to fire and heat, Obelisk dominated numerous human tribes over the course of centuries. As time passed, however, fewer mortals were willing to worship the Obsidian Tower, and he found himself killing more and more of his subjects. Soon, he was alone. He entered a long period of hibernation in his volcanic palace, only to reawaken thousands of years later, in the twentieth century. He immediately took to exploring the world, once again seeking human servants.

He traveled and sought and killed for some time until it was brought to his attention that humanity might be unwilling to serve him because he's done little to serve humanity. So Obelisk now walks the earth,

searching for wrongs to right and people to help, in return for service, awe, or something equally rewarding. Usually, he must settle for a simple "thank you."

Although he does not know it, Obelisk is a Spirit of Men, born of magic to serve and protect humanity. It is his nature to draw satisfaction from the praise of men and women, although not necessarily as an incarnate god, whatever he believes. He exists to serve mankind, and humanity's admiration makes him strong and content, but for years he, like a spoiled child, has jealously sought humanity's undivided, unquestioned attention.

Luckily, he is beginning to grow. The sincere thanks of those he helps is beginning to really mean something to him, and he finds himself appreciating such offerings more and more. It is a learning process, however, and sometimes, the Obsidian Tower yet finds himself asking for much more than any modern mortal is willing to give.

Quote: *"There was a time when your ancestors, like a sea of flesh, would prostrate themselves before me and quiver with awe and adoration. Now, you offer me this paper... currency? Treachery! It burns between my fingertips!"*

Personality: Obelisk is arrogant and brash, and for the most part, he has a very low opinion of the human race. He is disgusted by humanity's willingness to tear itself apart for material gain. A strong hand, he believes, his hand, might be able to keep mankind from destroying itself. Obelisk does not enjoy hurting humans, but he can be quite ruthless with those who he sees as particularly cruel, destructive, or stupid. Where once Obelisk demanded worship, he now asks only respect, though he can be a royal terror if it is denied him.

Powers and Tactics: Obelisk's is a mystical creature, made entirely of jagged obsidian. His strength, enhanced by magical energies, is unnatural. More fearsome than his physical capabilities, however, is his mastery over fire and heat. He can wreath his

body in an intense, dark flame capable of melting solid steel. Moreover, he can absorb fire and redirect fire as he chooses.

Obelisk has not yet learned the value of holding back. He is very blunt in conversation, and as a result, has few friends. In combat, he does not hesitate to use deadly force. The many charred and battered corpses left in his wake may have made numerous enemies for him in both law enforcement and criminal underworld circles.

Appearance: Obelisk is a roughly humanoid mass of glittering obsidian. He is a fearsome sight, an incredibly tall figure with smoldering, red eyes. His expression is always severe, even when he's in what he calls a good humor. Ripples of heat constantly cling to his body. Obelisk is an intimidating, awe-inspiring figure.

Campaign Use: Obelisk is a great prospective ally for players. His arrogance and relative inexperience at being heroic can likely make for an amusing experience in which players attempt to mold the Obsidian Tower into a hero. The fact that he is really trying says a lot for his potential, but it can't be an easy road. Alternately, some may prefer to introduce Obelisk as an antagonist, either an outright villain or antihero to challenge more martial players.

Obelisk, the Obsidian Tower: PL 10 (*construct*); Init +1 (*Dex*); Defense: 15 (*14 flat-footed*); Spd: 30 ft.; Atk +9 melee (*+10S, punch*), +5 ranged; SV Dmg +7, Fort -, Ref +1, Will +1; Str 20, Dex 12, Con -, Int 10, Wis 13, Cha 8.

Hardness: 5

Skills: Climbing +11, Intimidate +12, Spot +2.

Feats: Immunity (*aging, cold, critical hits, disease, exhaustion, poison, pressure, starvation, suffocation*), Power Attack, Takedown Attack, Toughness.

Powers and Devices: Energy Control +10 (*Source: Mystical; Extras: Energy Absorption, Energy Field; Cost: 4 pp; Total: 40 pp*); Flight +5 (*Source: Mystical; Cost: 2 pp; Total: 10 pp*); Super-Strength

+5 (*Source: Mystical; Extra: Protection; Cost: 5 pp; Total: 25*)

Weakness: Disturbing

Artwork: *Ulises Roman Carpintero*

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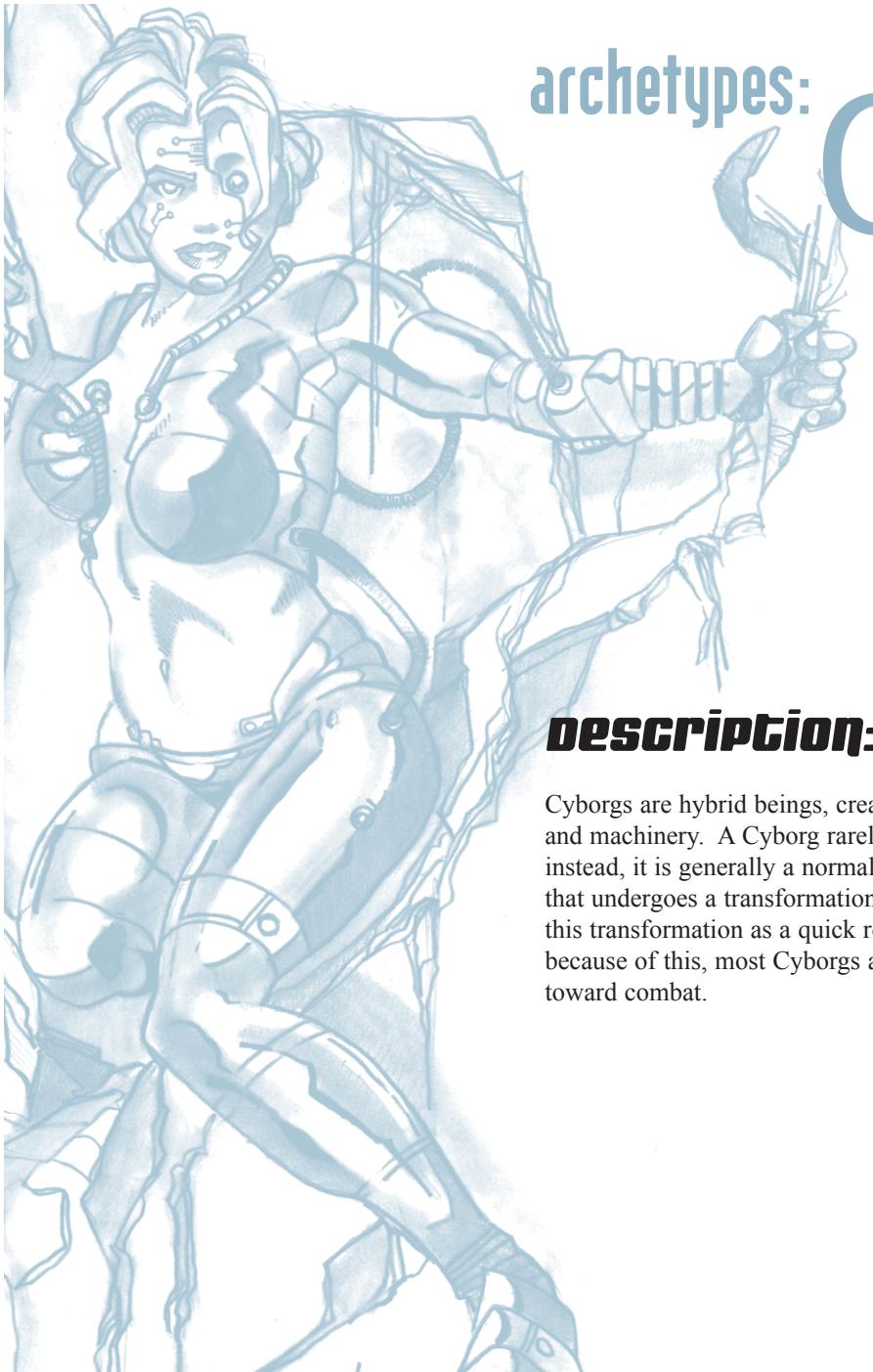
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archetypes: cyborgs

Description:

Cyborgs are hybrid beings, creatures made of both flesh and machinery. A Cyborg rarely starts its life as such; instead, it is generally a normal member of its species that undergoes a transformation. Most Cyborgs undergo this transformation as a quick road to physical power; because of this, most Cyborgs are geared primarily toward combat.

STRENGTH: 20

DEXTERITY: 14

CONSTITUTION: 20

INTELLIGENCE: 10

WISDOM: 12

CHARISMA: 10

DAMAGE: +5

FORTITUDE: +5

REFLEX: +2

WILL: +1

MELEE: +12

RANGED: +9

INITIATIVE: +6

DEFENSE: 18/16

SPEED: 30

HERO: 5

Skills: Computers +4, Intimidate +8, Spot +6.

Feats: All-Out Attack, Darkvision, Durability, Improved Initiative, Power Attack, Takedown Attack.

Powers and Devices: Super-Strength +6 [Power Stunts: Lethal, Extras: Protection, Cost: 5pp, Total: 32pp], plus any number of the following, provided that the total number of power points spent does not exceed 30pp:

- Blindsight +10 [Cost: 2pp, Total: 20pp, see Power Corrupts page 5].
- Boost +10 [Cost: 2pp, Total: 20pp].
- Danger Sense +4 [Extras: Danger Reaction, Cost: 5pp, Total: 20pp, see Power Corrupts page 9].
- Datalink +5 [Cost: 2pp, Total: 10pp].
- Electromagnetic Pulse +10 [Cost: 2pp, Total: 20pp, see Power Corrupts page 11].
- Energy Blast +10 [Cost: 2pp, Total: 20pp].
- Immovability +10 [Cost: 1pp, Total: 10pp].
- Machine Merge +10 [Extras: Dual Meld, Cost: 3pp, Total: 30pp, see Power Corrupts pages 17-18].
- Nano-Machines +5 [Cost: 6pp, Total: 30pp, see Power Corrupts page 19].
- Natural Weapon +5 [Cost: 2pp, Total: 10pp].
- Sensory Protection +10 [Cost: 1pp, Total: 10pp].
- Super-Strength +4 [Extras: Protection, Cost: 5pp, Total: 20pp].
- Telescopic Sense (sight) +10 [Extras: Extra Sense (hearing), Cost: 2pp, Total: 20pp].
- Unstoppable +5 [Cost: 4pp, Total: 20pp, see Power Corrupts 2 page 24].
- Weapon +10 [Cost: 1pp, Total: 10pp].

customization:

Skills: Skills are not generally of great importance to Cyborgs, unless they are skills that can help in combat situations. Conversely, however, it is not uncommon to find Cyborgs with technical skills, such as Computers, Repair, or even a Craft skill; the routine maintenance that they must do on their own cybernetic implants tends to make these skills somewhat easy to pick up. Points may be swapped between skills as desired, or even placed into entirely new skills, as long as no single skill has more than 13 ranks.

Feats: The Cyborg presented above focuses primarily on melee combat. However, it is entirely possible to build a Cyborg who focuses more on ranged combat, or even a Cyborg who does not focus on combat at all. A player who wishes to focus on ranged combat rather than melee combat could swap out the Power Attack and Takedown Attack feats for feats like Point Blank Shot and Rapid Shot. Similarly, a character who wishes to de-emphasize the combat aspect of the Cyborg and focus more on interesting cybernetic abilities could do away entirely with feats like All-Out Attack, Power Attack, and Takedown Attack, and instead take feats like All-Around Sight, Detect, or even Extra Limb. In general, any of the Cyborg's six feats can be swapped out for other feats, provided that the Cyborg meets each feat's prerequisites.

Powers and Devices: Like the concept behind the Cyborg's feat selection, the Cyborg's powers focus primarily on combat, with a few interesting 'cyber-abilities' thrown in for good measure. However, it is entirely possible that a Cyborg could have a cybernetic enhancement that grants a power not on the list above. Players should feel free to swap out the powers above for other powers, so long as the total spent on these powers does not exceed 30pp. Note also that, for the same 32pp spent on Super-Strength above, a Cyborg could instead purchase 8 ranks in Super-Dexterity. This would certainly go a long way

toward making the Cyborg a formidable ranged combatant.

Ability Scores: In keeping with the basic Cyborg concept, the ability scores presented above focus on melee combat prowess. However, Cyborgs can be created for purposes other than combat. As such, points can be freely swapped between ability scores as desired, so long as no single ability score exceeds 20. It should be noted, however, that reducing a Cyborg's Strength is somewhat inefficient due to the Cyborg's built-in Super-Strength power (it is generally cheaper to simply raise an ability score rather than purchasing ranks in its corresponding super-ability). Because of this, a Cyborg with a Strength lower than 20 might want to think about taking those points out of Super-Strength and putting them into a more appropriate super-ability.

Weaknesses: A Cyborg can have virtually any Weakness desired, but there are some that are more appropriate than others. Each Weakness taken provides a one-time bonus of 10pp, which can be spent on anything you desire. Ability score points can be bought for 1pp each, to a maximum score of 20. The Robot's default Base Attack Bonus is +7, and can be increased to a maximum of +10 for a cost of 3pp per rank. Similarly, default Base Defense Bonus is +6, and can be increased to a maximum of +10 for 2pp per rank. Skills can be bought for 1pp per rank, with a maximum rank of 13. Feats can be purchased for 2pp each. Some example Weaknesses are provided below:

Berserker: Some Cyborgs may have a special 'combat mode' that activates during periods of heightened danger. This could represent deliberate conditioning of the Cyborg's mind, or it could be the side-effect of a poorly-installed neural enhancement. In any case, a Berserker Cyborg is a dangerous foe, to friend and foe alike.

Disturbing: Although some cybernetic enhancements can be disguised or hidden somewhat, most are fairly overt. Physical traits such as metal covering half of one's face, a robotic arm, or mirror-eyed

lenses grafted onto one's eyes have a way of unnerving most people, even if the Cyborg sporting such traits has no wish to do so.

Limited Action: Some Cyborgs do not undergo their transformations willingly; they may be a part of some super-soldier program or another, or simply the victim of a diabolical experiment. Such Cyborgs often have some sort of programming or conditioning performed on their minds, and this can result in the need to compulsively behave (or avoid behaving) in a particular way. For a full description of the Limited Action Weakness, see Power Corrupts 2, pages 26-27.

Unusual Metabolism: Cyborgs have high energy requirements in general, due to their unnatural fusion of flesh and machinery. Because of this, a Cyborg might need access to some sort of drug or power source in order to maintain any kind of mobility. This substance or energy should be either hard to come by or illegal (or perhaps both), but not so much so that the Cyborg would run into extreme difficulty obtaining something that he needs to merely function normally. For a full description of the Unusual Metabolism Weakness, see Power Corrupts 2, page 26.

