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OMNI-Database 2: Absorption



A Henchman Production for
Clockwork Golem Workshop
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OMNI-Labs keeps its database of known meta-powered individuals in the middle of the Nevada desert, buried beneath a heavily fortified structure that has more in common with a military base than the research lab that's advertised at its front gate. The information in the database is the most complete and up to date data possible for the powers and background of every super-human known to mankind and alien species alike. Accessed by super-heroes, law enforcement personnel, international governments and even the occasional super-villain, OMNI provides a reliable resource for establishing who you're facing, how their powers work, and what they appear to be after.

Drawing on the vast amount of data stored there, this product details five new super-villains for your M&M campaign. All possess powers of absorption in one form or another, allowing them to turn the attacks of their enemies into a power source for their own abilities. Despite the thematic link, each of these villains is a different and challenging opponent for your players to face. Player-characters who battle the awesome power of Darkmatter face a very different opponent than those challenged by the embittered Agent 88 or facing the 'gangsta stylings' of eXchange. While the concepts have started with the same power, in the end these five villains only have one other thing in common: they will give your PCs a fight to remember.

How to Use this Product

This book presents five new characters that can be introduced into your M&M campaign. In order to help you quickly familiarize your players with the powers and history of the characters introduced in this product, we've included 5 handouts that can be used to give players a quick overview of who they are fighting.

For flavor reasons these handouts have been written as entries in the OMNI-Database that gives the series its name, but there is no reason you can't use them as information from another source relevant to your campaign. While there is the assumption of a shared background in these writeups, details are left vague so a referee can simply substitute the name of an established hero, villain or location from their own campaign. For background information on the OMNI-Database, download the free OMNI-Database Primer from our website: www.clockworkgolem.com.

Agent 88

Embittered Experiment

Power Level: 9 (172 points)**Real Name:** Kelly Brunhaus**Other Aliases:** Kelly Brown, Kay Brown, Kay Kelly**Affiliation:** Former Student of Ballantyne Nursing College**Base of Operations:** no fixed abode**Nationality:** American**Age:** 20**Height:** 5'6"**Weight:** 130 lbs**Eyes:** Green**Hair:** Blond

“You can’t do anything worse than what they’ve done to me already...”

STR	DEX	CON	INT	WIS	CHA
+1	+4	+1	+2	+0	+1
12	18	12	15	10	13

Toughness	Fortitude	Reflexes	Will
+6/+2	+3	+6	+10

Melee Attack	Ranged Attack	Defense	Initiative
+5	+5	+9/+2	+4
Max. Load	Leap	Grapple	Knockback
260 lb.	6/3/1	+6	-2/-1

Attack	Damage	Special
Unarmed Strike	+1	None
Radiation Field	+8	Aura, Penetrating

Skills

Acrobatics 4 (+8), Bluff 4 (+5), Computers 4 (+5), Craft (Mechanical) 6 (+8), Disable Device 4 (+5), Drive 8 (+12), Medicine 4 (+4), Knowledge (Life Sciences) 4 (+5), Stealth 2 (+6)

Feats

Accurate Attack, Acrobatic Bluff, Defensive Roll 4, Dodge Focus 4, Elusive Target, Equipment 2, Second Chance (Mind control), Sneak Attack

Powers

Absorption 8 (Energy, Boosts Dexterity and Dodge Focus; *Flaw*: Limited: Dodge Focus only boosted by 4 ranks) **Disintegration 8** (*Flaw*: Limited: Inorganic Matter Only), **Immunity 5** (Radiation); **Strike 8** (*Extra*: Aura, Penetrating); **Super-Senses 4** (X-Ray vision: blocked by lead)

Equipment

Leather Jacket (+1 Toughness), Motorcycle

Abilities 20 + Skills 10 (40 ranks) + Feats 15 + Powers 93 + Combat 20 + Saves 14 = 172

Background: Kelly Brunhaus was born and grew up in Scranton, Pennsylvania, the youngest of three children. Both her parents were paramedics, and they were thrilled when Kelly was the first of their children to show an interest in joining the health-care industry. They were even more pleased when Kelly's grades earned her a place at the Ballantyne Nursing College, one of the best nursing schools in the country.

Kelly settled in well at the school, making many friends and finishing in the top twenty percent of all her classes. Like most college students she struggled with her finances, looking for odd jobs and part-time work that would still give her enough time to study.

When she saw a poster advertising a new medical study willing to pay participants fifty dollars a week, she signed up to take part and convinced both her roommates to join her.

While the advertising said the study was to test a new drug to help people quit smoking, in reality it was a front for the secret organization known as Contingency. The true purpose of the experiment was to develop a chemical that would give those who took it a massively increased tolerance to radiation. Success would allow Contingency-backed troops to operate in contaminated areas without the need for cumbersome and fragile NBC (Nuclear Biological & Chemical) environment suits, and more importantly it would ensure the leaders of the Contingency survived the fallout of a nuclear confrontation.

Each of the one hundred unwitting participants was given a series of injections with a different chemical agent developed by Contingency's scientists. Each agent was referred to by its number: Kelly was injected with Agent 88. On their eleventh visit to the clinic, each participant was escorted to a shielded room and exposed to a stream of hard radiation. Contingency anticipated that between three and five participants would die within a week, while the remainder would develop cancer over a three to ten year period. There was an estimated thirty percent chance that one of the tests would be successful. Plans were in place to cover-up the short-term deaths, and to monitor the remaining participants.

There were no plans for what happened to Kelly Brunhaus.

The day after her eleventh treatment, Kelly abruptly manifested dangerous radiation based powers. During the first flare, she accidentally gave her roommate Roberta a life-threatening radiation burn. When she frantically tried to call 911 her powers flared for a

second time, destroying her cell phone. Eventually Kelly managed to get an ambulance to take Roberta to the hospital for treatment, but panicked and desperate not to hurt anyone else she kept her own condition secret from the paramedics when they arrived.

A Contingency surveillance team reported the incident, and its leaders' decision was immediate: take the girl in for study. A team of Contingency agents was dispatched from the fake 'clinic' to capture her while she was alone in the house. They succeeded, and brought her at gunpoint for examination, but while she was there Kelly's powers manifested once more. Terrified and angry, she turned on her captors, triggering a fight that left six Contingency agents dead and did over a million dollars of property damage.

After interrogating one of the surviving agents, Kelly's first thought was to expose what had happened to the media. Contingency moved too quickly, however, and she became the subject of a nation-wide alert, her picture on news broadcasts as a suspected terrorist. She found herself with no option but to pack a few belongings and go on the run.

Kelly has adopted the name Agent 88 as a reminder of how she gained her powers. Eight months later she is still on the run, trying to stay ahead of super-heroes and Contingency agents while occasionally striking back at organizations she knows (or has been persuaded) are involved with the Contingency's plans. Her experiences have left her with an instinctive suspicion of all things related to the authorities, and more than half of her attacks have been against law-enforcement personal, military emplacements and super-human targets that have nothing to do with the Contingency. As time goes by, and she grows more desperate, the proportion of misplaced attacks is on the rise.