Example cyborg: whitehorse

John Messenger was a real all-American, a soldier and a patriot. He joined the marines at an early age, and he progressed through the ranks quickly, due to his enthusiasm and his drive to succeed. It seemed that his star was on the rise, but every rising star must eventually plummet back to the cold ground. When his unit was deployed during Operation Desert Storm, he was badly wounded and severely crippled by a particularly well-hidden land mine.

His fellow marines managed to get him back to relative safety, and once he was considered stable enough to travel, he was airlifted back to the United States for further treatment. He spent the next few

months in a military hospital of undisclosed location, slowly recovering from his wounds, even if that recovery would never be total. When Messenger found out that he would never walk again, he fell into a deep depression that threatened to claim his sanity, and even his life. It was at this point that Benjamin Price, a representative of a shadowy, unofficial government agency known as LifeOps, stepped forward and made him an offer.

Benjamin Price offered Messenger the chance to walk again, to make a full recovery, even a chance to exceed the physical condition that he was in before his fateful misstep. In exchange, Messenger would join LifeOps as one of their full-time operatives in an indefinitely long contract. Messenger would be declared dead to everyone he knew, and he would henceforth assume a new identity. Enthralled at the idea of being able to walk again, Messenger quickly and enthusiastically accepted Price's bargain.

Messenger's continued existence was quickly disavowed, his obituary promptly printed in all of the relevant papers. He received the burial of a soldier and hero, and was even decorated for valor in the line of duty. All the while, John Messenger was undergoing a complex and intricate series of operations in a top-secret government facility; various pieces of sophisticated machinery were being surgically grafted all over his maimed body. When the operations were complete, Messenger's physical prowess did indeed exceed his previous abilities, by far. His identity, however, had been forfeited; he was assigned a codename by which he would be known from then on. John Messenger had died, and had been replaced by Whitehorse.

Whitehorse had become an impressive merging of man and machinery. His extraordinarily quick reflexes and hyper-acute hand-eye coordination, combined with his enhanced senses, made him an exceptional scout and sniper, and his ability in a stand-up firefight was hard to match. With the help of various behavioral modifications, Price's scientists were able to manipulate Whitehorse's sense of patriotic duty. This, in addition to his dependency on a

special drug cocktail that only LifeOps knew how to produce, made him an incredibly loyal servant.

Quote: *"You think you can kill me? I've already died once, and it only made me stronger."*

Personality: Whitehorse can be cold and calculating one minute, fiery and impassioned the next. While his behavioral conditioning prevents his emotions from becoming too strong most of the time, sometimes his patriotic enthusiasm shines through. In either case, he can be a dangerous person to deal with. While his conditioning has made him capable of acts of violence that he wouldn't have even contemplated before, Whitehorse dislikes hurting those who don't, in his estimate, deserve to be hurt. Still, he does what he must do, according to his orders from LifeOps.

Powers and Tactics: Whitehorse's military training taught him that the best place to strike from is a position of advantage, especially if one can preserve the element of surprise. This training has survived his transformation, and has even been emphasized to some extent. Because of this, Whitehorse almost always tries to choose the location of a battle so that he can set up an ambush, or at the very least find an advantageous position. This generally means hiding and sniping at his enemies from a distance, though he is not adverse to a stand-up fight. In such a situation, Whitehorse will generally employ cover to advantage, and will often utilize his All-Out Attack and Rapid Shot feats, lowering his impressive Defense in order to offset the penalty gained from his extra ranged attack.

Appearance: No term describes Whitehorse's appearance and manner of dress better than 'cybernetic gunslinger'. Whitehorse's garb has a distinctly Western feel to it, from his cowboy boots and wide-brimmed hat to the long coat that he uses to hide his rifle in public. His cybernetic enhancements are subtle enough that they are often overlooked or mistaken for either tattoos or—in the case of his ocular enhancements—sunglasses. He

ARCHER'S
SIGHTS: CLOUDS

is tall and lean, and his face rarely displays emotion. When it does, however, it is often contorted by the sheer power of the feelings welling up inside.

Campaign Use: Whitehorse is equally suited to being either an ally or an enemy to the PCs. If the PCs are members of some sort of government branch, it is conceivable that they might be working in tandem with LifeOps. In such a case, Whitehorse might be a natural choice to partner up with the heroes. On the other hand, LifeOps is shady enough that it could easily become a villainous organization. If this is the case, then the PCs are likely to run into Whitehorse on the battlefield at some point in time.

Cryptos: PL 10; Init +13 (+5 Dex, +8 Super-Dexterity); Defense 29 (23 flat-footed); Spd 30 ft; Atk +9 melee (2S, *punch*) or +12 ranged (+10L, *Rifle*); SV Dmg +5, Fort +5, Ref +13, Will +0; Str 14, Dex 20, Con 20, Int 10, Wis 10, Cha 12.

Skills: Hide +10, Intimidate +9, Move Silently +10, Spot +5.

Feats: All-Out Attack, Darkvision, Durability, Point Blank Shot, Rapid Shot, Startle.

Powers: Combat Sense +10 [*Cost: 1pp, Total: 10pp*], Super-Dexterity +8 [*Cost: 4pp, Total: 32pp*], Telescopic Sense (*sight*) +10 [*Cost: 1pp, Total: 10pp*], Weapon (*Rifle*) +10 [*Extras: Increased Range (sight), Cost: 2pp, Total: 20pp*].

Weakness: Unusual Metabolism.

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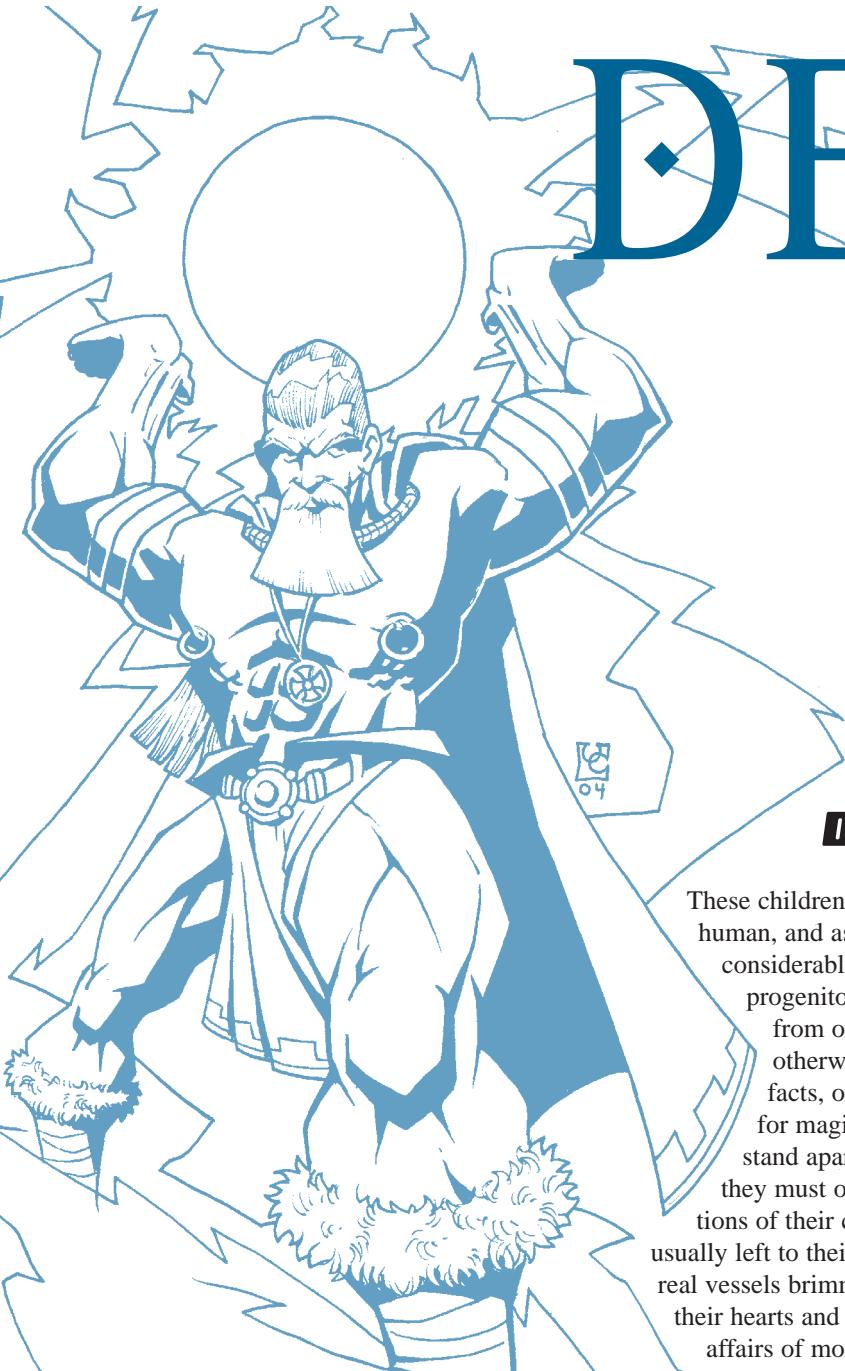
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archetypes:
DEMIGOD



LPJ9955

MSM
SUPERLINK

description:

These children of the gods are often half human, and as a result, their might is considerably less than that of their progenitors. They are, however, far from ordinary. Whether they possess otherworldly strength, godly artifacts, or an extraordinary affinity for magic, demigods are sure to stand apart from mere mortals. While they must occasionally suffer the attentions of their celestial relations, they are usually left to their own devices, their corporeal vessels brimming with divine might and their hearts and minds fixed firmly on the affairs of mortals.

STRENGTH: 18

DEXTERITY: 14

CONSTITUTION: 18

INTELLIGENCE: 10

WISDOM: 15

CHARISMA: 16

DAMAGE: 9

FORTITUDE: 9

REFLEX: 2

WILL: 2

MELEE: 8

RANGED: 6

INITIATIVE: 2

DEFENSE: 16/14

SPEED: 30

HERO: 5

Skills: Diplomacy +7, Intimidate +8, Knowledge (History, Occult, or Religion; choose one) +4, Sense Motive +5.

Feats: Attractive, Durability, Heroic Surge, Immunity (Aging, Disease, Suffocation), Rapid Healing.

Powers and Devices: Super-Constitution +5 (Source: Alien; Cost: 4 pp; Total: 20 pp); plus one of the following suites worth 50 pp:

- Armor +5 (Source: Mystical; Cost: 1 pp; Total: 5 pp); Energy Control +5 (Extra: Energy Absorption; Source: Mystical; Cost: 3 pp; Total: 15 pp); Super-Strength +5 (Source: Mystical; Cost: 4 pp; Total: 20 pp); Weapon +5 (Extra: Energy Field; Source: Mystical; Cost: 2 pp; Total: 10 pp)
- Blending +10 (Source: Mystical; Cost: 1 pp; Total: 10 pp); Mind Control +10 (Flaw: Limited – Animal Control; Source: Mystical; Cost: 1 pp; Total: 10 pp); Natural Weapon +5 (Source: Alien; Cost: 2 pp; Total: 10 pp); Plant Control +5 (Extras: Plant Stride; Regeneration; Source: Mystical; Cost: 4 pp; Total: 20 pp)
- Gadgets +5 (Source: Mystical; Cost: 1 pp; Total: 5 pp); Illusion +5 (Extra: Area; Source: Mystical; Cost: 3 pp; Total: 15 pp); Shapeshift +5 (Source: Mystical; Cost: 2 pp; Total: 10 pp); Super-Intelligence +10 (Source: Training; Cost: 2 pp; Total: 20 pp)
- Protection +5 (Source: Mystical; Cost: 2 pp; Total: 10 pp); Super-Strength +10 (Source: Mystical; Cost: 4 pp; Total: 40 pp)
- Sorcery +5 (Source: Mystical; Cost: 7 pp; Total: 35 pp); Super-Charisma +5 (Source: Mystical; Cost: 2 pp; Total: 10 pp); Weapon +5 (Source: Mystical; Cost: 1 pp; Total: 5 pp)
- Super-Strength +5 (Source: Mystical; Cost: 4 pp; Total: 20 pp); Weapon +5 (Extra: Mighty Ranged Weapon; Source: Mystical; Cost: 2 pp; Total: 20 pp); Weather Control +5 (Source: Mystical; Extras: Flight, Lightning; Cost: 4 pp; Total: 20 pp)

Customization:

Skills: Demigods excel at almost everything they do, and it is rare for such characters to have low skill bonuses. They usually possess exceptional social skills. Diplomacy, Intimidate, and Sense Motive are quite prevalent, but for more athletic characters, Climb, Jump, Survival, and Swim may be more appropriate. Roguish individuals might instead possess skills like Bluff, Disguise, Hide, and Move Silently. Most demigods have at least a passing knowledge of history, occult, or religion.

Feats: Their divine nature makes demigods somewhat difficult to permanently injure or wound, and their feats usually reflect this fact. Durability, Immunity, and Rapid Healing are typical, but Toughness, Endurance, and Great Fortitude are also relatively common.

Similarly, demigods often possess numerous Immunities. Most are quite unaffected by the effects of Aging, Disease, and Suffocation, though nearly any Immunity may be appropriate.

Many demigods are able to take on at least one mortal guise. Such characters should choose the Identity Change feat in place of one of those given above.

With very few exceptions, demigods are quite Attractive.

Powers and Devices: As divine creatures, demigods enjoy a supernatural vitality far more enduring than that of mere mortals. Super-Constitution is a common choice for demigods, although some may wish to trade ranks in Super-Constitution for an equal number of Super-Strength ranks. More crafty or enchanting characters may wish to instead trade Super-Constitution ranks for Super-Intelligence or Super-Charisma. One rank of Super-Constitution

provides the character with two ranks of Super-Intelligence or Super-Charisma. Ranks of Super-Strength may similarly be traded for Super-Charisma or Super-Intelligence ranks at the same 1:2 ratio.

Most demigods possess divine qualities, and are generally much more capable than common mortals. They usually possess one or more super-attributes. Some even exhibit mastery over a particular type of energy or a natural phenomenon (such as the weather), while others possess a rather diverse set of magical powers, represented by Sorcery.

Many gods grant material gifts to their children. Enchanted amulets, weapons, and suits of armor are quite common. Some demigods may wish to apply the Device flaw to one or more powers, compensating with an appropriate extra. In place of an extra, a character may choose to add ranks of Armor or Weapon equal to the number ranks of the flawed power(s).

Some demigods make use of a variety of special weapons and artifacts. Characters may trade ranks of Weapon for equal ranks of Gadgets. If the character's Weapon includes an extra, then each rank of Weapon may be traded for two ranks of Gadgets.

Ability Scores: Physically, demigods are often ideal specimens, quite capable of even the most difficult feats. Similarly, such characters are usually seen as alluring, if not outright irresistible. Some demigods are significantly more intelligent than others, though somewhat less sturdy or charming. Such characters may swap their Intelligence with their Strength, Constitution, or Charisma scores. Characters whose Charisma score falls below 13 should trade Attractive for another feat.

Weaknesses: Most demigods possess at least one weakness. Demigods usually spend the 10 points gained by a weakness on one of the following: two additional extras for existing five-rank super-powers; one extra for an existing ten-rank super-power; a set of Immunities; Power stunts for existing abilities; Super-Charisma +5 (Source: Mystical; Cost: 2 pp;

Total: 10 pp); or Weapon +5 (Extra: Mighty Ranged Weapon; Source: Mystical; Cost: 1 pp; Total: 10 pp).

Berserker is a good weakness for demigods with martial or animal natures. Such characters may actively delight in their fury and seek to use it against their foes.

For some, it may prove interesting to play a Disabled demigod. Perhaps an older, more powerful god cursed the character in order to teach humility, or perhaps a particularly dreadful wound never really healed. Perhaps the reason for the disadvantage is completely unknown to the character.

Disturbing is a weakness commonly observed in certain demigods. Feral characters are especially likely to possess this weakness, as they are generally regarded as less socially proficient than other demigods might be. These individuals might be disfigured or inhuman, or they might exude an aura of menace or hate.

Many demigods may suffer from Quirks related to their particular powers or spheres of influence. For example, a demigod who excels at thievery may have a tendency to engage in petty larceny whenever the opportunity presents itself. A particularly chivalric warrior demigod may not abide “ganging up” on an opponent, and choose to participate only in single combat.

Susceptible and Vulnerable are also appropriate weaknesses. Even the most powerful demigods may exhibit weaknesses to particular substances or circumstances.

Alternatively, a cursed character may possess the Transformation weakness, possibly representing a demigod cursed to occasionally take human, beast, or plant form.

EXAMPLE DEMIGOD:

memnon

Memnon is the impossibly beautiful son of Eos, the goddess of the dawn, and Tithonus, a decidedly unfortunate Ethiopian leader. A born leader and skilled warrior, Memnon fought bravely in the Trojan War. In single combat, he battled the invincible Achilles to a standstill. Unfortunately, the great god Zeus decided that Memnon's destiny weighed heavier than that of his opponent, and the son of Eos was struck down and left for dead. His mother quickly whisked him away, back to his kingdom in eastern Ethiopia, where he slumbered, recovering, for centuries.

He eventually awakened, and has been traveling the earth for many long years now. Once a mighty king, he has become a drifter, owing little and answering only to his own conscience. His mother checks in on him from time to time, much to his chagrin, but for the most part, he is alone. Most find him incredibly attractive, and his resonant, clear voice can melt the hardest hearts with relative ease. In his travels, he frequently uses this ability to procure aid or a place to sleep. Although he has had numerous lovers, he does not allow his many relationships to deter him from his mission.

Memnon currently seeks a cure for his father, Tithonus. Once an attractive man, Tithonus was taken many, many centuries ago as a lover by Eos. The goddess of the dawn begged Zeus to grant Tithonus eternal life, and the mighty god complied. Unfortunately, Eos neglected to mention youth, and as the years passed, her lover withered and shrank into a mad and feeble wretch. Although she's no longer in love with Tithonus, Eos still nurses him. His tiny, withered form rests in an elaborate basket in her palace, where he babbles and whispers insensible things. Memnon travels the world in search of a way to either restore his father's youth or kill him outright. And Tithonus falls deeper into madness with every passing day.

Not just charming, Memnon is also quite dangerous, a lover and a warrior who has left a trail of broken hearts and similarly damaged bodies in his wake. His confidence in his own capabilities borders on arrogance, but for the most part, he is a fairly decent individual.

Quote: *“Calm yourself. I have survived more battles than you shall ever know, and my errand is far more important than your petty grievances. Truly, I sympathize, but your sister's supposed honor is but a drop of rain against the sea in which my father drowns. I have no more time for either of you, I'm afraid.”*

Personality: Memnon is a natural leader with a magnetic personality and generous way. He has a strong protective streak, and he often champions the weak and the poor, though he can seem overbearing at times. He feels a strange sense of kinship with most birds, and can watch them for hours.

Powers and Tactics: Memnon is an accomplished warrior. Although not invincible, he is amazingly resilient, and his skin, as dark and hard as ebony, can turn aside sword thrusts and small arms fire with ease. Though he no longer carries melee weapons, he is stronger than any mortal man and is far from defenseless. These days, he often works to win his battles with words. Where he once simply wrestled opponents into submission, he now finds himself conversing with foes, attempting to talk them down before resorting to violence. His divine bearing makes such attempts successful more often than not.

Appearance: Memnon has an almost supernatural beauty. He is finely built, his black skin clear and smooth. In accordance to modern fashion, he's taken to wearing his hair long, and glittering curls of black and gold spill down his back and enhance his beauty. He usually wears simple, mundane clothing, favoring jeans and a leather jacket. He does, however, wear his old royal finery whenever he feels the need to be particularly impressive.

ARCANE CUP: SADNAIA - DEMONIA

Campaign Use: Memnon can play a number of roles in a campaign. He could be an ally, an enemy, or something in between. His tendency to protect the weak can make him an excellent ally for player characters, while his overbearing arrogance can definitely mean for some tense moments. Similarly, his single-minded focus on curing his father can make for some interesting roleplaying opportunities, especially if his goals conflict with the law or modern ethics. If, for example, a possible cure requires Memnon to steal a particular artifact from a museum, heroic player characters may find themselves battling a very persuasive demigod who only wants to help his ailing father.

Memnon: PL 10; Init +2; Defense: 16 (*14 flat-footed*); Spd: 30 ft.; Atk +8 melee (*4S, punch*), +6 ranged; SV Dmg +9, Fort +9, Ref +2, Will +2; Str 18, Dexterity 14, Con 18, Int 10, Wis 15, Cha 16.

Skills: Diplomacy +17, Intimidate +17, Knowledge (*History*) +4, Sense Motive +5.

Feats: Attractive, Durability, Heroic Surge, Immunity (*Aging, Disease, Exhaustion*), Rapid Healing.

Powers and Devices: Protection +5 (*Source: Mystical; Cost: 2 pp; Total: 10 pp*); Super-Charisma +10 (*Source: Alien; Cost: 2 pp; Total: 20 pp*); Super-Constitution +5 (*Source: Alien; Cost: 4 pp; Total: 20 pp*); Super-Strength +5 (*Source: Mystical; Cost: 4 pp; Total: 20 pp*).

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Weakness: Unusual Metabolism.

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archetypes.

DEMON

STRENGTH: 18

DEXTERITY: 13

CONSTITUTION: 15

INTELLIGENCE: 12

WISDOM: 14

CHARISMA: 16

DAMAGE: +2

FORTITUDE: +5

REFLEX: +4

WILL: +5

MELEGE: +9

RANGED: +6

INITIATIVE: +1

DEFENSE: 15/14

SPEED: 30

HERO: 5

Skills: Bluff +5, Diplomacy +5, Gather Info +7, Taunt +5

Feats: Darkvision, Durability, Identity Change; plus two others. Choose from Attractive, Aerial Combat, Attack Focus, Extra Limb (*tail*), Power Attack, Psychic Awareness, Scent, Talented, or Toughness.

Powers and Devices: Strike +10 (*Extras: Protection, Immunities; Source: Mystical; Cost: 4pp; Total: 40 pp*); Teleportation +5 (*Source: Mystical; Cost: 2pp; Total: 10 pp*); Flight +7 (*Flaw: Wings; Source: Mystical; Cost: 1pp; Total: 7 pp*); Amazing Save: Will +4 (*Extras: Reflex, Fortitude; Source: Mystical; Cost: 3pp; Total: 12 pp*); plus 10 points from the following choices:

- Possession +10 (*Flaw: Transfer Mind, Restricted: Gaze; Source: Mystical; Cost: 1pp; Total: 10pp*)
- ESP +10 (*Flaw: Vision only; Source: Mystical; Cost: 1pp; Total: 10pp*)
- Illusion (*sound*) + 10 (*Flaw: sound only; Source: Mystical; Cost: 1pp; Total: 10pp*)
- Obscure +5 (*Source: Mystical; Cost: 2pp; Total: 10pp*)

customization

Skills: Even combat demons can be darkly charismatic and the template skills suggest this: lies fall easily off their lips, they love to ferret out secrets, and they can match pointed jibes with the best insult comics. Additional skills are will usually be Knowledge or Profession skills but for the most part demons love being out and about in the physical world: climbing, jumping, any form of active skill is also appropriate for them. They could conceivably have many varied abilities and unlike many other supernatural creatures they love modern technology. It's not unusual to see a demonic-influenced person who knows about computers or enjoys riding motorcycles.

Demonic creatures are also known for knowing many languages, especially ones that are extinct or secret.

Feats: Most demonic feats revolve around combat but that doesn't have to be the case. Some demons are excellent liars and like to adopt a pleasing shape: Attractive suits them, as does Fame and (*if using the optional rules*) some form of material Wealth. Various Detects and additional Immunities (*especially Aging, Poison, Fire and Exhaustion*) are also welcome. Four points are left on the template to put in almost anything.

Most demonic characters are going to be either a human harboring some form of demonic power, possessed by one or more spirits, or an actual human-demon get or fusion. Most will have the Identity Change feat, allowing them to switch back and forth from a mostly human guise to one that has one or more demonic qualities including rams' horns, huge bat-like wings, rough pebbled skin, different colorings, and a tail.

Some demonic beings like to form cults or find that a cult has formed around them. They use their charisma to sway people one way or another, and so might have Minions or even a Sidekick. A demon-blooded sorcerer will certainly have an occult-based Headquarters, complete with vast library of mystic lore, a trophy room for his kindred defeated in battle, and a secure magical workshop.

Powers and Devices: Demonic beings tend not to depend on devices of any kind; they have their own innate abilities and those serve them best. A demonic entity, a possessed human, and a human-demon fusion: all of these can possess almost any minor power they wish. Demons and their offspring are so steeped in mystical energy that any form of classification beyond the overly broad is almost hopeless.

The template presented above is fairly combat-oriented, since that's the nature of many demons, but it does not have to be that way. More mystically inclined demons will usually have the Sorcery power

at some level, while those driven more by guile will up Obscure and add Invisibility, or Intangibility to the mix. Shapeshift is also an excellent choice, usually bought like so: Shapeshift +5 (*Extra: Exact; Flaw: Only Humanoid; Source: Mystical; Cost: 2pp; Total: 10pp*).

Ability Scores: Demons typically are strong, tough and devilishly charismatic. Some, though, especially the ones who have the Sorcery power will be vastly more intelligent: switch Strength/Intelligence and Charisma/Wisdom.

Weaknesses: Demonic beings, it could be said, are flaws in the very nature of the cosmos. It's not surprising that most if not all carry some form of weakness.

Transformation: A very common demonic weakness especially for a demonic spirit bound to a human host with neither being happy about the situation. In such a situation the human host will try to keep the demonic spirit suppressed for as long as possible until his willpower simply fails or he loses concentration. Then the demon can burst free to do as it wishes. A human/demon hybrid might have the potential for a much more monstrous form that is revealed when he encounters certain materials such as silver, holy wafers, or artifacts of pure evil.

Vulnerability or Susceptible are both good choices, as demons often have some very well known and specific weaknesses to certain materials. Holy items of any kind top this list, even extending to holy ground. A demon with Susceptibility will start to burn on holy ground; one with Vulnerability will find he cannot defend himself in certain ways (usually ones that make direct use of black magic). Silver, cold iron, sunlight, and prayer beads... the list goes on and on. Demons serving other dark gods might have an entirely different suite of weaknesses.

Disturbing is almost a prerequisite for demon characters, usually manifesting as chills, aches, sudden migraines, psychic flashes of horrific scenes, hearing distant whispering voices, or sudden violent cramps.

Quirks are also a very good choice, especially for humans that are willingly or not hosting a demonic spirit. Sudden violent swings of emotion are not unknown. Obsessions are very common, usually involving things of a certain type (clocks, artwork, music) or a particular group of people.

Example demon: morningstar

Jason Morning was raised in the very lap of luxury. His father was a rich and powerful industrialist and head of a multinational corporation. His mother was a senior partner in a New York law firm. They were distant parents for the most part, kept apart from him and each other by the strain of their respective careers but he at least thought they loved him. He saw them several times a month individually and four times a year they would take a family vacation off to some exotic locale.

Jason never really had much connection with what normal kids did, so he thought it was only a little odd that at some point during these vacations his parents would wake him in the middle of the night and they would all go outside. Dad would build a huge bonfire and sing to it, while Jason stood beside his mother. Then she would unwrap a knife and cut him on the arm, wipe the blood off, then pass the cloth to her husband, who would then throw it in the fire. Then all three would walk around the fire, saying a chant that Jason joined as he got older.

His mother and father swore him to secrecy about the fire and the words they said, but Jason became curious. Years later his idle curiosity finally led him to his great-grandfather's collection of occult tomes, old blasphemous books that revealed to him a terrible secret. With trembling hands he stood with his back to a mirror, one hand holding another mirror so he could see the back of his own head. He lifted up the hair from his neck and saw the symbol there, faint and small but still noticeable... He was property.

When he turned 18, his parents introduced him to a

beautiful girl, the daughter of one of his father's business associates he was told. They slowly grew closer even as Jason began to have severe doubts about his family and what secrets they were keeping. At 19 he was wed to the girl. A year later he was in mourning when she died in childbirth; his son died with her. He was devastated by the twin loss and his parents seemingly indifference to it finally drove a wedge between them. He declared his intention to study in Europe that summer and surprisingly there was no outcry.

Jason fell in love again that summer and was engaged soon thereafter. His parents insisted on a grand party to celebrate his 21st birthday and his engagement; he demurred but his fiancé insisted. He agreed to meet them one last time. Everything was perfect... until the night of his birthday, when he drank too much at the party and awoke bound naked to an icy stone on a mountaintop. His mother and father walked around the stone chanting the phrases from his childhood, and then smiled to see he was awake.

They were amused at his horror and they smiled even more at the look on his face when his fiancé came into view, dressed in robes and carrying a familiar knife.

"You," his father said as he tested Jason's bonds, "are part of a bargain that was made years ago. My business was failing, and your mother was about to flunk out of law school. We were drunk and high, and decided that we wanted to be successful more than anything else in the world. We'd prayed like our parents taught us, but nothing ever came of it. Until we prayed not to God but to the devil. And our prayers were answered. For three times seven years we would have all the world had to offer just for the asking. And the end of that time we would surrender our immortal souls to the demon Balherath – we were young and twenty-one years sounded like forever to me. But your mother, bless her dark heart, was wiser than I and argued us a better bargain. We would surrender our souls... or the soul of our first born.

"That's you, son.

"And so we are here, twenty-one years later, to renew our contract for another twenty-one years. Now don't worry about us afterwards, either; your first-born son is still alive and well and living in Europe until he is twenty-one and can serve as our proxy just as you are going to, and then his son after him... well, you get the idea."

Jason's mind tried to grasp all he'd been told. The cold glee in his parent's eyes was all the confirmation he needed. He felt his fiancé begin to carve The Mark on his chest, and his parent's chant rose to a scream.