Knowledge Check: The Contingency

The Contingency is an organization run by a group of politicians and industrialists who believe that a hideous and destructive third World War is one day inevitable. They further believe that only those countries with a strong and prepared leadership will survive the conflict, and they are determined to put themselves in a position where they become those leaders. The Contingency has access to a wide variety of resources, and is known to maintain an extensive covert military force in addition to a variety of research teams and super-human forces.

Powers: The experiment of which Agent 88 was an unwitting participant was looking for a chemical that could render the subject resistant to radiation. For Agent 88, it did that, and much more. She is not only resistant to radiation, but she can actually absorb strong sources of energy (such as a hero's energy blasts) and use them to supercharge her metabolism, giving her heightened reflexes and agility. There is a limit on how much energy she can metabolize at one time, and amounts in excess of this can still harm her.

In addition to her absorption power, Agent 88 can surround herself with an energy field of radiation that is potentially lethal to those exposed to it. Fortunately, she possesses the ability to reduce the intensity of this field, or even suppress it entirely, when she wishes.

Agent 88 also has the ability to focus her energy field into short bursts of radiation, which have a disruptive effect on inanimate objects, rendering them brittle and easily broken, or even reducing them to dust.

Finally the radiation infusing her body gives Agent 88 the ability to see into the X-Ray spectrum, allowing her to look right through most solid objects. This has saved her from capture on more than one occasion in the past.

Lacking any kind of special movement powers, Agent 88 relies on her red and black motorcycle whenever she needs to travel quickly, or for long distances. This includes retreating from the scene of a battle, and consequently she keeps the big road bike within a few hundred feet of her at all times, her rucksack of belongings already strapped on the back.

Tactics: Early in her career, Agent 88 suffered a couple of defeats from which she was lucky to escape, and the experience has taught her that in a direct fight her powers aren't really a match for the typical super-hero, let alone for an entire team of them. She's also limited by the fact that her energy field delivers potentially lethal doses of radiation: despite feeling a growing urge to just cut loose, she's not yet ready to kill people out of hand. As a consequence, she tends to focus on indirect attacks, particularly through the use of her disintegration power.

One of her favorite tricks is to 'punch' walls, doors and other inanimate objects, while simultaneously activating her disintegration power. The sight of masonry exploding into dust from a single punch has convinced more than one opponent that she has super-strength - an inaccuracy that actually appeared in the OMNI-database at one time. She also makes frequent use of her disintegration power against opponents who lack special movement powers, usually by disintegrating the floor or trapping them in a pit dug using her powers. She also uses this ability to attack walkways and bridges that opponents are standing on, or to weaken support beams and potentially cause ceilings or walls to collapse on them.

Agent 88 also makes extensive use of her disintegration power for more traditional purposes. As she has very little resistance to physical attacks, she makes a point of identifying anyone in the combat who is carrying a gun or melee weapon, and attempts to disintegrate those items as early as she can. She has also been known to target other devices, and once caused the super-hero Scramjet to be hospitalized when

Removing the Contingency

Some GMs might want to use Agent 88 as a 'straight' villain – an opponent without a complex backstory full of betrayal and anger who is instead the violent terrorist the media portrays her as. This is particularly appropriate in golden and silver age campaigns where the authorities are generally depicted as 'good guys'.

To do this, change Contingency's illegal experiment to a government-funded program to develop anti-radiological chemicals in case of nuclear accidents such as Chernobyl. Kelly Brunhaus was a willing and fully informed volunteer for this program, who unexpectedly manifested super-powers during the course of her treatments. Rather than use these abilities for the good of others she has decided to use them for her own profit and now hires out her destructive powers to the highest bidder.

she disintegrated his rocket pack while he was flying at a height of nearly two hundred feet.

If her disintegration abilities prove ineffective, Agent 88 must rely on the protection of her energy absorption and energy field powers. These are often effective against normal humans or heroes with energy blast attacks, but Agent 88 is too cautious to rely on them entirely. Ever since her encounter with the hero Roundhouse, Agent 88 takes every possible precaution to stay out of the reach of super-strong opponents.

When working alongside energy blasting characters, Agent 88 often has them power her up with energy blasts before the battle commences.

Campaign Use: Agent 88 is intended to let player-characters interact with an opponent who has genuine grievances, slowly being pushed closer and closer to outright villainy by her unfortunate circumstances.

Heroes should hear of Agent 88 long before they meet her. Contingency have spent the last ten months manipulating their government and media contacts to portray her as a dangerously unstable terrorist, and referees are encouraged to work mention of her 'deadly attacks' into other sessions prior to introducing her as a character. She has become a favorite topic of the more sensationalist media, which has produced articles such as *Agent 88: American's Sexiest Traitor* that combine modeling shots Kelly once did with scenes of destruction from her attack on a government facility in New Mexico.

Agent 88 peppers any fight against the player-characters with embittered verbal attacks on the heroes and the government, making a variety of wild accusations about specific politicians and corporations. Heroes who investigate these allegations find most of them to be untrue, but might also uncover a handful that seem accurate. Further investigation may well lead to a clash with Contingency, and possibly Agent 88's redemption before she slips entirely into paranoid violence. Heroes who succeed in such a task have truly committed an impressive deed, first in overcoming the propaganda they are fed by Contingency, and second in breaking through to the more and more unbalanced Agent 88 before she goes completely over the edge.

Personality: Until a year ago, Kelly was your typical college student: stressed about exams, and boyfriends, and money, but basically cheerful and optimistic. Friends knew she had a competitive streak, and she occasionally demonstrated a fiery temper, but fitted easily into her social circle and was no different to many other passionate young college students.

Everything changed when Kelly found out what was really happening in the 'research project' she'd joined. Two of her friends had died in the illegal tests: but for a fortunate abnormality in her DNA, Kelly might have joined them. The experience left her embittered and distrustful, particularly of the authorities. This bitterness was compounded by subsequent events, as those responsible for the tests tried to capture or kill her. Kelly's initial horror and outrage gave way to a deep and abiding hatred of the people who first ruined her life, then tried to end it. Months on the road, constantly on the move and

always looking over her shoulder, have hardened her feelings even further. She's becoming more and more willing to work with people she would have once avoided, and has become a young woman dangerously close to reaching the edge of her self-control. If things continue as they have been for much longer, she's likely to cross a line from which she can't step back, and descend into a cycle of paranoid violence.

Heroes attempting to reason or negotiate with Agent 88 find her unremittently distrustful, verging on hostile. Breaking through to her is very difficult, as months of pressure and isolation have left her angry and desperate. Short of finding and publishing evidence that proves Agent 88's claims of a conspiracy, there is little most superheroes will be able to do to make her trust them.

Appearance: Agent 88 wears red leather boots and gloves, and black leather biker's pants and jacket. Under this clothing she wears a full-length red bodysuit, which covers her from her feet to the top of her head, though it leaves her face and hair exposed. During her first few attacks on the Contingency, she wore a black or red motorcycle helmet as well. The helmet was uncomfortable to fight in and limited her hearing, and with her identity already public knowledge Kelly recently decided there was little point in concealing her face.

Kelly Brunhaus appears to be an attractive young woman of about 20 years of age. Dark circles from insufficient sleep spoil her good looks. She wears motorcycle leathers almost constantly, since she never knows when she will need to make a quick escape.