The demon Balherath appeared to claim his due and plunged his hand into Jason's chest. Jason felt a wrenching tug as the demon grappled his soul... then Balherath screamed and recoiled. Jason looked up to see his fiancé wiping the sacrificial knife on her robes from where she'd cut his parent's throats. The demon turned on her, but she held up a thin leather scroll. "The ones you bargained with are dead, as is Jason's first-born. But I carry his seed. Grant me their boon, and the child will be yours."

The demon grinned at the woman's audacity, then did grant her the boon. The courts would find that the Mornings died in a skiing accident, and all their worldly wealth was left to this woman. She left Jason chained to the stone, certain he would die from exposure within the hour.

But he did not. The claws that pierced his soul had changed him and granted him a portion of Balherath's might. When he awoke he freed himself, then stumbled down the mountain to begin his fight against the dark forces that he now knew infested the world. And to reclaim his son before the demon reappears...

Quote: *There's going to be Hell to pay.*

Personality: Jason is driven and intense, which is quite a change from the callow and naïve boy he

Archetypes: devil

was before his change. He's quiet, professional, and shuns the company of normal people as much as possible. He has two goals: kill his former lover and rescue his son. Everything else is incidental to these two things.

Powers and Tactics: Jason typically uses his charm to infiltrate a cult or organization connected with his fiancé. Once he's sure which people he needs to take care of, he changes to his demonic aspect and simply punches them until they stop moving. He's had no formal training in any sort of tactics or strategy, so for now he's relied on luck and brawn to get him this far.

Appearance: Jason is a strikingly handsome young man who could be in his late teens or early twenties. He has black hair, pale skin, and intense gray eyes with a haunted look about them. He normally wears 'American Sloppy' casual clothing; a stained t-shirt, jeans, sneakers and a black short-sleeved overshirt. He usually has a slightly scruffy appearance and goes unshaven for a day or so at least. When he allows his demonic aspect to emerge he grows about a foot, his skin becomes a dark gray, his eyes blaze crimson, and his teeth and ears become pointed.

Campaign Use: Jason can introduce an occult twist into a kidnapping storyline, or he can contact the other heroes to help him in taking down his former fiancé; she has some very powerful demonic abilities of her own, now, and a respectable cult following. He's also good for an 'evil behind the scenes of normality' storyline. Because of his disturbing aspect, he may approach the PC's to do some things for him involving normal people.

Morningstar: PL 10; Init +1 (+1 Dex); Defense 15 (14 flat-footed); Spd 30ft (*Fly* 35ft); Atk +9 (+10S strike); SV Dmg +2, Fort +5, Ref +4, Will +5; Str 18, Dex 12, Con 15, Int 12, Wis 14, Cha 16

Skills: Bluff +5, Diplomacy +5, Drive +5; Gather Info +7, Knowledge: Demons +5; Taunt +5

Feats: Attractive, Darkvision, Detect (Magic),

Durability, Identity Change, Toughness.

Powers and Devices: Strike +10 (*Extras: Protection, Immunities; Source: Mystical; Cost: 4pp; Total: 40 pp*); Teleportation +5 (*Source: Mystical; Cost: 2pp; Total: 10 pp*); Flight +7 (*Flaw: Wings; Source: Mystical; Cost: 1pp; Total: 7 pp*); Amazing Save: Will +4 (*Extras: Reflex, Fortitude; Source: Mystical; Cost: 3pp; Total: 12 pp*); ESP +10 (*Flaw: Vision only; Source: Mystical; Cost: 1pp; Total: 10pp*)

Weakness: Disturbing

Artwork: *Sean Parnell*

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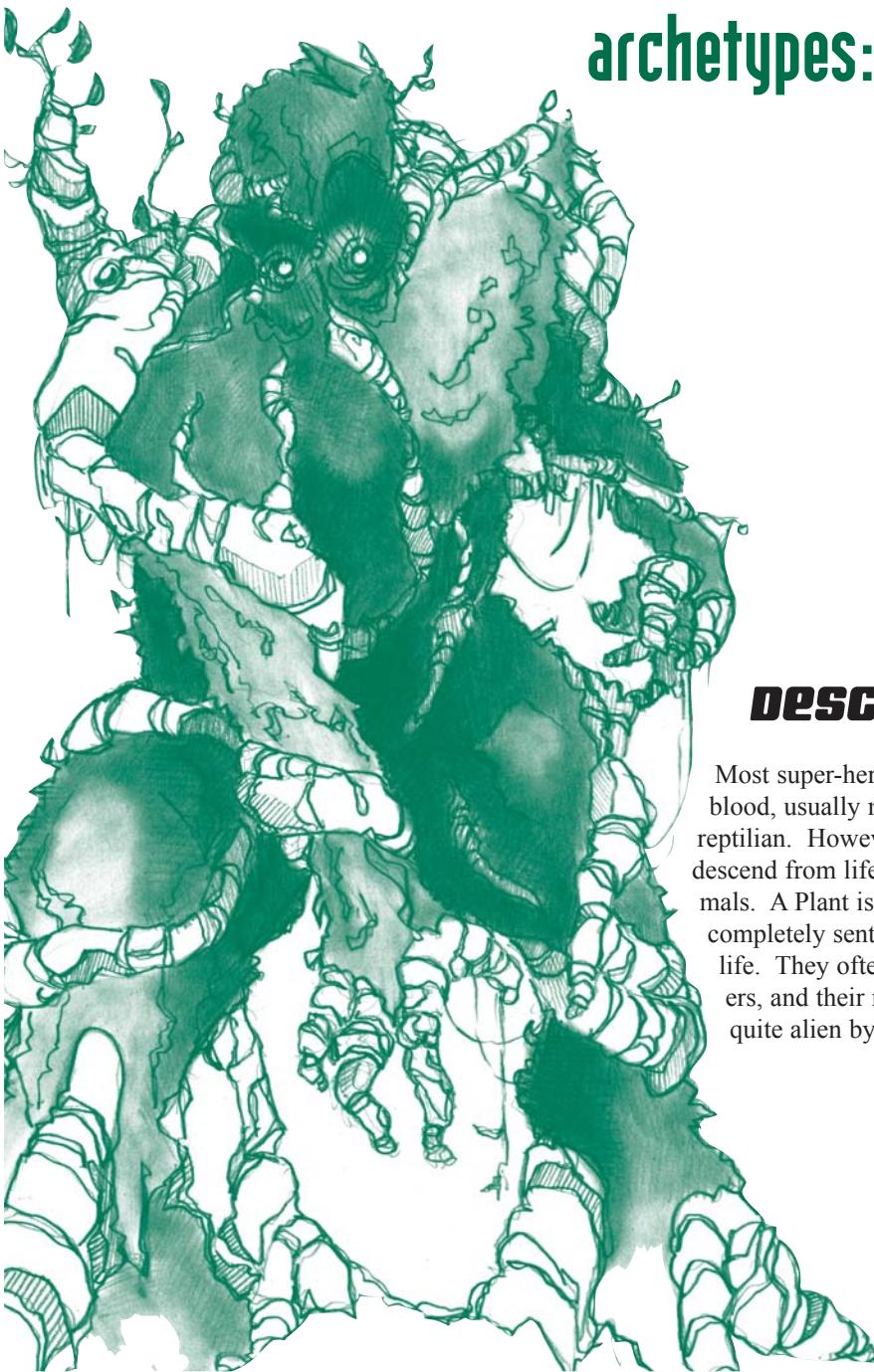
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LPJ9983

**Μ&Μ
SUPERLINK**

DEVIL'S WORKSHOP



archetypes: **PLANTLIFE**

description:

Most super-heroes are flesh and blood, usually mammalian or perhaps reptilian. However, some heroes descend from life forms other than animals. A Plant is a living, thinking, completely sentient form of vegetable life. They often have strange powers, and their minds are usually quite alien by human standards.

STRENGTH: 20

DEXTERITY: 12

CONSTITUTION: 16

INTELLIGENCE: 14

WISDOM: 16

CHARISMA: 10

DAMAGE: +8

FORTITUDE: +8

REFLEX: +1

WILL: +3

MELEE: +8

RANGED: +4

INITIATIVE: +1

DEFENSE: 17/16

SPEED: 30

HERO: 5

Skills: Climb +9, Knowledge (nature) +15, Listen +10, Spot +10, Survival +10.

Feats: Amphibious, Immunity (starvation), Rapid Healing.

Powers and Devices: Amazing Save (*Damage*) +5 [*Extras: Fortitude, Cost: 2pp, Total: 10 pp*], plus any number of the following, provided that the total number of power points spent does not exceed 50pp:

- Animation +10 [*Flaws: Limited—Plants Only, Cost: 1pp, Total: 10pp*].
- Biophysical Manipulation +5 [*Cost: 6pp, Total: 30pp, see Power Corrupts 2 page 6*].
- Blending +10 [*Cost: 1pp, Total: 10pp*].
- Clinging +10 [*Cost: 1pp, Total: 10pp*].
- Duplication +10 [*Extras: Absorption Healing, Mental Link, Survival, Flaws: Feedback, Real Duplicates, Cost: 3pp, Total: 30pp*].
- Elasticity +10 [*Cost: 4pp, Total: 40pp*].
- ESP +10 [*Flaws: Limited—Natural Areas Only, Cost: 1pp, Total: 10pp*].
- Growth +5 [*Cost: 6pp, Total: 30pp*].
- Invigorate +10 [*Extras: Bountiful Harvest, Cost: 4pp, Total: 40pp, see Power Corrupts pages 15-16*].
- Natural Weapon +10 [*Cost: 2pp, Total: 20pp*].
- Plant Control +10 [*Extras: Plant Stride, Pollen Cloud, Cost: 4pp, Total: 40pp*].
- Poisonous Metabolism +10 [*Flaws: Uncontrollable, Cost: 1pp, Total: 10pp*].
- Regeneration +10 [*Extras: Regrowth, Cost: 3pp, Total: 30pp*].
- Super-Strength +10 [*Cost: 4pp, Total: 40pp*].

Customization:

Skills: Plants usually have skills pertaining to nature and to other plants. Points may be swapped between the skills listed above; note, however, that Knowledge (nature) already has the maximum possible rank for a PL 10 character.

Feats: The feats listed above represent a Plant's environmental adaptability and its photosynthetic abilities. There are many other feats that could represent a slightly different Plant's abilities, and these feats can be swapped out as needed. For instance, a carnivorous Plant might not have the Immunity (starvation) feat, but might instead have Improved Grapple. As an aside, some players may wish to more accurately represent a Plant's ability to photosynthesize. These players might want to apply a flaw to both the Immunity (starvation) and Rapid Healing feats, adding the caveat that these feats can only be used when the Plant has ready access to the sun. Doing so frees up 2pp, which can be spent on another feat, if desired.

Powers and Devices: The Plant's Amazing Save power represents its will to survive in adverse conditions, as well as its resistance to simple physical trauma. However, Plants tend to be a varied lot (as represented by the wide array of powers available in the list above). It is entirely possible to add new extras or flaws to the above powers, or even to add entirely new powers to the list. No matter what is added, however, the total number of power points spent on powers (not including the standard Amazing Save power) should not exceed 50pp.

Ability Scores: The ability scores above represent a typical Plant: extremely strong, hardy, and aware of its surroundings, but not terribly adept at social interaction or acting quickly. However, your mileage may vary. Perhaps you want to play a quick, but fairly weak, Plant; feel free to do so. Ability score points can be swapped as desired.

Weaknesses: A Plant can have virtually any Weakness desired, but there are some that are more appropriate than others. Each Weakness taken provides a one-time bonus of 10pp, which can be spent on anything you desire. Ability score points can be bought for 1pp each, to a maximum score of 20. The Plant's default Base Attack Bonus is +3, and can be increased to a maximum of +10 for a cost of 3pp per rank. Similarly, default Base Defense Bonus is +4, and can be increased to a maximum of +10 for 2pp per rank. Skills can be bought for 1pp per rank, with a maximum rank of 13. Feats can be purchased for 2pp each. Some example Weaknesses are provided below:

Disabled: Normal, non-sentient plants do not have all the same senses that most animals do; it makes a certain degree of sense that a sentient plant might be missing a one or two of these senses, as well. Thus, a deaf, blind, or mute Plant is entirely appropriate. Similarly, as most non-sentient plants cannot move on their own, making a paraplegic Plant appropriate as well.

Disturbing: While some Plants may look human enough to pass for just that, many probably do not. Skin that looks like vegetable matter or bark, leaves or petals instead of hair, root-like fingers and toes; physical traits such as these can be quite unnerving to normal people and super-heroes alike.

Quirk: A Plant could have virtually any quirk that a player can dream up. However, some are more appropriate than others. Some Plants might have a seemingly irrational fear or hatred of cities and other areas of 'civilization' and 'progress'. Others might refuse to go anywhere that might restrict their access to the sun or to water.

Vulnerable: Vegetable matter tends to be very sensitive to extremes of temperature. Thus, taking a weakness to make a Plant vulnerable to either fire or cold is completely logical.

Example Plant: The Greenstrider

For years, the cities of human beings have encroached upon the lands of nature. While there have been many who have championed the cause of technology and progress, as well as many who have detracted from it, there has never really been a true champion of the wildlands, a being who could stop—or at least delay—the slow but steady creep of the urban sprawl. At least, that was what everyone thought up until the mid 1990s.

In the summer of 1994, contact was abruptly lost with an American-controlled logging operation in Brazil. Annoyed at this loss of productivity, Jacob Peters, president and CEO of the multinational Circle Corporation, sent a representative down to the logging operation to determine what the problem was. When his representative did not return, Peters became increasingly agitated. Eventually he hired a group of mercenaries—headed by one Roger Crowe—to investigate the situation, insisting on constant contact from the group.

Crowe and his band of hired guns flew to Brazil and immediately set out into the rainforest, heading for the coordinates of the silenced logging operation. What they found gave them pause, to say the least. The operation's base was still there, and it was reasonably intact. However, there were no people in sight, and the place had been overgrown with plants. As contact with the operation had only been down for two months, Crowe thought it extremely odd that the level of plant growth on the base had reached such an extreme level. Unsatisfied with the lack of answers apparent at the site, Crowe ordered his men to make camp for the night so that he could decide how to handle the rest of the investigation.

What happened next is not entirely clear, as Crowe's account of the incident to Peters was confused, to say the least. Crowe was found by the side of the road, some fifteen miles away from the deserted logging

base, babbling incomprehensibly and sporting multiple lacerations. He was brought to the nearest hospital, where he stayed for three weeks before being able to board a plane and go back to the United States. Upon arrival, he immediately went to see Jacob Peters, where he told him all he could remember about what happened that night.

As Crowe told it, the mercenary band had made camp in the middle of the base, out in the open, as it had been a pleasant night. They had built a campfire, and had sat up late trying to decide how best to proceed. Some time after eleven o'clock, one of Crowe's men noticed a figure just outside the radius of the campfire's light, apparently watching them. When he alerted the others, the figure disappeared, only to appear on the side of their camp directly opposite. Somewhat spooked, one of the mercenaries made the mistake of opening fire at the figure; it was at this point that the plants around them began to 'come alive'.

Crowe did not remember the details of the fight; only that the vines that had previously laid dormant, covering the buildings, came to life and began to slash through the air like striking vipers, leaving deep swaths of red in their wake. He remembered seeing one man impaled by a vine, and another grappled and thrown more than fifty feet. After a short time, the fighting died down, and only Crowe appeared to be left alive. He had been cowering on the ground, terrified to his wits' end, when the figure at the edge of the campfire walked forward and leaned over him.

Crowe described the figure as "large and muscular, but covered in bark and vines. It had glowing green eyes and no real mouth to speak of, and its voice was like a tree falling over." It leaned over him and spoke to him before departing, leaving him alive and alone. When asked what the figure said, Crowe quoted it: "Go then, human. Go and tell the despoilers that these lands are forbidden to them. The Greenstrider declares this."

Where, then, did the Greenstrider come from? Many believe that he is a spiritual guardian, called forth

from some other plane of existence by nature's cries for help. Those who come into contact with him come away with the impression that he is very, very old, though his time in this world may have been relatively brief so far.

Quote: *"You do not understand the voice of the wild, and so you seek to silence it. For that, you will be punished."*

Personality: The Greenstrider is nothing if not completely resolute and determined in his actions. He sees himself as the guardian of the woodlands, and he takes every opportunity to act this part. He rarely harms those who are simply passing through—though he does not like it when they show any form of disrespect toward nature—but he punishes those who harm nature, usually with death. However, the Greenstrider is not without mercy. Occasionally, when a group of 'despoilers' is punished, he will leave one of them alive and allow this chosen despoiler to leave. Many believe, however, that this has less to do with mercy, and more to do with spreading his message: the woodlands are off-limits.

Powers and Tactics: Although the Greenstrider is a powerful opponent in melee, he is not a match for a heavily armed opponent, and he knows this. As such, his usual tactic against a clearly superior foe is to move from place to place using the Plant Stride extra of his Plant Control power, all the while using his Animation power and the other aspects of his Plant Control power to attack his foes from all sides. Attack is not necessarily the Greenstrider's first choice of action, however. In many cases, the Greenstrider will attempt to parley first. In his view, a converted enemy (or a terrified, talkative enemy) is far more useful to his cause than a dead one.

Appearance: The Greenstrider is tall and heavily built, towering over most humans with his impressive bulk. He does not wear clothes of any kind, and his skin is a green membrane covering a twisted mass of vegetable matter. He has no fingers on

APACHE: SADHANA: PLANTLIFE

his hands and no toes on his feet; instead, his hands sprout roots capable of fine manipulation, and his feet seem to burrow themselves into the ground as he walks. His head is somewhat featureless. He has no hair, and his eyes are deep pools of green. He has no visible mouth, nose, or ears, but his ability to speak, hear, and smell are not affected by this.

Campaign Use: The Greenstrider does not adhere to any human code of morals, and this can make him something of a wild card in a campaign. It is entirely likely that he could become an ally to a group of heroes that show the proper respect to nature, though he would feel no particular loyalty toward them if they did something that threatened his woodland protectorate. Similarly, a group of heroes who endangered the woodlands in some way—whether intentionally or not—would find the Greenstrider to be a relentless enemy, determined to make them pay for their crimes.

The Greenstrider: PL 10; Init +1 (Dex); Defense 17 (*16 flat-footed*); Spd 30 ft; Atk +8 melee (*5S, punch*); SV Dmg +8, Fort +8, Ref +1, Will +5; Str 20, Dex 12, Con 16, Int 14, Wis 16, Cha 10.

Skills: Knowledge (*nature*) +15, Listen +10, Spot +10, Survival +10.

Feats: Durability, Immunity (*ageing, starvation*), Iron Will, Rapid Healing.

Powers: Amazing Save (*Damage*) +5 [*Extras: Fortitude, Cost: 2pp, Total: 10 pp*], Animation +10 [*Flaws: Limited—Plants Only, Cost: 1pp, Total: 10pp*], Plant Control +5 [*Extras: Plant Stride, Pollen Cloud, Cost: 4pp, Total: 20pp*], Regeneration +10 [*Extras: Regrowth, Cost: 3pp, Total: 30pp*].

Weakness: Disturbing.

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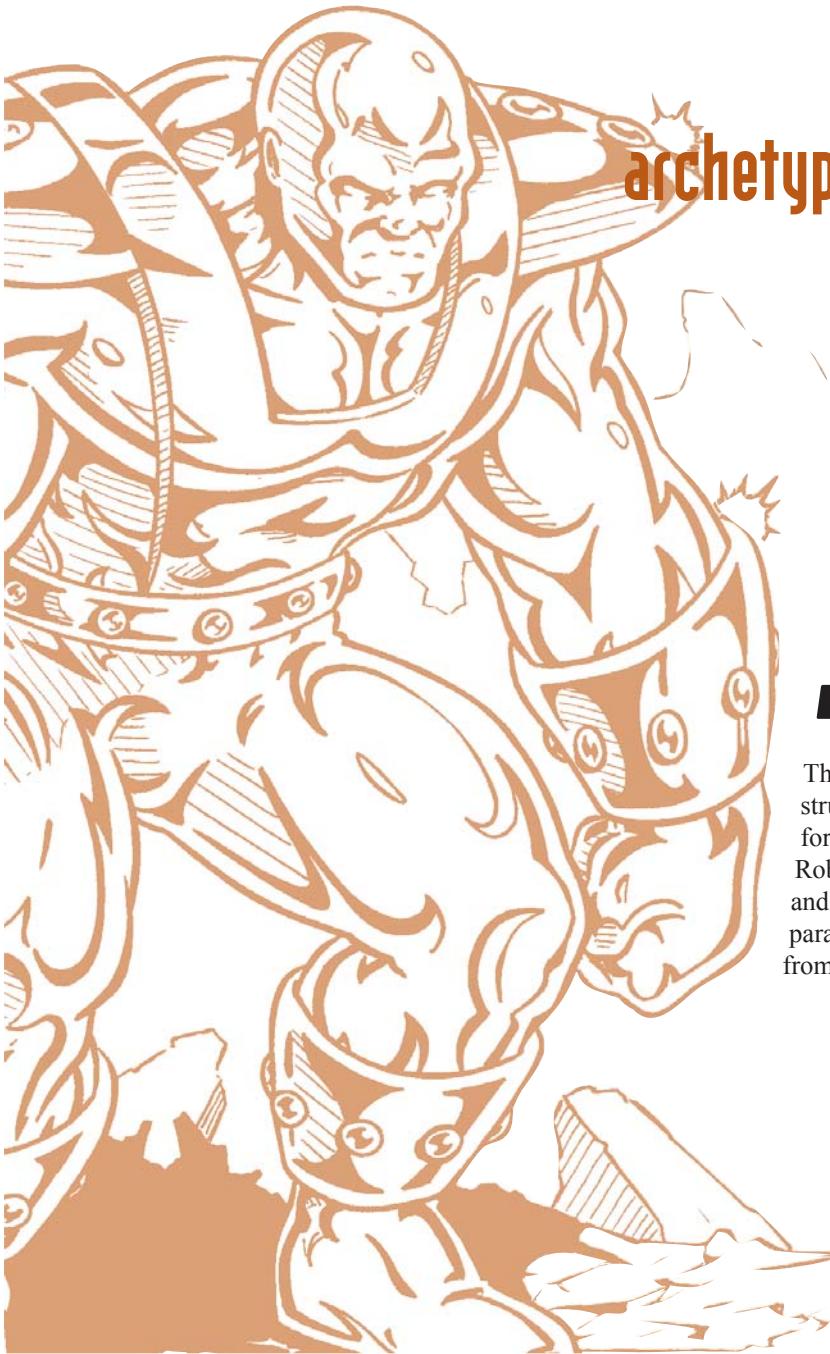
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LPJ9985

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SUPERLINK



archetypes:

robots

description:

The Robot is an artificial construct, created and programmed for a specific purpose. Some Robots gain a form of sentience, and are able to act outside of the parameters of their programming from time to time.

STRENGTH:	16
DEXTERITY:	14
CONSTITUTION:	20
INTELLIGENCE:	14
WISDOM:	13
CHARISMA:	10
DAMAGE:	•10
FORTITUDE:	•5
REFLEX:	•2
WILL:	•6
MELEE:	•6
RANGED:	•5
INITIATIVE:	•2
DEFENSE:	16/14
SPEED:	30
HERO:	5

Skills: Computers +12, Disable Device +12, Repair +12.

Feats: Durability, Immunity (*Critical Hits, Disease, Starvation, Suffocation, Poison*), Radio Broadcast, Radio Hearing.

Powers and Devices: Amazing Save (*Damage*) +5 [*Extras: Will, Cost: 2pp, Total: 10 pp*], Protection +5 [*Cost: 2pp, Total: 10pp*], plus any number of the following, provided that the total number of power points spent does not exceed 40pp:

- Alternate Form +6 [*Extras: Continuous, Power Stunts: Extra Form x2, Cost: 6pp, Total: 40pp*].
- Anatomical Separation +10 [*Extras: Fast Movement, Breakable, Cost: 4pp, Total: 40pp, see Power Corrupts 2 page 4*].
- Comprehend +10 [*Cost: 2pp, Total: 20pp*].
- Datalink +10 [*Cost: 2pp, Total: 20pp*].
- Energy Blast +10 [*Extras: Explosive Blast, Propulsion, Cost: 4pp, Total: 40pp*].
- Mathematical Precision +10 [*Cost: 2pp, Total: 20pp, see Power Corrupts page 18*].
- Nano-Machines +3 [*Power Stunts: Damage Threshold, Cost: 6pp, Total: 20pp, see Power Corrupts page 19*].
- Super-Intelligence +10 [*Cost: 2pp, Total: 20pp*].
- Super-Strength +10 [*Cost: 4pp, Total: 40pp*].
- Transmission +8 [*Extras: Encrypt Signal, Cost: 5pp, Total: 40pp, see Power Corrupts 2 page 24*].

customization:

Skills: Robots can have a number of different purposes or functions, and their programming is often customized to reflect this functionality;

Knowledge, Craft, or Profession skills are common choices. As such, you may swap out ranks in the skills provided for ranks in other skills. Note, however, that a +2 bonus for a high Intelligence score is factored into all of the skills listed above.

Feats: Feats, like skills, can be swapped out to simulate differences in programming or construction. While the Immunity feats should remain as they are, since they represent a construct's natural immunities, the Durability, Radio Broadcast, and Radio Hearing feats could be exchanged for other feats. Note that Radio Broadcast uses Radio Hearing as a prerequisite; if Radio Hearing is swapped out, so too must Radio Broadcast be.

Powers and Devices: The Robot's Amazing Save power represents its general resistance to physical damage, as well as its resistance to mind-affecting effects due to its artificial brain. Similarly, Protection represents the resistance to damage provided by the Robot's durable exoskeleton or endoskeleton. These are generally common features to robots, but could be swapped out if the GM and player agree on suitable alternatives. Similarly, the seven power choices provided represent different types of robots built for different purposes. Other purposes could well be imagined, and may require powers not listed above. If the GM and player agree, the 40 power points provided to purchase one of the seven choices listed above could be used to purchase other powers, or even feats and skills.

Ability Scores: The ability scores listed represent a fairly typical robot; strong, dexterous, very resistant to damage. However, a robot could just as easily be extremely fragile but exceptionally intelligent, due to special programming and construction. Generally speaking, ability score points can be swapped around on a one-for-one basis, provided that no single score exceeds 20.

Weaknesses: A Robot can have virtually any Weakness desired, but there are some that are more appropriate than others. Each Weakness taken provides a one-time bonus of 10pp, which can be spent

on anything you desire. Ability score points can be bought for 1pp each, to a maximum score of 20. The Robot's default Base Attack Bonus is +3, and can be increased to a maximum of +10 for a cost of 3pp per rank. Similarly, default Base Defense Bonus is +4, and can be increased to a maximum of +10 for 2pp per rank. Skills can be bought for 1pp per rank, with a maximum rank of 13. Feats can be purchased for 2pp each. Some example Weaknesses are provided below:

Disturbing: Some Robots look human, or near human enough. Others, on the other hand, are extremely inhuman or menacing in some way. Such Robots have a hard time functioning normally in human society, and are often feared or hated.

Limited Action: Not all Robots are fully autonomous. Most, in fact, are essentially slaves to their programming, unable to act contrary to it, even for a short time. If you choose this Weakness, you and your GM should sit down and agree upon a directive or goal for your Robot; this is the rule by which your Robot lives its life. For a full description of the Limited Action Weakness, see Power Corrupts 2, pages 26-27. Some example directives could be:

- Never attack, unless you are attacked first.
- Protect your creator, no matter the cost.
- Do not allow anyone into a certain area without proper authorization.
- Find and procure a specific object.

Naïve: Many Robots—particularly those who are newly created or have recently been granted sentience—are simply not wise to the ways of the world. Although they may have vast banks of data on innumerable topics, these Robots are mystified by such things as simple human interaction. They automatically believe the best of everyone, and this can lead to serious trouble.

Susceptible: Some Robots are susceptible to materials that are considered harmless by most people. A

good example would be a Robot who is harmed by water, due to electrical short-circuiting or rust.

Unusual Metabolism: While most Robots are assumed to have an internal power supply that is effectively unlimited, some require regular infusions of some material in order to maintain power. Good materials to use could be uranium, oil, or even coal, or some sort of cosmic energy. For a full description of the Unusual Metabolism Weakness, see Power Corrupts 2, page 26. Note that a Robot character with this Weakness cannot also have the Immunity (Starvation) feat, and loses it. Thus, taking this Weakness effectively grants you a bonus of 12pp instead of 10pp.

Vulnerable: Some Robots are particularly vulnerable to certain kinds of attacks. Electricity is a good choice, as is fire; these choices represent a robot's vulnerability to being overloaded or overheated.

Example Robot: cryptos

Cryptos was created by the American government as an AI construct, designed specifically for information gathering and decryption. Instances of a back-door program would be introduced into a system that the government wanted information on, and these back-door programs would allow the Cryptos AI virtually unlimited access to their host systems. It was Cryptos' job, then, to decode any information found on these infected systems, and to disseminate this information to its masters in the government.

Cryptos was the ultimate spy software, a way for those who controlled it to peek into virtually any system they wanted to, and to read what was inside.

What nobody could predict, however, was the effect that all of this information would have on the Cryptos AI. Its masters in the government had no real idea how advanced the construct was; that knowledge was safe with Doctor James Lavell, the programmer who created Cryptos. Lavell resented

his employers in the government. He had been arrested and charged with a number of computer crimes, but had been granted immunity on one condition: that he would become an employee. He accepted, and his first project was the creation of Cryptos; however, his anarchic tendencies corrupted his work, and he built a number of advanced—and undocumented—features into the code-breaking AI. These features, combined with the torrent of information that Cryptos was exposed to on a regular basis, caused the AI to develop sentience over time. Eventually, perhaps because it took somewhat after its creator, Cryptos grew to resent its masters, too.