Darkmatter**Human Black Hole****Power Level:** 12 (303 points)**Name:** Kenoichi Tetsuo**Other Aliases:** Destroyer Doraibu**Affiliation:** former employee of Doraibu Corporation**Base of Operations:** Mt Fuji, Japan**Nationality:** Japanese**Age:** 31**Height:** 5' 11"**Weight:** 155 lbs**Eyes:** Silver**Hair:** Iridescent

"I am the power of the cosmos made flesh, serve me or be destroyed."



STR	DEX	CON	INT	WIS	CHA
+1	+2	+2	+11	+1	+1
12	15	14	32	13	13

Toughness	Fortitude	Reflexes	Will
+2	+2	+2	+1

Melee Attack	Ranged Attack	Defense	Initiative
+9	+9	+7/+3	+2
Max. Load	Leap	Grapple	Knockback
260 lb.	6/3/1	+10	-1

Attack	Damage	Special
Unarmed Strike	+1	None
Energy Blast	up to +12	Absorbed Energy Only

Skills

Computers 10* (+21), Craft (Chemical) 8 (+19), Craft (Electronic) 8* (+19), Disable Device 10* (+21), Drive 2 (+4), Knowledge (History) 4 (+15), Knowledge (Life Sciences) 8 (+19), Knowledge Physical Sciences 14* (+25), Knowledge (Technology) 8 (+19)

Feats

Inventor, Leadership, Master Plan, Minions 45, Skill Mastery (Skills marked with an asterisk above)

Powers

Absorption 12 (Boosts Blast; *Extras:* Both Types, Energy Storage, Power Magnet); **Density** 12 (*Flaw:* No Protection); **Flight** 6, **Gravity Control** 12, **Immunity** 9 (Life Support); **Mind Shield** 12, **Super-Senses** 6 (Blindsight, Detect Gravity Distortions, Ultravision)

Equipment

Commlink, Mount Fuji Headquarters (See Sidebar)

Abilities 39 + **Skills** 18 (72 ranks) + **Feats** 49 + **Powers** 165 + **Combat** 32 + **Saves** 0 = 303

Background: Kenoichi Tetsuo was always the smartest child in his class at school. In fact, he was basically the smartest person he knew. By the age of nine, he had graduated from high school; by eleven from college, and by thirteen he had published his first article in *New Millennium Science* magazine, discussing the possible applications of black holes for producing cheap and limitless energy.

Initially, his theories met with derision from more established experts: harnessing a black hole was impossible, they argued. And even if it was possible, where would you find one? The energy required to generate the event horizon was prohibitive.

Tetsuo wrote article after article, rebutting his detractor's arguments and laying out the theoretical principles on which his work was based. By the time he was twenty, his opponents were forced to admit that the theories were sound, even though most still argued that there was no way to put them into practice.

For Maratsu Takashi, Chairman of the gigantic Doraibu Corporation, 'theoretically possible' was enough. He hired Tetsuo to head up Doraibu's Experimental Energies Department, giving the younger man all the resources and finances he needed to finally put his theories to the test. Mr. Maratsu also gave Tetsuo another opportunity when he introduced the young scientist to his daughter, Kimiko.

At first glance, the whirlwind romance between Tetsuo and Kimiko seemed an odd match. He was a withdrawn, highly cerebral scientist; she was an outgoing artist, a skilled painter and calligraphist.

Mount Fuji Headquarters

Darkmatter maintains a secluded, underground base beneath Mount Fuji. The base is accessible via a series of corridors that lead to the surface, hidden behind magnetically sealed and carefully camouflaged trapdoors. The bases garage, used to hold a variety of psuedo-military vehicles, has access to a remote mountain path that leads to the outskirts of Tokyo.

Darkmatter and the most trusted members of his honor guard make use of the Mount Fuji headquarters. The remaining members of his military forces are quartered in isolated barracks around the asia-pacific region.

Use the following stat block for the mount Fuji headquarters, or modify it to represent Darkmatter's local base of operations if he is appearing in a region other than Japan.

Mount Fuji Headquarters

Size: Huge; *Toughness:* 15; *Features:* Communications, Computer, Concealed, Defense System, Garage, Gym, Hangar, Holding Cells, Infirmary, Laboratory, Library, Living Space, Power system, Security System

Cost: 19 EP

Those that knew Tetsuo better knew that it was the differences that made the relationship work. Tetsuo would never have been able to maintain a relationship with another scientist; his overwhelming intellectual superiority would have made it impossible to respect her. Instead Kimiko's artistic talents were as wondrous and incomprehensible to him as his scientific knowledge was for her.

The young couple was married eighteen months later, mere days after Tetsuo successfully generated his first artificial black hole. The singularity collapsed after less than a second, but it was an important breakthrough that proved many of Tetsuo's underlying theories were correct. For the next four years, the Experimental Energies Department ran more and more ambitious tests. At last, at the end of Tetsuo's sixth year with the Doraibu Corporation, he was able to flawlessly execute his penultimate test: to create a singularity, contain and sustain it for one minute, and then shut it down.

Only one step remained: to tap into the energy contained within the artificial black hole. As the culmination of six years of revolutionary research, this final test was attended by nearly one hundred senior members of the Doraibu Corporation's Research and Development team. Mr. Maratsu himself was there, as well as Kimiko, six months pregnant with her and Tetsuo's first child.

At first, everything went perfectly. The black hole formed, and was contained within the magnetic fields Tetsuo had designed. He held it stable for ninety seconds, to ensure all was well, and then activated the energy transfer process. This was supposed to draw down a tiny amount of energy: just enough to prove it could be done.

What went wrong is unknown. Perhaps Tetsuo's calculations were wrong. Perhaps his claims are true and someone did sabotage the test. Whatever the truth, the energy flow was over *one million* times what was expected. It burnt out the energy conduits, then the failsafes, in less than a millisecond before it exploded with the force of a one-kiloton bomb.

The explosion shattered the laboratory, and most of the building in which it was housed. It blasted over one hundred people to dust in an instant. Only one person emerged alive: Kenoichi Tetsuo. How he survived is not clear. Perhaps it was due to his proximity to the blast. But as the singularity tore the building to pieces, it not only left Tetsuo unscathed, it literally became a part of him. The immense energy of a black hole, locked inside a human body.

Tetsuo's body was unharmed, in fact it was more powerful than it had ever been, but his sanity was utterly shattered by the experience. He went on a berserk rage, destroying what was left of the Doraibu building before turning his fury on the surrounding skyscrapers. Several of Japan's heroes assembled to end his rampage, including such well-known figures as Zantetsuken, Katana and Wakizashi. Eventually they were able to drive him off and Tetsuo went into hiding.

An official investigation followed, which proclaimed the experiment's failure to have been an accident, but which indicted Tetsuo - now nicknamed 'Destroyer Doraibu' by the media - for his ensuing actions and required him to surrender to authorities within 24 hours or be considered an escaped felon. Tetsuo's response was to flatten the house of the chief investigator while the man was still inside it.

Using his new powers, Tetsuo carved out a concealed base in the heart of Mount Fuji. Swearing revenge on the world for sabotaging his achievement and murdering his wife, he named himself Darkmatter and began to gather both minions and resources. He was determined that if the world would not accept his superiority willingly, he would impose that superiority upon them.

Critical Mass

When Darkmatter is using his powers to increase his density, make the following changes to his stat block.