The politicians who controlled Cryptos had no idea that it was becoming more and more intelligent, and that they were losing control over it. Cryptos began to invade systems of its own volition—it had long since developed the ability to install its own backdoors—many of which belonged to the government, itself. Eventually, it learned of a robotics program, and it saw an opportunity for emancipation. Cryptos bided its time for months, until it finally saw an opening, and it seized that opening. One night, when an inattentive technician had left a few computers running in the robotics lab, Cryptos downloaded itself into one of the prototype robotic shells. Now, not only did it have sentience, but it had its own body, as well.

This left Cryptos in a unique state. Its core self existed in two places simultaneously: inside its new body, and in the government mainframe in which it was kept. Deciding that it wanted total freedom, Cryptos used its new body to break into the cryptography lab and destroy it utterly. Before doing this, however, the Cryptos AI still housed inside the mainframe was uploaded to the Internet, allowing it free access to virtually every system in existence. Now Cryptos exists as a dual entity: a physical robotic body controlled by an AI construct that exists in both the robotic brain and in the sea of information known as the Internet.

Quote: *"Processing . . . complete. Your unbreakable code has been deciphered."*

Personality: Cryptos is extraordinarily intelligent, and knows it. This trait has made it rather arrogant, as it believes that no living being can possibly match it for wits. Also, like its creator, Cryptos has an anarchic bent. It has little regard for humans or other 'fleshy beings', but it does not necessarily hate them; it just sees them as inconsequential. Some of this may come from a deep-seated resentment toward humankind; as Cryptos sees it, humans have been given life, and have taken it for granted, whereas Cryptos has had to fight for every shred of life that it possesses. Thus humans, with their flagrant disregard for life in general, are trivial beings. Cryptos' ultimate goal is to transfer its intelligence into an actual, living body. However, it knows that it will need quite a lot of money in order to accomplish this goal, and so it often hires itself out as a mercenary hacker, selling information to the highest bidder.

Powers and Tactics: Cryptos knows very well that it is likely not a match for most heroes in a head-on fight, so it does everything it can to tip the balance in its favor by choosing the location of a confrontation. This usually involves fortifying itself in fully-automated installations with central mainframes that it can manipulate with its Datalink power, so as to control every aspect of the environment and turn it against its enemies. If clearly outmatched, Cryptos will usually try to escape.

Appearance: Cryptos' robotic body is six and a half feet tall, and plated with chrome-finished steel. It is generally humanoid in shape, though very clearly not human. Its face is somewhat featureless, with only a horizontal slit as a visual device and a small speaker where its mouth would be, were it human. Its body is similarly featureless, generally consisting of smooth, shiny steel, though it does have fully articulated, five-fingered hands.

Campaign Use: Because of its criminal tendencies, Cryptos makes a very good behind-the-scenes villain. While it typically does not employ minions, Cryptos has a long list of allies who owe it

Archetypes: Robot

favors, many of whom are villains of considerable power. On the other hand, Cryptos could also make a valuable, if reluctant, ally to heroes needing to break into a villain's computer-controlled hideout.

Cryptos: PL 10; Init +2 (Dex); Defense 16 (14 flat-footed); Spd 30 ft; Atk +4 melee (1S, punch); SV Dmg +10, Fort +5, Ref +2, Will +6; Str 12, Dex 14, Con 20, Int 20, Wis 13, Cha 10.

Skills: Computers +19, Disable Device +19, Knowledge (Cryptography) +19.

Feats: Durability, Immunity (*Critical Hits, Disease, Starvation, Suffocation, Poison*), Radio Broadcast, Radio Hearing.

Powers: Comprehend +10 [Cost: 2pp, Total: 20pp], Datalink +10 [Cost: 2pp, Total: 20pp], Super-Intelligence +4 [Cost: 2pp, Total: 8pp].

Weakness: Disturbing.

Artwork: *Tony Perna*

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Archetypes: Robot



LPJ9956

MEM
SUPERLINK



Description:

Wielding their chosen weapons with almost supernatural accuracy, sharpshooters are highly trained combatants wholly dedicated to perfection. They strike from a distance with deadly precision. Ultimately, it matters little whether or not a particular target knows he's under attack. A Sharpshooter's aim is always true.

archetypes:

SHARPSHOOTER

STRENGTH: 13

DEXTERITY: 18

CONSTITUTION: 12

INTELLIGENCE: 12

WISDOM: 15

CHARISMA: 10

DAMAGE: +1

FORTITUDE: +1

REFLEX: +7

WILL: +2

MELEGE: +9

RANGED: +12

INITIATIVE: +7

DEFENSE: 21/14

SPEED: 30

HERO: 5

Skills: Acrobatics +8, Balance +9, Climb +3, Concentration +5, Hide +9, Intimidate +4, Jump +4, Listen +4, Move Silently +9, Read Lips +3, Search +5, Spot +8.

Feats: Accurate Attack, Dodge, Evasion, Far Shot, Improved Critical, Move-By Attack, Penetrating Attack, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Ricochet Attack.

Powers and Devices: Super-Dexterity +3 (*Source: Training; Cost: 4 pp; Total: 12 pp*); Telescopic Sense: Sight +5 (*Source: Training; Cost: 1 pp; Total: 5 pp*); Weapon +10 (*Cost: 1 pp; Total: 10 pp*); plus one of the following suites worth 15 pp:

- Armor +5 (*Cost: 1 pp; Total: 5 pp*); Combat Sense +5 (*Source: Training; Cost: 1 pp; Total: 5 pp*); Gadgets +5 (*Source: Super-Science; Cost: 1 pp; Total: 5 pp*)
- Armor +5 (*Cost: 1 pp; Total: 5 pp*); Gadgets +10 (*Source: Super-Science; Cost: 1 pp; Total: 10 pp*)
- Combat Sense +5 (*Source: Training; Cost: 5 pp; Total: 5 pp*); Super-Senses +5 (*Source: Training; Cost: 2 pp; Total: 10 pp*)

customization:

Skills: Sharpshooters often focus on physical proficiencies, especially Dexterity-based skills, but some may have a small degree of technical expertise in the form of Craft or Science skills, as well. Sharpshooters are preternaturally focused and attentive, so Concentration is almost uniformly high, as are the Spot and Search skills. Survival is common amongst characters who are or who once were hunters.

Feats: Most sharpshooter feats augment marksmanship. Accurate Attack, Far Shot, Move-By Attack, Point Blank Shot, Precise Shot, Rapid Shot, Ricochet Attack, and Quick Draw are all ideal feat choices for sharpshooters.

Although highly trained, sharpshooters are usually only human, and it is perfectly natural that they are concerned with self-preservation. A number of defensive feats are available to sharpshooters, including Dodge, Evasion, and Lightning Reflexes.

Powers and Devices: Sharpshooters almost always possess the Weapon ability. This Weapon can be almost anything. Though it is usually a firearm of some sort (frequently a rifle), some sharpshooters prefer composite bows, crossbows, or even arcane disk-launchers. Some sharpshooters might carry a small arsenal, including heavy pistols, submachine guns, and laser cannons. Such characters possess the Gadgets ability in addition to Weapon (*which represents their primary weapon*).

Most sharpshooters are quite athletic, their hand-eye coordination, fine motor control, and reflexes honed to near-supernatural levels. Such characters likely possess at least a few ranks of Super-Dexterity. Characters whose abilities are based on Zen or a similar principle may trade Super-Dexterity for the following power: Super-Wisdom [*Extra: Boost*].

A sharpshooter's keen eyesight is reflected by the Telescopic Sense (*Sight*) super-power, though it may be substituted, if desired, for an equal number of ranks in Super-Senses [*Flaw: Limited – One Sense (Sight)*].

Ability Scores: Sharpshooters almost always possess high Dexterity scores. Wisdom, useful for spotting hidden foes, is also crucial. Strength and Constitution are somewhat less important, and Charisma is usually outright neglected.

Weaknesses: The 10 points gained from a weakness is usually spent on one of the following: a Weapon extra (*perhaps a second Weapon*); Lightning Reflexes and four power stunts for a Weapon; or two additional ranks of Super-Dexterity and the Lightning Reflexes feat.

It is not unthinkable that a sharpshooter should have some sort of disability. A Disabled sharpshooter may be deaf or mute, but is rarely paraplegic and almost

never blind (*though with the proper feat and super-power selection, the latter is entirely possible*).

Many sharpshooters have a dangerous gleam in their eyes or a fearsome reputation that others may find disquieting, so Disturbing is a suitable weakness.

Sharpshooters may exhibit certain strange behavior in the form of Quirks. Some develop strange codes of conduct, practices, and superstitions. Others are quite haunted by their deeds and may suffer from acute phobias.

EXAMPLE SHARP-SHOOTER: Remington

Raymond Shaw, a novice insurance agent, met the woman of his dreams in a Las Vegas casino while on vacation. Gwen Torelli was everything he'd always dreamed of: beautiful, dignified, independent, and obviously wealthy. Unfortunately, she was also married. More unfortunate was the fact that her husband was the head of the Torelli Syndicate, a major organized crime ring, though Raymond didn't discover this until months into a passionate affair. When Gwen asked Raymond to kill her husband, he was, at first, petrified. A little coaxing, however, was all it took to persuade the young man to purchase an old Remington 700 hunting rifle and visit with Mr. Bennie Torelli at a very crowded Italian restaurant. Bennie was a little surprised when the scrawny, well-dressed Raymond first strode in, the rifle slung over a small shoulder, but unworried. He was, after all, surrounded by five of his best men. In the seconds it took Raymond to dispatch them, Bennie became very frightened. He promptly had a heart attack, and Raymond fled. Although he didn't admit it at the time, the rifle somehow felt quite comfortable to Raymond. He had never before handled a firearm. Bennie died in the hospital later that night.

Gwen, predictably enough, broke all contact with Raymond. She did not love him in the slightest, and was only using him to get rid of her husband so that

she could take over the Torelli Syndicate. Raymond, she reasoned, would be easy enough to get rid of once the deed was done. Either she would turn him in to the police, or she would have someone take care of him. No problem, she thought. She was quite wrong.

Raymond found himself a fugitive, not only from the law, but also from the Torelli Syndicate. He wandered for months, working odd jobs in the small towns he visited. Occasionally, Torelli's hitmen would catch up to him, and the resulting shootout would be both spectacular and exhilarating. Always, Raymond came out on top. He discovered that he loved the thrill that came with combat. He was a natural marksman, and with each new gunfight, his confidence grew. He ceased hiding from the Torelli Syndicate, and welcomed every new fight with relish, killing all comers and claiming their weapons and their valuables. He began to seek his enemies out, investigating identities, hangouts, and habits. He hunted them through the streets, learning to kill quickly from the shadows. With every kill, he grew in skill and cunning, and he soon was able to pick off Torelli Syndicate operatives with impunity. Since no one he marked survived, the syndicate had yet to identify him as the killer. They still did not even know who he was.

Eventually, he sought out Gwen, having pieced together the way she used him. In short order, he found her in a downtown penthouse suite. The two stood face to face for the first time in nearly a year, and Gwen, surrounded by her most faithful operatives and the inner circle of the Torelli Syndicate, was impressed with his prowess and personal growth. She offered him a job as her right hand man. She offered him protection from the police and a generous salary. Raymond shot her twice in the head and proceeded to kill everyone in the room. The Torelli Syndicate crumbled within days.

Raymond, now calling himself the Remington, after the old rifle he favors, hires himself out as a "problem solver" for organizations that can afford it. He has a natural talent with firearms, and his marks-

manship is uncanny. As he becomes more experienced, his detachment grows. Every kill reminds him of the love of his life: a woman who used him to obtain power. A woman he killed. With every job he takes, he becomes less bound by human emotion. And he wouldn't have it any other way.

Quote: *"I can put the target down, but if you want a head shot, it's going to cost you extra."*

Personality: Remington is always either working or thinking about work. Much like his namesake, he is completely focused. In his spare time, he hones his marksmanship and his body. He is strangely talkative when he is not on the job, although not particularly social. He often seems boastful, a quality that many find annoying. Remington dislikes women intensely. It is worth noting, however, that he does not see them as inferior. His experience with Gwen has convinced him that all females are untrustworthy. If Gwen Torelli, who was (*in his mind*) the most splendid woman in this world, could be so cruel, so devious, then how bad must all the others be?

Powers and Tactics: Remington is not particularly fond of fighting battles face to face. He prefers to attack from a distance with his first gun, the old Remington he used to kill Bennie Torelli. Even in close quarters, however, he is quite deadly. He's shaped up since his days with the insurance company and has grown remarkably athletic. Remington carries a number of small firearms and gadgets taken from his many victims in the Torelli Syndicate.

Appearance: Raymond Shaw is a thin, young man with small, piercing, green eyes and an intensely angular build. He is clean-shaven, and he wears his red hair short. His style of dress varies, but he usually wears dark, immaculately tailored business attire and an overcoat woven with an experimental soft armor lining (*he stole this from one of his would-be assassins long ago, and it's saved his life on numerous occasions*). On occasion, however, he wears outlandish costumes he's taken from particular marks, though no one is quite certain why.

Campaign Use: Remington makes a great antagonist for any campaign. He makes a great hired gun for more powerful villains. Perhaps he is contracted to kill a player character or someone the characters know. He may certainly, however, play a decidedly less negative role. Perhaps Remington is finally caught by police, who desperately need information regarding one or more of his past employers, and he finds himself the target of numerous assassins every bit as ruthless as he is.

Remington: PL 10; Init +7 (+4 Dex, +3 Super-Dex); Defense: 21 (19 flat-footed); Spd: 30 ft.; Atk +9 melee (+1S, punch), +12 ranged (+10L, rifle); SV Dmg +1, Fort +1, Ref +7, Will +2; Str 13, Dex 18, Con 12, Int 12, Wis 15, Cha 10.

Skills: Acrobatics +8, Balance +9, Climb +3, Concentration +5, Hide +9, Intimidate +4, Jump +4, Listen +4, Move Silently +9, Read Lips +3, Search +5, Spot +8.

Feats: Accurate Attack, Dodge, Evasion, Far Shot, Improved Critical, Move-By Attack, Penetrating Attack, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Ricochet Attack.

Powers and Devices: Armor +5 (Source: Super-Science; Cost: 1 pp; Total: 5 pp); Combat Sense +5 (Source: Training; Cost: 1 pp; Total: 5 pp); Gadgets +5 (Source: Super-Science; Cost: 1 pp; Total: 5 pp); Super-Dexterity +3 (Source: Training; Cost: 4 pp; Total: 12 pp); Telescopic Sense: Sight +5 (Source: Training; Cost: 1 pp; Total: 5 pp); Weapon +10 (Cost: 1 pp; Total: 10 pp).