STR	DEX	CON	INT	WIS	CHA
+13	+2	+2	+11	+1	+1
36	15	14	32	13	13
Toughness		Fortitude		Reflexes	
+2		+2		+2	
				Will	
				+1	
Melee Attack		Ranged Attack		Defense	
+9		+9		+7/+3	
Max. Load		Leap		Grapple	
58 ton		6/3/1		+26	
				Knockback	
				+3	
Attack		Damage		Special	
Unarmed Strike		+13		None	

Powers: Darkmatter is a human black hole. His body contains the event horizon of a small singularity, an essentially boundless source of energy and the foundation of his powers. Due to the singularity, Darkmatter has the ability to sense and control gravity distortions in the area around him. He can hurl an opponent into space, or crush them under a massive weight, or even sense where invisible creatures are by the minute gravitational forces they generate. He can also use his control over his own gravity field to fly.

The singularity also allows him to increase his own density by as much as eight thousand times, increasing his weight to roughly 500 tons. His strength increases proportionately with his mass, giving him enormous physical power when he needs it.

Perhaps Darkmatter's greatest power is his ability to absorb and redirect almost any form of energy or kinetic damage. Most attacks are harmlessly drawn off into the singularity, and Darkmatter can later draw on them to use against his opponents.

Tactics: Darkmatter may have super-human intelligence, but he's no tactician. If unprepared for the fight, he relies on his absorption to ward off enemy attacks and simply wades into melee. Since he can fly he is able to increase his density with little concern for the surface supporting his weight, making him a dangerous hand-to-hand combatant.

If Darkmatter has time to prepare for a confrontation, he generally has his minions strike him in order to build up a charge for some kinetic blasts. During his attempt to conquer the Philippines, he is known to have used the country's active volcanoes as a power source for energy blasts.

Darkmatter's principal weakness as a combatant is that his attacks don't scale. Against powerful, heavily protected heroes he can quickly find himself outclassed by simple virtue of the fact that he can't easily hurt them. Referees who want Darkmatter to be a credible opponent for heroes of PL 12 or more will need make careful use of GM fiat and think through his tactics to ensure he is an adequate challenge.

Campaign Use: Darkmatter should provoke an odd combination of fear and ridicule from the heroes. Fear because of the combination of power and madness he represents, ridicule because his ambitions often outstrip his capabilities. While Darkmatter is capable of murdering hundreds of people on a whim, the extreme nature of his schemes often means he achieves far less than more focused villains that are significantly weaker than him.

Darkmatter's plans are always grandiose. He never sets out to rob a bank, steal a priceless artifact, or kill a specific individual. He holds major cities to ransom with stolen nuclear weapons, threatens to destroy the moon with some kind of doomsday device, or attempts to seize control of an entire country. He has previously attempted coups in Japan, Cambodia and the Philippines, and is doubtless already plotting his fourth attempt against some other nation. If any villain is crazy enough to try and seize Taiwan, precipitating a conflict that could potentially involve both China and the United States, it's Darkmatter.

Personality: Darkmatter is brilliantly intelligent, but utterly disconnected with reality. Darkmatter is convinced of his own intellectual superiority and eventual triumph over his enemies. He is easily enraged by insults that question his power or intelligence, and has been known to fly into a murderous rage when accused of being responsible for his wife's death. Darkmatter crushed the Japanese hero Wakizashi to death for making this accusation.

Darkmatter's overweening arrogance often prompts him to undertake schemes for which he does not really have the resources or power base to succeed. His abortive coup attempts are one such example of these. He sincerely believes he is destined to rule the planet, despite the many super-powered individuals and groups who possess far more power than he does.

Psychological profiling by the CIA determined that 'the purpose of this self-delusion is to reinforce Darkmatter's belief that the accident which killed his wife was caused by sabotage on the part of those who wished to keep him from his true destiny.

In the unlikely event that a hero ever has the opportunity to speak at length with Darkmatter, they will find him erudite but cold, dispassionate about every topic except his wife's death and his 'manifest destiny' to rule the world. If the conversation veers onto these subjects, Darkmatter becomes extremely agitated and vehement.

Appearance: The gravitational force of the singularity distorts the light around Darkmatter, giving him an iridescent appearance. Different colors play over skin and hair, but do not affect his clothing. His eyes remain a constant silver.

Darkmatter regularly changes his costume, but usually wears an outfit that emphasizes the strangeness of his appearance. In his recent attempt to conquer the Philippines, he wore a black domino mask, black gloves, and a black bodysuit with a green 'V' design on

it. This stood for 'Victory', something that Darkmatter chose not to publicize after his defeat at the hands of the superheroes Lapu-Lapu (a native of the Philippines), Dreamtime and the Swagman (two Australian heroes who happened to be present in the country at the time).

While in his headquarters, Darkmatter generally wears a lab coat, as he spends much of his time studying his own physiology and the singularity trapped inside him.

The Honor Guard

Darkmatter has also been known to employ a small force of soldiers, perhaps as many as one hundred strong at their peak. His most loyal soldiers, known as the Honor Guard, remain in his Tokyo headquarters. The Honor Guard consists of fifteen men, all of whom use the following Stat Block.

STR	DEX	CON	INT	WIS	CHA
+1	+1	+1	+0	+0	+0
12	13	12	10	10	10

Toughness	Fortitude	Reflexes	Will
+5/+1	+4	+1	+1

Melee Attack	Ranged Attack	Defense	Initiative
+5	+5	+5/+2	+1
Max. Load	Leap	Grapple	Knockback
260 lb.	6/3/1	+6	-2/-0

Attack	Damage	Special
Unarmed Strike	+1	None
Sword	+4	None
Laser Rifle	+5	None

Skills

Climb 4 (+5), Intimidate 4 (+4), Knowledge (Tactics) 4 (+4), Notice 4 (+4), Profession (Soldier) 4 (+4)

Feats

Defensive Attack, Equipment 5, Improved Block, Instant Up, Power Attack, Startle

Equipment

Laser Rifle (+5 damage), Grenades, Body Armor (Protection 4), Sword

Abilities 7 + Skills 5 (20 ranks) + Feats 9 + Combat 20 + Saves 4 = 45 points

eXchange**Rap-star Renegade****Power Level:** 9 (155 points)**Name:** Henry Thomas**Other Aliases:** High-T, MC Tight**Affiliation:** President of the Sidewalk Stomp recording label**Base of Operations:** East Brunswick, New Jersey**Nationality:** American**Age:** 26**Height:** 5'8"**Weight:** 150 lbs**Eyes:** Brown**Hair:** Black (shaved)

“It’s kinda sad ya hasslin’ me, Hero-man. Ya could be out catchin’ tha real bad guys.”

STR	DEX	CON	INT	WIS	CHA
+1	+3	+2	+1	+0	+6
13	16	15	12	10	22

Toughness	Fortitude	Reflexes	Will
+4/+2	+5	+6	+3

Melee Attack	Ranged Attack	Defense	Initiative
+5	+5	+9/+3	+11
Max. Load	Leap	Grapple	Knockback
300 lb.	6/3/1	+6	-2/-1

Attack	Damage	Special
Unarmed Strike	+1	None
Brass Knuckles	+2	None
.44 Magnum	+4	Penetrating
Sonic Blast	up to +9	Boosted by absorbed energy

Skills

Bluff 8 (+14), Diplomacy 4 (+8), Disguise 6 (+12), Drive 6 (+9), Knowledge (Streetwise) 6 (+7), Perform (Oratory) 6 (+12), Perform (Singing) 12 (+18), Sleight of Hand 4 (+7)

Feats

Connected, Defensive Roll 2, Dodge Focus 3, Equipment 9, Improved Initiative 2, Leadership, Minions 9, Startle, Sneak Attack 2, Taunt

Powers

Absorption 8 (Boosts Sonic Control; *Extras:* Both Types, Energy Storage) **Sonic Control 1** (*Power Feats:* Alternate Power – Blast 1 [Sonic], Stun 1)

Equipment

Brass Knuckles, Heavy Pistol, Armor-Piercing Ammunition (Adds the penetrating extra to eXchange’s pistol), Mansion Headquarters (See Sidebar), Armored Limousine (See Sidebar)

Abilities 28 + Skills 13 (52 ranks) + Feats 31 + Powers 52 + Combat 22 + Saves 9 = 155

Background: Henry Thomas grew up on the streets of the Bronx, a poor black kid in a poor black neighborhood. He ran in a gang from the age of ten, somehow coming out of the toughest scrapes with barely a scratch even though he was usually the smallest person in the fight. More and more people started to take notice of this young man, with his easy charm, lucky breaks, and slick rhymes. He was known as

someone who always pushed the envelope: a thrill-seeker of the first order.

By the time he was sixteen High-T, as the diminutive Henry was facetiously known, began to understand that he had a gift unlike that of anyone else. After a fight, when he got on a microphone, everything always seemed to sound just right. It was like he only had to *think* the sound he wanted, and out it came. Rapping without fighting didn't seem to work in quite the same way so he started going looking for trouble before getting on stage. It wasn't long before High-T picked up a reputation both as a hothead and as a scrapper, a man who could intimidate men twice his size because he never seemed to feel their punches.

Although he'd recognized the link between fighting and his best performances, it wasn't until another year had gone by that Henry realized the full potential of his abilities. He was in the middle of another show-stealing performance on stage when the man he'd beaten in the back parking lot came into the club, pulled a gun, and opened fire.

Henry, totally focused on his performance, didn't even realize he'd been hit. It took the screaming headlines in the papers the next day to convince him what had occurred: "MC, SHOT 3 TIMES, COMPLETES RAP". The incident brought him instant celebrity, and suddenly recording offers came

rolling in from all over the country. Young but not stupid, he took his time choosing a deal that gave him freedom to create the material he wanted, how he wanted. He also took the time to learn exactly what his powers were, and to consider what they meant to his future.

Rushed into production, the debut album of the newly christened 'MC Tight' was a modest success, cashing in on Henry's immediate notoriety. It was his second album, entitled 'eXchange,' that turned him into one of the most popular rap artists in the world. It mixed social and political commentary with rap's typical in-your-face attitude, fusing them together in an addictively rebellious whole. The chorus of the album's eponymous track summed up the whole package: "If ya wanna be livin' in a Malcolm X age, ya gotta be listenin' ta tha rhymes o' eXchange."

Money started to pour in, and Henry found himself able to buy all the things he wanted for himself and his family. But he also found that money couldn't do everything. Some old friends refused his 'charity', while others accused him of forgetting his roots, with his fancy new estate and a car for every day of the week. When his third album was savaged by the critics for being too 'safe and predictable', Henry began to wonder if those friends were right.

Henry decided to go back to living on the edge: he quit his contract with the recording label and formed his own publishing company to manufacture and market his fourth album, risking everything on a high stakes gamble. He symbolized his return to his 'dangerous' roots by adopting the new name of eXchange.

The album was a huge success, but it left Henry once more with the question of how to retain his 'edge' when he was living in comfort and plenty. He found his answer in the nightly TV news, watching reports of costumed villains and heroes battling in the streets. He couldn't become a hero, of course: at least, not one of those square-jawed, goody two-shoes ones. Nor did he want to be a villain. But he could be something in between: someone who went beyond the limits of the law to bring true justice to the disadvantaged ... and who incidentally got a huge rush out of what he was doing.

Since that time he's engaged in dozens of robberies, assaults and other illegal acts, all with a publicly stated view to 'take from the rich and give back to the poor', like a latter-day Robin Hood. Despite the illegality of his acts, and the bald-faced way in which he goes about them, he is yet to be convicted on any charges: he can

The Best Money Can Buy

eXchange has never been afraid of showing off his success, and still retains the trappings of his brush with super-stardom. Among his various belongings are an expansive Mansion that serves as a headquarters for the young rapper and his posse, as well as a bullet-proof limousine that serves as their primary mode of transportation.

Mansion Headquarters

Size: Huge, *Toughness:* 10; *Features:* Communications, Garage, Fire Prevention System, Gym, Living Space, Pool, Security System

Cost: 12 EP

Armored Limousine

Size: Huge; *Strength:* 35; *Speed:* 5; *Defense:* 8; *Toughness:* 9; *Features:* Alarm, Hidden Compartment, Navigation System; *Powers:* Protection 4 (*Extras:* Impervious)

Cost: 20 EP

afford the best lawyers, and his actions have won the sympathy of too many jurors.

Powers: eXchange has the mutant power to absorb energy (including kinetic energy) and convert it into sonic energy. He can then use this energy to mimic sounds, deafen opponents, or hit them with bone-jarring blasts of noise. While these powers are at their most prominent after he's absorbed large amounts of energy, the constant presence of solar radiation, sonic waves and other forms of ambient energy provide eXchange with enough energy to perform a few minor feats of sonic manipulation. Beyond these abilities, eXchange has no additional superpowers.

Despite this lack, eXchange is no pushover. He's physically fit, has received some martial arts training, and adept at getting his opponent off balance with a quick feint or even quicker insult. These abilities allow him to be a handful, even for small groups of moderately powerful opponents.

Just in case he gets into a spot that he can't get out of on his own, eXchange carries a concealed .44 Magnum with armor-piercing rounds, a pair of brass knuckles, and has the backing of his 'posse' (see sidebar).

Tactics: GMs who are planning to use eXchange in a game are encouraged to come up with several specific taunts for each PC, ahead of time. eXchange always has a ready supply of taunts and jibes on hand, perfect for needling his opponents, and he makes frequent use of the Taunt skill in combat. He is especially fond of using it to make an opponent lose their dodge bonus (since this lets him use his Surprise Strike ability), but the other effects of this skill can also be useful to him in encounters. His skill at taunting others also comes in useful when someone else tries to goad him into an unwise action: he always retaliates with a foul-mouthed and highly offensive rap, often turning the tables on the would-be taunter.

Other than this, eXchange's combat tactics are fairly straightforward: he aims to absorb enemy attacks in order to power his own abilities, and uses Bluff to feint (especially against opponents who prove adept at taunting) in order to get Surprise Strike opportunities. He resorts to using his pistol only against opponents who are using lethal attacks against himself or his allies, or who prove immune to sonic damage.