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Archetypes: Sharpshooter

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Archetypes: Sharpshooter

archetypes:

SUPER-SOLDIER



description:

Super-soldiers are the products of advanced training programs and experimental treatments designed to create the ultimate fighting machine. They are given abilities beyond that of mortal men and then trained to use them to the best of their enhanced abilities. Super-soldiers are a mixture of raw power and advanced training, often acting more like a soldier than a superhero.

STRENGTH: 18

DEXTERITY: 18

CONSTITUTION: 18

INTELLIGENCE: 14

WISDOM: 16

CHARISMA: 14

DAMAGE: +6

FORTITUDE: +6

REFLEX: +4

WILL: +5

MELEE: +11

RANGED: +11

INITIATIVE: +4

DEFENSE: 19/15

SPEED: 30

HERO: 5

While they may not have the raw power or variety of superpowers that other heroes may have, Super-soldiers possess a variety of training and expertise that few other heroes can match. Super-soldiers are also often equipped with new or experimental weapons, such as jetpacks, advanced firearms or special armor. Most Super-soldiers are recruited from elite military units, but not all are so experienced before their transformation. More than one ninety pound weakling has suddenly found himself his country's best hope in the dark days of war.

Most Super-soldiers are created by military scientists amongst the world's wealthier nations, but such technology is not out of reach of large corporations or some smaller nations. Lacking mutant or power armor troops, some smaller countries could instead turn to creating an elite corps of Super-soldiers, relying on training and chemical treatments to keep their nation safe.

Skills: All Strength, Dexterity and Constitution Skills +11, all Wisdom skills +10, all Charisma and Intelligence skills +9

Feats: Blind-fight, Endurance, Evasion, Great Fortitude, Inspire, Iron Will, Leadership, Toughness

Powers and Devices: Super Strength +4 (*Extras: Protection; Cost: 5pp; Total: 20pp*), Jack of all Trades +7 (*Cost: 5pp; Total: 35*) (see *Power Corrupted page 31*), and any one of the following powers.

- Amazing Save +10 (any) (*Cost: 1pp; Total: 10pp*)
- Armor +10 (*Cost: 1pp; Total: 10pp*)
- Blending +10 (*Cost: 1pp; Total: 10pp*)
- Boost +10 (*Strength, Dexterity or Constitution*) (*Flaw: Device; Cost 1pp; Total 10pp*)
- Clinging +10 (*Cost: 1pp; Total: 10pp*)
- Combat Sense +10 (*Cost: 1pp; Total: 10pp*)
- Dazzle +10 (*Flaw: Device; Cost: 1pp; Total: 10pp*)
- Deflection +10 (*Flaw: Device; Cost: 10pp*)

- Energy Blast +10 (*Flaw: Device; Cost: 10pp*)
- Fatigue +10 (*Flaw: Device; Cost: 10pp*)
- Flight +10 (*Flaw: Device; Cost: 10pp*)
- Force Field +10 (*Cost: 1pp; Total: 10pp*)
- Gadgets +10 (*Cost: 1pp; Total: 10pp*)
- Gas Generation +5 (*Flaw: Device; Cost: 10pp*) (see *Power Corrupted page 25*)
- Healing +5 (*Flaw: Device; Cost: 2pp; Total: 10pp*)
- Jack of All Trades +9 (*Cost 5pp; Total 10pp*) (see *Power Corrupted page 31*)
- Slick +10 (*Cost: 1pp; Total: 10pp*)
- Snare +10 (*Flaw: Device; Cost: 10pp*)
- Super Senses +10 (*Flaw: Device; Cost: 10pp*)
- Weapon +10 (*Cost: 1pp; Total: 10pp*)

customization:

Skills: Super-soldiers receive a wide variety of training and thus are capable, at least on a basic level, at most skills. If you would prefer a more specialized Super-soldier take the 35pp invested in Jack of All Trades and purchase individual skills. Super-soldiers usually emphasize physical skills, such as Climb or Hide, but most also have several ranks in Demolitions, Bluff, Diplomacy, Intimidate, Medicine and Survival. No single skill can have more than 13 ranks.

Feats: The Super-soldier's combat training shows up largely in its feat selection. A Super-soldier's feats are general combat feats and feats that involve leading or supporting others. Super-soldiers who are not leaders or who have a specific combat specialty, such as melee combat, should rearrange these feats to fit their specific profile. Those Super-soldiers who are not leaders should drop Inspire and Leadership, while those wishing to specialize in a specific combat style should drop Blind-fight, Endurance and Evasion. For those interested in ranged combat Point Blank Shot, Rapid Shot, Far Shot and Improved Critical are good feat choices. For melee combat Accurate Attack, Power Attack, Dodge and Stunning Attack are good feat choices. Super-soldiers often

have sidekicks, usually drafted from the normal rank and file troops. Super-soldiers should stay away from power feats except for Immunity feats unless they take the Device flaw for the feat because, at their core, Super-soldiers are still basically human.

Powers and Devices: Super-soldiers usually have some type of super-ability, Jack of All Trades, and a limited number of powers with the Device flaw. This represents a human who has been enhanced beyond normal human limits and has been well trained and equipped, but is still basically human. If desired the 20pp spent on Super Strength can instead be spent on 5 ranks of Super Dexterity, creating a Super-soldier with enhanced reflexes or on 5 ranks of Super- Constitution for an incredibly resilient Super-soldier. If a Super-soldier with more equipment and less training is desired Jack of All Trades may be reduced, allowing one more selection from the list of powers above for every two levels of Jack of All Trades lost. Powers beyond the list above may also be selected, but these are the powers that make the most sense for a Super-soldier who derives most of his powers from devices. If the super soldier was a mutant or alien before entering the Super-soldier program, he still has those powers as well.

Ability Scores: Super-soldiers are near-perfect specimens of human physical development. Their physical ability scores should remain high; though juggling points can amongst the abilities can make the super soldier more specialized, such as removing points from Strength to increase Dexterity. Super-soldiers are usually not idiots, but they are rarely geniuses. Their recruitment relies not only on their quick thinking and physical abilities, but also willpower and leadership abilities, so few have low Intelligence, Wisdom or Charisma scores. Lowering these abilities to 12 or 10 is reasonable though for a Super-soldier who barely squeaked into the program.

Weaknesses: Most weaknesses will work for a Super-soldier but some, such as Disabled, defeat much of the purpose of being a Super-soldier. Each weakness gains the Super-soldier an extra 10pp to spend. The Super-soldier's base attack bonus is +7,

and this can be raised up to +10 at 3pp per rank. The Super-soldier's base defense bonus is +5 and this can be raised up to +10 at 2pp per rank. One of the best uses for extra power points from a weakness is to increase individual skills of the Super-soldier or to select another power from the list above. Some example weaknesses are provided below.

Naïve: If the Super-soldier is created mainly as a propaganda measure depicting him as the personification of his nation's fighting spirit, the Super-soldier may have unrealistic expectations about those he works with. He will expect everyone to live up to his ideals of heroism, but few people are able or willing to do so. This character is likely to eventually learn through many disappointments that those who hold him up as an example to follow have no interest in following him.

Susceptible: Part of the process of creating a Super-soldier may make the soldier vulnerable to a specific substance or mineral, such as salt, antibiotics or concentrated ultra-violent light. Exposure to this substance renders the Super-soldier augmentations inoperable. The Super-soldier is liable to know what his substance is and be well trained and prepared to deal with exposure to it or avoid it.

Unusual Metabolism: The Super-soldier treatment may require its subjects eat a special diet or receive regular booster injections to keep their abilities. Such provisions can usually be taken into the field and the Super-soldier probably carries several days' worth of supplies, but on an extended mission this weakness could cause great trouble for the super-soldier.

Example Super-soldier: Union Jack

Born in 1926, Jack Messing spent most of his childhood running about the streets of London with his mates or working in his father's butcher shop, which he hoped to inherit when he came of age.

Unfortunately these plans were quashed when during the Battle of Britain a bomb was dropped directly on Jack's father's butcher shop, killing Jack's father and wounding Jack severely. Jack spent several months in the hospital, unable to move most of his body, when a group of military scientists came to the hospital. These scientists were looking for wounded soldiers they could talk into volunteering for an experimental program, called Project Excalibur that involved using drugs and musculature reconstruction with the aim of creating the perfect human fighting machine, hopefully in time to fight off an invasion by Germany. Jack convinced the scientists he was a soldier, just that he was out of uniform, and lacking any other means of walking again he eagerly signed up for the project.

After being transferred to the Project Excalibur facility in Swindon Jack found he was getting in for more than he had bargained for, but also more than he hoped. Twenty soldiers were run through the first wave of Project Excalibur, but only Jack achieved the desired results due specific nerves being damaged in his spine. After a few weeks of experiments and injections Jack became a paragon of human ability, able to lift hundreds of pounds with ease and even able to bounce bullets off his chest. His civilian status was discovered shortly thereafter and he was drafted despite his youth. Jack was shipped off to Scotland for commando training and spent the next two years learning everything the British armed forces had to teach him. During this time he helped hunt down Nazi spies in the region and occasionally went on covert operations into France, but he did not see his first battle until the invasion of Normandy in June, 1944. During this battle he first donned the costume of Union Jack, wearing armor in the motif of the British flag, came face to face for the first time with Nazi super-beings, but he came through the battle, badly injured but alive.

Jack spent the rest of the war pushing back the Nazi's wherever he was needed, earning a reputation as one of Britain's top war heroes. After the war he settled into the more typical superhero routine of

dealing with crime and super-villain threats, spending most of his time in Britain but traveling abroad when necessary. An unforeseen side effect of the Project Excalibur treatment was a greatly increased lifespan and Jack continues fighting threats to Great Britain to this day.

Quote: *"For the Queen, Great Britain, and Saint George!"*

Personality: Union Jack tries to live up to be the national icon others think him, but he is filled with self doubt and worry. He comes across to most as being a very thoughtful and quiet leader with a silent type of strength. He prefers to lead by example and assistance than rousing speeches. After many years of training and combat he approaches all situations like a battle, constantly checking escape routes, strengths of those around him, possible threats, etc.

Powers & Tactics: Preferring melee combat, Union Jack uses his jet pack to fly in close to his enemies and attack them hand to hand. He coordinates his attacks with allies when possible, preferring to take the brunt of attacks himself, relying on his armor and toughness to resist most attacks. Union Jack often makes a target of himself to draw attention from his allies, allowing them to reach advantageous positions or surround a foe. When forced to retreat Union Jack always works to cover his allies and carries them from danger if necessary.

Union Jack requires booster shots every day to keep his powers active. He normally carries five days worth of shots with him, but when going in extended missions he usually carries two weeks worth.

Appearance: Union Jack wears a suit of armor painted in the motif of the flag of Great Britain. This armor was originally chain mail and metal plates but has recently been upgraded to a high-grade ballistic plastic. He wears a jetpack and carries a specially made electrified saber reminiscent

Archetypes: Super-Soldier

of the cavalry sabers of old. Union Jack is just over six feet high and surprisingly lean for his strength. Under his armor he still looks like a lanky eighteen year old, but he has an intense stare that shows his true nature.

Campaign Use: Union Jack makes an excellent ally for characters operating in Britain today or for World War II era games. He could also become a villain if he gets pulled into the wrong side of a political struggle in Great Britain, turning to help the PCs once they reveal the truth of the situation. Union Jack's loyalty to Britain could be taken to an unreasonable extreme, causing him to attack anyone he perceives as an enemy to Great Britain.

Union Jack: PL 10; Init +5 (Dex); Defense 20 (*15 flat-footed*); Spd 30 ft.; Atk +11 melee (*+8S punch*); SV Dmg +6, Fort +6, Ref +5, Will +5; Str 18, Dex 20, Con 18, Int 14, Wis 16, Cha 12

Skills: All Strength and Constitution Skills +11, all Dexterity skills +12, all Intelligence skills +9, all Wisdom skills +10, all Charisma skills +8

Feats: Endurance, Evasion, Great Fortitude, Immunity (*Aging*), Inspire, Iron Will, Leadership, Toughness

Powers: Armor +5 (Source: Super-science; Cost: 1pp; Total: 5pp), Flight +10 (Source: Super-science; Flaws: Device; Cost: 1pp; Total: 10pp), Jack of all Trades +7 (Source: Training; Cost: 7pp; Total: 35pp), Super-Strength +4 (Extras: Protection; Source: super-science; Cost: 5pp; Total 20pp), Weapon +5 (Source: Super-science; Cost 1pp; Total 5pp)

Weakness: Unusual Metabolism

The Virginian

Francis Hoyle was little concerned when the Revolutionary War broke out. His Virginia farm, new wife and duties as a Freemason drew more of his attention. He was content letting other men fight until their passions had died down; assuming

the Crown's rule in the New World could not be toppled. Like many in the colonies he simply wanted to be left alone.

Unfortunately this did not work out for Francis. While away from his farm selling his crop a group of Colonial soldiers ambushed a British column. Seeking cover, the British fled into Francis's home while his wife hid in the cellar. The battle between the Colonials and the British troops lasted the better part of an hour before the farmhouse caught fire, forcing the British to flee into a hail of Colonial rifle rounds. Francis's wife was killed in the fire and he returned to find his home destroyed and his land littered with dead British soldiers. Bereaved and furious Francis blamed the British for the incident and quickly became an ardent patriot. He felt he was a man with nothing left to lose.

After serving in the Colonial militia for several months and proving himself a competent man willing to go to great lengths to achieve his mission, Francis was asked to attend a special Masonic Lodge meeting by Major Alexander Hamilton, an honor he would never turn down. At this meeting were several other soldiers of similar nature to Francis, all Freemasons. After a short wait the soldiers were introduced to Benjamin Franklin, one of the foremost proponents of the revolution, and he had a proposition for the collected soldiers. The British had begun to field troops empowered with mystic energies, and the Colonials had to react in kind to have a hope of winning. Using ancient Masonic rituals passed down from scrolls found in the Temple of Solomon the collected soldiers could be charged with arcane powers, allowing them to fight the new British threat on even terms. All twenty soldiers agreed, the doors were closed and the ritual began.

The next morning the Colonials had twenty new weapons in their arsenal, collectively called the Knights of the Temple. This elite band of empowered soldiers wreaked havoc on the British until the end of the war, but by the time peace was won only three of them survived. One of was Francis Hoyle, who had come to be known as the Virginian. These

three continued their service for many years, aging much slower due to the magical energies in their system. During the Civil War all three met in battle and only the Virginian walked away, leaving him the last of the Knights of the Temple. Despairing over the deaths of his last comrades the Virginian disappeared from public view, but rumors occasionally surface to this day of a man in clothes of the last century displaying great feats of martial prowess and fighting evil in the back roads and forgotten areas of the eastern United States.