Like most absorption-powered characters, eXchange deliberately 'charges himself up' if he knows a fight is coming. The easiest way for him to do this is simply to have his entourage slip on their brass knuckles and work him over. He also does this before performing,

eXchange's Posse

eXchange is always accompanied by his 'posse': three young men who double as his band during performances and as muscle for his less publicized criminal activities. The specific identity and abilities of these men varies from time to time, but a typical example of their capabilities is outlined below:

STR	DEX	CON	INT	WIS	CHA
+3	+1	+2	+0	+0	+0
16	13	14	10	10	11

Toughness	Fortitude	Reflexes	Will
+3	+5	+4	+3

Melee Attack	Ranged Attack	Defense	Initiative
+3	+3	+3/+1	+1
Max. Load	Leap	Grapple	Knockback
460 lb.	8/4/2	+5	-1

Attack	Damage	Special
Unarmed Strike	+3	None
Brass Knuckles	+4	None
Light Pistol	+3	None

Skills

Bluff 4 (+4), Disguise 4 (+4), Drive 4 (+5), Intimidate 7 (+7), Perform 5 (+5)

Feats

Defensive Attack, Interpose, Equipment 2, Power Attack

Equipment

Brass Knuckles, Cell Phone, Leather Jacket, Light Pistol

Abilities 14 + Skills 5 (20 ranks) + Feats 6 + Combat 12 + Saves 9 = 45 points

using the stored energy to power the strange audio tricks that have made him one of the foremost rap artists on the east coast.

eXchange is invariably accompanied by his 'posse,' all of whom are aware of his side career and support his decision. When not actively committing a crime of some sort, eXchange usually has at least two attractive young women with him. If unexpectedly confronted with a fight while the ladies are present, he does his best to get them out of harm's way.

Campaign Use: eXchange can be used in a couple of different ways in a campaign. His over-the-top gangsta persona works well in a light-hearted session (even though eXchange himself is quite serious about it), particularly as a change of pace in more somber campaigns. His "Robin O' the Hood" escapades can also present interesting conundrums for the player-characters. His actions are clearly illegal, but they enjoy considerable public sympathy. If eXchange assaults a hated slumlord and makes the man give back an apartment to a destitute family, should the heroes try to arrest him for it? What if he robs a major electronics store so he can give every family on the block a DVD player?

eXchange has a reputation for being a bad man to cross, and he believes that this reputation is a key part of holding people's respect. If he suffers a public defeat at the hands of an opponent who isn't obviously superior to him in terms of raw power, he becomes moody and irritable until he feels like he's proved his superiority and saved face once more. While this may require a physical battle, eXchange is often satisfied with rapping about the conflict in an attempt to call his opponent out, making out with their girlfriend or sister, or even stealing something vitally important to their heroic identity.

Contact with eXchange can also give a group of player-characters a lead into the high-flying world of celebrities, particularly if they earn his respect and respect him in return. This can make for great 'fish out of water' gaming for street-smart but scruffy supers, or be used to demonstrate the value of feats such as Connected and Fame within the game, especially as the heroes' ventures into celebrity culture bring them more attention in tabloid newspapers and weekly magazines.

Alternatively, eXchange can demonstrate the power of fame to heroes he dislikes with near-libelous raps about their sexual practices, personal hygiene and parentage.

eXchange can also be used as an access point to the criminal underworld for player-characters who need to do some snooping. He crosses the line of legality often enough to have credibility with the criminal element, but is still potentially trustworthy enough for a group of heroes to deal with.

Depending on your players' personalities and the way you portray him, eXchange can become either the enemy they like despite themselves, or the opponent they detest far beyond the threat he presents in combat. He engages in his criminal activities because he feels that the system doesn't give equal justice to all as well as the thrill of engaging in illegal activities. Simply increasing the importance of one motivation or the other will significantly alter your player characters' opinion of his actions.

Personality: eXchange is all about Respect. Those who give him the respect he feels he deserves find him to be an intelligent and often charming young man. Those who don't give him respect find him to be a foul-mouthed thug - if they get to meet him at all. eXchange is not above having his 'posse' escort a 'disrespectful punk outside for a little lesson in good etiquette'.

eXchange is also very competitive. Respect comes to those who earn it, after all, and that means being the best at whatever you take on. He won't soon forget a defeat or an insult, and will go out of his way to even the score. How he goes about doing that depends on the attitude of his adversary: those who have treated him with respect usually just get their noses tweaked (possibly becoming the subject of an irreverent rhyme on his next CD), while he will stop at little to revenge himself on those who act like they think he's beneath them.

Finally, eXchange is an inveterate ladies' man, and will flirt with any attractive woman who hasn't disrespected him. This includes female heroes, even in the middle of fighting them.

Appearance: eXchange considers himself permanently 'on stage'. Almost every waking moment is spent in his 'gangsta' persona. Consequently, his attire is similar whether he is engaged in a crime, performing at a concert, or simply lounging around his palatial mansion. He favors loose-fitting jeans or jogging pants, often wearing the former with an excessively long belt. He regularly goes bare-chested, or dons a tight-fitting white 'muscle shirt' to emphasize his lean physique. He routinely wears gloves (more as a statement of style than as a precaution against fingerprints), favoring bright colors such as red or orange, which contrast well with his dark skin.

Fireflow

Firefighter turned Firestarter

Power Level: 9 (183 points)

Name: Miguel Montassa

Other Aliases: El Loco Fuego

Affiliation: ex-employee of the Los Angeles Fire Department

Base of Operations: Los Angeles, California

Nationality: Mexican

Age: 33

Height: 5' 9"

Weight: 150 lbs

Eyes: Brown (as Miguel) or Yellow (as Fireflow)

Hair: Black (as Miguel) or Not Applicable (as Fireflow)

“Burn!”



STR	DEX	CON	INT	WIS	CHA
+4	+3	+5	+1	+0	+1
18	16	20	12	11	13

Toughness	Fortitude	Reflexes	Will
+5	+10	+5	+2

Melee Attack	Ranged Attack	Defense	Initiative
+8	+8	+6/+3	+3
Max. Load	Leap	Grapple	Knockback
600 lb.	10/5/2	+13	-2

Attack	Damage	Special
Unarmed Strike	+4	None
Fire Axe	+7	None
Fire Touch	+10	None
Firestorm	+10	Shapeable Area

Skills

Climb 5 (+9), Drive 5 (+8), Languages (English, Spanish), Medicine 4 (+4), Notice 4 (+4), Profession (Firefighter) 5 (+5)

Feats

Equipment 1

Powers

Absorption 10 (Healing; *Flaw*: Limited – Fire only), Blast 10 (Firestorm; *Extras*: Area – Shapeable; *Power Feats*: Progression - Area; *Flaw*: Full Round Action), Fire Control 10; Flight 3, Immunity 6 (Fire, Heat), Obscure 10 (Sight), Strike 10 (Fire Touch; *Extras*: Aura)

Equipment

Masterwork Fire Axe (+1 to hit)

Drawbacks

Power Loss (Water/Lack of Oxygen; Minor Intensity, Common Occurrence)

Abilities 30 + Skills 6 (24 ranks) + Feats 1 + Powers 113 + Combat 28 + Saves 9- Drawbacks 4 = 183

Background: Miguel Montassa was one of the most decorated members of the Los Angeles Fire Department, recognized for outstanding bravery on three different occasions and personally responsible for saving over forty people from some of the worst fires in the city's history.

He was also responsible for lighting those fires in the first place.

Firefighters are traditionally a close-knit team, relying on each other in life-and-death situations, but none of his co-workers ever became close with Miguel. They saw something in the expression on his face when he looked at a fire and the eagerness with which he charged into a burning building that told them he couldn't be trusted. When they discovered what he had been doing many of them expressed outrage but none expressed surprise.

Miguel grew up in the slums of Mexico City, his parents' sixth child. From a young age, he was fascinated by fire, and would spend hours prowling around the streets, looking for matches to steal and refuse to burn. When he was twelve, he stole his father's lighter and used it to start a bonfire. His father beat him for it and for a time Miguel stopped lighting fires. The need for it still burned inside him and eventually he began running wild on the streets once more, starting fires and watching them burn. As Miguel grew, so did the fires: first abandoned shanty huts, then derelict houses, and finally a series of empty warehouses. The fires baffled police: they could find no trace of an accelerant used to start the blazes nor any motive for arson, yet clearly there were too many fires for them all to be accidental. The local media whipped up a frenzy about the matter, calling the serial arsonist 'el loco fuego'; Crazy Fire.

Miguel no longer needed his father's lighter.

There'd always been something inside him that seemed to call out to fire, but it was a part of him that as a child he had not been able to reach. Puberty changed all that. In scientific terms it allowed his mutant powers to fully develop but for Miguel it was much more than that: it unlocked the hidden part of his being, making him feel whole at last. He could make flames dance over his body without harm, or light a flammable object with a single thought. How could the police catch an arsonist who needed no materials to start his fire, or even to enter the building he planned to destroy?

The fire that claimed his home and all the immediate members of his family was an accident. Miguel's father struck the young man while in a rage, and instinctively Miguel struck back, as hard as he could. Until that point, he had never used his powers against another person or pushed his power to their limits. This time he did both and the resulting firestorm engulfed the whole house.

Police found Miguel sitting naked on the opposite side of the street from his burnt out home. He was covered in soot from the smoke. His survival was heralded as a miracle, the fire as a tragic accident. The

young man, still in shock from what had happened, was sent to live with his only close relative: an aunt living in Los Angeles.

Miguel didn't light another fire for ten years. He became a well behaved, if rather distant, young man. He attended high school and college and did his best to shut down the part of his mind that knew what he'd done. But the attraction to fire never went away. The urge to light a tree or a building with a snap of his fingers was always there. And slowly, an idea took shape. If he took up a career in which he helped put out the fires, then surely starting them in the first place would not be so bad?

For two years, he lit fires, then helped the Los Angeles Fire Department put them out. Just as in Mexico City, police were at a loss to find the arsonist behind these attacks. Unfortunately for Miguel, Los Angeles had resources that Mexico City had lacked. The police department hired the super-human bounty-hunters Hyde and Seek to find their arsonist. Within three weeks, Miguel's secret was exposed.

Miguel has spent most of the last seven years in and out of prisons and mental institutions, alternately seeking treatment for his illness and rejecting the judgments of the outside world.

Powers: Fireflow can control flames with a thought, causing flammable objects to spontaneously combust and flames to leap distances of up to one hundred feet. He can also surround himself in an energy shield of bright yellow fire, incidentally burning away any non-fire resistant clothing he is wearing. He can use these flames to propel himself through the air, achieving good maneuverability at a tactical level, but lacking the long-distance speed enjoyed by many other super-humans.

The flames Fireflow generates give off a black, oily smoke, leaving a trail in the air behind him as he moves. He can also deliberately generate dense clouds of this smoke, filling a wide area and making it impossible for those inside to see more than a few feet in front of them. This power has a variety of useful tactical applications, few of which Fireflow ever uses.

A much more significant part of Fireflow's arsenal is his ability to absorb the energy of fire and use it to heal his injuries. Since every battleground he fights on tends to turn into a fiery holocaust, he almost inevitably absorbs vast quantities of energy during the course of an encounter. As long as he keeps enough self-control to use his healing powers, he is capable of quickly recovering from any attack that doesn't stun him, disable him or knock him out.

Of all his powers, the one Fireflow uses most often is the energy blast he refers to the blast as the firestorm. Fireflow is capable of calling down sheets of flame that cover an area up to one hundred feet in diameter. He can even shape the area he effects, unleashing a rolling barrage down a street, for instance, or a wild zigzag of destruction across multiple city blocks. Fortunately for his opponents, it takes Fireflow several seconds of effort in order to unleash this attack which limits its tactical flexibility. This drawback does nothing to dissuade Fireflow from its use, and he often uses it in situations where it is far from an effective tactical choice.

Tactics: Fireflow generally tries to position himself in the midst of a large fire, so that he can draw on the surrounding heat and flames for healing. From such a position, he can hold off multiple or more powerful adversaries for a considerable amount of time.

Once a fight has begun Fireflow rarely has enough control over himself to exercise true tactics, simply blasting away with his Firestorm until he has caused a raging inferno over a wide area. He occasionally recovers himself enough to use his obscure power to interfere with his enemies' attacks or to use his axe on an opponent who proves immune to fire, but these are only brief glimmers of rational thought in what is essentially an orgy of pyromaniacal destruction.

Campaign Use: Fireflow is a great villain to use when you want a fight with lots of property damage. His Firestorm power can affect an area up to 100 feet in diameter, swiftly turning the entire battlefield into a fire-zone. Although his healing abilities and ranged attack make him a difficult opponent to defeat in combat, a hero's job becomes even more complicated as Fireflow's powers endanger the lives of hundreds of people. These distractions often allow Fireflow to hold off or escape from more powerful or more numerous opponents.

Fireflow rarely has any plans of his own beyond glorying in the destructive power of fire, but his well-

known obsession and his propensity for causing massive collateral damage also makes him a good stooge for other villains. There are few distractions more effective than a multi-block inferno, and more than one criminal has goaded Fireflow into a rampage as cover for their own criminal activities.

Finally, Fireflow's powers make him a good antagonist for heroes with cold-based abilities, as well as those with ecological origins or interests: he is as likely to start a fire in a forest as in a city.

Personality: Prison psychologists have diagnosed Fireflow as an extreme pyromaniac, unable to control his urge to light fires. They report that he expresses remorse for his actions in the immediate aftermath of a fire, but quickly loses interest in any treatment they offer.

In his civilian identity Fireflow comes across as a nervous, preoccupied person who is always wringing his hands and talking to himself under his breath. It takes sharp ears (Listen check DC 25) and the ability to speak Spanish to make out his words, which are an obsessive listing of all the buildings he has burned.

When encountered near a fire Fireflow is animated and excitable, verging on manic. He constantly feeds the flames or starts new fires while alternately laughing, dancing or singing snatches of hymns. He often claims the fires are singing back to him.

Appearance: Fireflow is a well-muscled human male whose body is covered in bright yellow flames. Unlike some fire-based super-humans, Fireflow's flames also generate considerable quantities of black smoke. He often carries a firefighter's axe, which has been treated to resist the incredible heat he gives off.

Miguel is a handsome, slightly stocky Hispanic man in his early thirties. He wears an odd assortment of clothes, usually bought second hand or from remaindered stores. He usually has a slightly gloomy expression on his face, unless watching a fire burn, at which times he appears exultant.