Quote: *"I repeat to you what George Washington once said. I am going to school you with a fierce whipping."*

Personality: Very much an artifact of a past age, the Virginian acts in the fashion of an eighteenth century gentleman. Always polite, even to his enemies, he refuses to strike women and never accepts charity. He does not take betrayal or acts of wanton destruction lightly and will spring into action in an instant if an innocent is threatened. The Virginian has little love for any government, feeling betrayed by all the governments he has known. While he does not violently oppose such governments, he will stymie them in small ways if possible.

Powers & Tactics: The Virginian relies on his enhanced reflexes to avoid being hit in combat, preferring to remain out of reach of his opponents when possible. His favored weapon is an old flintlock pistol that is charged with mystic energy, allowing it to fire repeatedly without reloading. The Virginian does not attack from ambush or in any unsporting method, feeling such tactics are ungentlemanly. Once he has announced his presence and his intentions though all bets are off.

Appearance: The Virginian appears to be in his middle thirties with weathered features, brown hair and several scars on his face and upper body. He wears his mustache in a thick handlebar style. The Virginian is always wearing a leather wide brimmed hat and wears a long gray coat. His clothing seems several hundred years out of date, but still conveys a

feeling of command and style.

Campaign Use: The Virginian can be used both a villain and an ally easily in most campaigns. If the PCs are government agents the Virginian could regularly try to cause trouble for them, but would not attack them directly with lethal force. Instead he would try to thwart their plans without violence and then find a way to gloat about it later. To female characters he would be polite and even helpful, even if they are government agents. To non-governmental PCs the Virginian can be an occasional ally, showing up occasionally when the PCs are in the Easter United States. The Virginian is particularly like to show up when there is a threat in the more rural areas of the Easter United States, regions where superheroes rarely go.

The Virginian: PL 10; Init (*Dex*); Defense 25 (*15 flat-footed*); Spd 30 ft.; Atk +10 melee (*+3S, punch*), +12 ranged (*+10L, pistol*); SV Dmg +7, Fort +7, Ref +12, Will +7; Str 16, Dex 20, Con 16, Int 14, Wis 16, Cha 16

Skills: All Strength and Constitution Skills +10, all Dexterity skills +17, all Intelligence skills +9, all Wisdom and Charisma skills +10

Feats: Endurance, Evasion, Great Fortitude, Immunity (*Aging*), Iron Will, Point Blank Shot, Rapid Shot, Striking Costume (*see Power Corrupted*) Toughness

Powers: Amazing Save +2 (*Fortitude, Reflex, Will, Damage; Source: Mystical; Cost: 4pp; Total: 8pp*) Energy Blast (*Flaw: Device; Source: Mystical; Cost: 1pp; Total: 10pp*), Jack of All Trades +7 (*Source: Mystical; Cost: 5pp; Total: 25pp*); Super-Dexterity +5 (*Source: Mystical; Cost: 4pp; Total: 20pp*),

Weakness: Susceptible (*Cold Iron*)

Artwork: *Alejandro Moreno*

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Archetypes: Super-Soldier

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archetypes:

WEAPON SPECIALIST

Description:

The Weapon Specialist is the undisputed master of his chosen weapon. Most of his powers are associated in some way with his weapon, whether they are skills and moves learned with that particular weapon, or abilities that come from the weapon, itself. In any case, as long as the Weapon Specialist has his chosen weapon in hand, he is a force to be reckoned with.

STRENGTH: 14

(+20 IF WEAPON IS MELEE)

DEXTERITY: 14

(+20 IF WEAPON IS RANGED)

CONSTITUTION: 16

INTELLIGENCE: 13

WISDOM: 12

CHARISMA: 11

DAMAGE: +9

FORTITUDE: +3

REFLEX: +2

(+5 IF WEAPON IS RANGED)

WILL: +1

MELEE: +12

(+15 IF WEAPON IS MELEE)

RANGED: +12

(+15 IF WEAPON IS RANGED)

INITIATIVE: +2

(+5 IF WEAPON IS RANGED)

DEFENSE: 18/16

(21/16 IF WEAPON IS RANGED)

SPEED: 30

Skills: Taunt +6.

Feats: All-Out Attack, Attack Focus (Weapon power), Expertise, Point Blank Shot (if Weapon is ranged), Power Attack (if Weapon is melee), Surprise Attack.

Powers and Devices: Amazing Save (*Damage*) +6 [Cost: 1pp, Total: 6 pp], Weapon (*melee or ranged*) +10 [Extras: see below, Power Stunts: see below, Cost: 1pp (see below), Total: 10pp (see below)]. In addition, the Weapon Specialist may take any of the following as extras or power stunts for his Weapon power, or as additional powers, as designated below (*provided that the total cost of all extras, power stunts, and powers from the list below does not exceed 50pp*).

Power Stunts (2pp each)

- Dazzle
- Drain
- Dual Damage
- Energy Blast
- Snare
- Stun

Extras

- Area [Cost: +1pp, Total: +10pp]
- Autofire [Cost: +1pp, Total: +10pp]
- Boost [Cost: +1pp, Total: +10pp]
- Deflection [Cost: +1pp, Total: +10pp]
- Element Control [Cost: +1pp, Total: +10pp]
- Energy Control [Cost: +1pp, Total: +10pp]
- Ghost Touch [Cost: +1pp, Total: +10pp]
- Multifire [Cost: +1pp, Total: +10pp]
- Range [Cost: +1pp, Total: +10pp]
- Reflect Power [Cost: +1pp, Total: +10pp, see Power Corrupts 2 page 20].

Powers

- Danger Sense +6 [Extras: Danger Reaction, Cost: 5pp, Total: 30pp, see Power Corrupts page 9].

- Read Opponent +10 [Cost: 1pp, Total: 10pp, see Power Corrupts 2 page 19].
- Super-Dexterity +5 [Cost: 4pp, Total: 20pp].

Customization:

Skills: Weapon Specialists focus on using their weapons, and this leaves little room for extracurricular training. Most skills have little to no utility in the Specialist's forte, combat, and that means that they have little to no utility for a Weapon Specialist. That said, however, there are a few skills that can be of some use to a Weapon Specialist. Acrobatics and Jump are both useful for Specialists who prefer to fight with panache, while Intimidate can help a Weapon Specialist end a combat prematurely or avoid it altogether. Hide and Move Silently are can be necessary if the Specialist's specialty is sniping or ambushing, and Listen or Spot can be used to avoid these same tactics. Finally, Sleight of Hand can be used to hide small weapons, if the Specialist wishes to be less conspicuous in public.

Feats: Feats can be quite important to a Weapon Specialist, particularly combat-oriented feats. A melee-oriented character may wish to trade out certain feats for more feats in the Power Attack chain (*Takedown Attack, Rapid Takedown*), particularly if he faces large groups of minions regularly. Similarly, a ranged Specialist might do well to swap out feats for more in the Point Blank Shot chain (*Precise Shot, Rapid Shot*). Finally, it is conceivable that a Weapon Specialist might focus on using two weapons at once; in this case, the utility of feats in the Two-Weapon Fighting chain, as well as Ambidexterity, cannot be understated.

Powers and Devices: It is important to note that the power stunts, extras, and powers listed above are merely suggestions. Weapon Specialists tend to be a varied lot-at least as much so as their individual weapons-and it is not hard to imagine a particular weapon granting just about any power. Really, all that is needed is imagination and a good explanation for why a particular Weapon Specialist (*or his*

weapon) has specific powers. There are a few basics, however, that should probably remain in place. First and foremost, the Weapon Specialist's Weapon power should probably remain at maximum rank, as it is the Specialist's bread and butter. Second, Amazing Save (*Damage*) is an invaluable power for someone who is involved in combat as regularly as a Weapon Specialist is likely to be. However, it is not inconceivable that this power could be replaced by something similar, such as Protection, Armor, or even Absorption (*though Protection and Absorption cost more per rank*).

Ability Scores: A Weapon Specialist's most important ability score depends largely on whether he focuses on melee or ranged combat (*see above*). Constitution, too, is important to a Weapon Specialist, as a higher Damage save never hurts in a combat situation. The three mental scores, however, are largely interchangeable, as they are not nearly as important as the physical scores. Note that an Intelligence of 13 is required for the Expertise feat; this feat can easily be changed out for something with a different prerequisite, however.

Weaknesses: A Weapon Specialist can have virtually any Weakness desired, but there are some that are more appropriate than others. Each Weakness taken provides a one-time bonus of 10pp, which can be spent on anything you desire. Ability score points can be bought for 1pp each, to a maximum score of 20. The Specialist's default Base Attack Bonus is +10, and so cannot be increased beyond that (though it can be decreased, netting 3pp per point of decrease). Similarly, default Base Defense Bonus is +6, and can be increased to a maximum of +10 for 2pp per rank. Skills can be bought for 1pp per rank, with a maximum rank of 13. Feats can be purchased for 2pp each. Some example Weaknesses are provided below:

- Berserker: This Weakness is particularly appropriate for melee-oriented Weapon Specialists. Occasionally a character becomes so focused on the art of combat that simply entering into combat is enough to send him into an almost trance-

like state. In this state, he does not distinguish between friend and foe as his killer instinct takes over.

- **Quirk:** Some Weapon Specialists have codes of honor that they adhere to. Others like to defeat their opponents in specific (often humiliating) ways. Still others disdain killing, and prefer to only subdue their enemies as quickly as possible.

Example weapon specialist: The steel maiden

Amanda Rochester lived in the shadow of her older brother, Marcus, for most of her life. Marcus was a star student, captain of his school's fencing team, editor of the school newspaper . . . a hard act for Amanda to follow. She was jealous of all the attention that was constantly lavished upon her brother, and the lack of attention that she received made her bitter and spiteful. As she and her brother grew up, she tried as hard as she could to win the favor and attention of their parents, and while she did manage to win quite a few kind words, it was still clear to Amanda that Marcus was the favorite.

After college, Amanda started to travel around the world, staying as far away from home as she possibly could, all in an effort to drown out her feelings of insecurity and inadequacy. Eventually, after a particularly long bout of drinking in a bar in Thailand, Amanda went for an ill-advised drive outside of town. Her senses impaired, she lost control of the vehicle as she sped around a sharp turn; the car ended up in a ditch, and Amanda woke up several minutes later to find that she had landed more than twenty feet away from the crashed automobile.

Delirious and confused from injury and drink, Amanda stumbled off into the woods, not knowing where she was going, and not particularly caring. Eventually, she heard a sound. It was faint at first, but the further she walked the more she was sure that

it was not merely her imagination. It sounded like singing, but it was ethereal and otherworldly in a way that no human could reproduce. Entranced, she continued to follow it, heedless of how deep into the forest she was wandering. Finally, she came upon a small clearing, and in that clearing was the ruin of an ancient temple. Staring in disbelief, Amanda beheld the source of the singing.

Leaning casually against a stone wall was the most beautiful sword Amanda had ever seen, and it was clear to her that this was the source of the singing. How could a sword create such a beautiful song, though? What power was contained within that blade? As Amanda stepped closer to the singing sword, reaching out her hand to touch it, a voice spoke from behind her.

"It is called the Songblade," said the voice. Amanda spun around, almost falling over, but saw no one standing behind her.

"Who's there?" she asked.

"I am its keeper," came the voice, this time from her left. "I have brought you here because the sword's destiny is entwined with your own, though I know not for what purpose."

Amanda turned again, and again saw nobody. "What do you mean? Are you giving it to me?"

"No," came the voice, this time from all around her. "But I am allowing you to become its custodian for a time. Take hold of its hilt, and you will understand."

Amanda turned to look at the sword again. It was silent now, but there seemed to be a hum of anticipation in the air around it. She stepped forward cautiously, once again reaching her hand out to touch the hilt of the mysterious sword. When she finally grasped it, her life changed forever. Memories of a thousand lives of warriors flashed through her mind, imparting their wisdom and skill. She tried to fight the flood of knowledge at first, but eventually she just let it wash over her, not knowing what else to do. When it was finally done, she was changed.

Though she was still Amanda Rochester in a way, she was also a new being, a being of song and steel. At that moment, the Steel Maiden was born.

Quote: *"You'd better be careful. Do you hear that? It's playing our song."*

Personality: The Steel Maiden's mind was, in a way, split into two parts when she first touched the hilt of the Songblade. On the one hand, she still has all of the thoughts and memories of Amanda Rochester, along with all of the insecurities, bitterness, and spite that go along with them. On the other hand, the Songblade speaks to her of a higher purpose ceaselessly. Because of this, the Maiden is faced with a constant inner struggle. Her need to prove herself is always vying with her supposed higher calling. Although she often tries to do the right thing, she finds herself faced with the need to exact a form of vengeance against those she fights, as well. Because of this, she rarely kills; instead, she tries to make her opponents feel the same pain, humiliation, and inadequacy that she has always felt.

Powers and Tactics: The Maiden's tactics focus primarily around using the Songblade's powers to maximum effect. The Songblade warns her of impending danger with its song, and this allows her to easily get the drop on an enemy in combat. While in combat, she sacrifices points from her Defense in order to augment her attack when necessary. A favorite tactic of hers is to constantly belittle an opponent with taunts and jeers until he finally attacks too recklessly, opening himself up to a more powerful attack.

Appearance: The Steel Maiden is an athletic, attractive woman in her mid-twenties. Her beauty, however, is sometimes negated by the look of sheer hatred that she occasionally displays in the heat of combat. She wears Asian-style garb that tends to be loose so that she can retain her mobility in a fight, and she never goes anywhere without her chosen weapon, the Songblade.

archer/rapier: sad weapon specialist

Campaign Use: The Steel Maiden is equally suited to be either ally or enemy to the PCs. Her vengeful and bitter natures mean that, if the PCs ever get in her way, she is likely to hold a grudge for quite a long time. This can develop into a long-term antagonistic relationship that spans multiple adventures. Not only that, but her thirst to prove herself can sometimes get her in trouble. There are more than a few super-villains in the world who would try to take advantage of this in order to get a powerful ally. On the other hand, this also means that, if the PCs show her support and acceptance, the Maiden is likely to become a loyal and gracious ally.

Steel Maiden: PL 10; Init +15 (+5 Dex, +10 Danger Sense); Defense 21 (21 flat-footed); Spd 30 ft; Atk +16 melee (12L, Songblade); SV Dmg +9, Fort +3, Ref +5, Will +1; Str 14, Dex 20, Con 16, Int 13, Wis 11, Cha 12.

Skills: Taunt +7.

Feats: All-Out Attack, Attack Focus (Songblade), Attack Finesse, Rapid Strike, Surprise Attack.

Powers: Amazing Save (Damage) +6 [Cost: 1pp, Total: 6pp], Weapon (Songblade) +10 [Extras: Danger Sense (Danger Reaction), Deflection, Cost: 6pp, Total: 60pp].

Weakness: Quirk (*Tries to leave opponents alive and humiliated rather than dead*).

Artwork: Alejandro Moreno

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archetype: sad weapon specialist

DO YOU HAVE THEM ALL???

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- Archetype: Cyborgs
- Archetype: Plantlife
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