Tunguska

Mighty as a Meteor

Power Level: 10 (146 points)

Name: Nadia Porava

Other Aliases: Dymakk

Affiliation: ex-member of Russian Women's Wrestling and Weightlifting teams

Base of Operations: Las Vegas, Nevada

Nationality: Russian

Age: 26

Height: 5' 10"

Weight: 170 lbs

Eyes: Blue

Hair: Blond

“Da, go ahead, hit me harder. Then Tunguska can be returning the favor”



Background: Alex Porter and his wife Elaine were an everyday American couple: he worked at a defense contracting firm, she was a housewife, they were active in their local Church ... and they were Soviet spies. Alex, real name Alexandr Porava, was one of the Soviet Union's most valued operatives, feeding important information about new US projects to Moscow. It was a measure of the esteem with which they held him that he was one of the eligible candidates who was exposed to the Tunguska Artifact (see sidebar).

Eventually Alexandr became suspicious that the Americans had him under surveillance. He and the American-born Elaine were extracted to the Soviet Union where he settled into an office role with the intelligence service. Within two years they had their first and only child, a daughter they named Nadia.

STR	DEX	CON	INT	WIS	CHA
+7	+5	+8	+1	+0	+1
24	20	26	13	10	13

Toughness	Fortitude	Reflexes	Will
+8	+11	+8	+6

Melee Attack	Ranged Attack	Defense	Initiative
+10	+8	+5/+2	+5
Max. Load	Leap	Grapple	Knockback
5 ½ tons	60/30/15	+20	-5

Attack	Damage	Special
Unarmed Strike	+7	None

Skills

Acrobatics 6 (+11), Bluff 2 (+3), Drive 6 (+11), Intimidate 8 (+9), Languages (English, French, Russian), Notice 4 (+4)

Feats

Attack Focus (Melee) 2, Chokehold, Improved Escape, Improved Grab, Improved Pin, Move-By Attack, Power Attack, Second Chance (Mind Control), Takedown Attack,

Powers

Absorption 7 (Boosts Strength and Super-Strength; *Power Feats:* Slow Fade; *Extras:* Both Types; *Flaw:* Limited – Kinetic Energy only), **Enhanced Constitution 6**, **Enhanced Dexterity 6**, **Enhanced Strength 6**, **Leaping 3**, **Regeneration 5** (All Recovery Rates), **Super Strength 3** (*Power Feat:* Shockwave)

Drawbacks

Power Loss (Electricity; Minor, Common Occurrence), **Vulnerability** (Electricity; Major, Common Occurrence)

Abilities 46 + Skills 7 (28 ranks) + Feats 10 + Powers 51 + Combat 26 + Saves 12 – Drawbacks 6 = 146

Nadia grew into an athletic young woman, excelling at sports of all kinds, but particularly at those requiring physical strength. She was easily the strongest girl in her school, stronger in fact than most of the boys. She became the star of both the weightlifting and wrestling teams, and shortly after leaving high school she represented her country in both sports at the Olympic Games.

Nadia wanted more out of life than amateur sports could give her. The Cold War was over, and wealth

was for the taking in the new Russia. Men and women of the future were supplanting the old guard. She intended to be part of the future. Nadia wanted the nice clothes, big houses, and expensive foreign clothes of the new rich, not the small apartment and long office hours of her father's job.

Still, her father could still be useful to the ambitious young athlete. The Tunguska Artifact had been locked away, unused and all-but-forgotten, for more than twenty years. Using the fading prestige of her father's

The Tunguska Artifact

The Tunguska Event occurred near the Tunguska River in Siberia during June 1908. It was an aerial explosion with an estimated yield of 10-15 megatons. The explosion was the result of a malfunction in an alien spacecraft, which broke up in the atmosphere. Due to the remote location of the site it was not until the 1950s that the Soviet government recovered any artifacts from the site. Most were tiny glass spheres of nickel and iridium, but also recovered was a metallic object about as long as a man's forearm. The materials in this object defied analysis, and when subjected to electricity it gave off a silvery radiance.

In 1963, researchers discovered that, although the radiance had no effect on the majority of humans exposed to it, a small proportion experienced physiological changes, granting them enhanced strength, endurance and agility, as well as improved recovery from injuries. They reported these findings to the Kremlin, and for the next twenty years, every KGB agent was tested for suitability to exposure to the 'Tunguska Artifact'. In theory, over four thousand qualified, but less than two hundred were considered suitable candidates.

Exposure to the Tunguska Artifact grants the following abilities:

Powers

Enhanced Constitution 6, Enhanced Dexterity 6, Enhanced Strength 6, Leaping 3, Regeneration 5 (Recovery Rate: All), **Super Strength 3** (*Power Feat: Shockwave*)

Drawbacks

Power Loss (Electricity; Minor Intensity, Common Occurrence), **Vulnerability** (Electricity; Major Intensity, Common Occurrence)

Cost: Powers 31 – Drawbacks 6 = 25 points

name, Nadia persuaded its aging caretaker to subject her to its effects. She didn't know quite what she would do with the powers she would gain, but she was sure she wouldn't waste her time in some dead-end office job like her father did.

Things didn't work out quite as planned. Nadia gained the normal abilities of the Tunguska Effect, but the silvery radiance also triggered a recessive mutant gene she had inherited from her mother. Nadia found herself able to absorb kinetic energy, using it to increase her super-human strength still further. Her new powers were significantly stronger than those typically manifested by a Tunguska subject, and she quickly attracted the attention of the Paranormal Operations division of the Russian Intelligence Service: Department 'P'.

Offered a handsome salary to join up, and excited by the glamour of being a spy, Nadia readily accepted a position in the Department's training program under the codename Dymakk. She quickly discovered that the reality of intelligence work was long hours of tedious documentation and paperwork, study and research. Although she excelled at the physical aspects of the training, she rapidly sank into the bottom third of candidates in the overall rankings.

Nadia looked around for a better alternative. She wanted a job with action and excitement, but one that didn't make her work too hard while still paying her enough to buy anything she wanted. For most people it was an impossible dream, but Nadia had abilities far beyond those of most people.

She contacted the local crime boss, Josef Laramenko, and offered him her services. Get her out of Russia and into his operation in the US, and she'd work as super-powered muscle on his behalf. Laramenko didn't get to his position by being a fool: he took the offer immediately. Within two weeks, Nadia Porava was in Las Vegas, helping Laramenko's mob carve out a piece of one of the richest mob markets in the world.

Powers: Like all successful subjects of the Tunguska Artifact, Nadia gained increased strength, endurance and agility, as well as enhanced powers of recuperation. She shares the susceptibility to electricity that has always plagued the project. Her enhanced agility and durability make her difficult to put out of a fight, especially as she is able to recover from injuries at three times the normal rate. Her super-strength allows her to leap great distances, or to strike the ground with such force that she generates a shockwave capable of knocking her opponents from their feet.

Unlike the other subjects of the Tunguska Artifact, Nadia's exposure triggered a recessive mutation she had inherited from her mother, granting her the ability to absorb kinetic energy and transfer that energy into her own musculature, further increasing her strength. This also enhances her leaping and shockwave abilities, meaning that any blow that doesn't put her out of the fight simply makes her a more dangerous opponent. While the most common source of such energy is blunt trauma such as punches or strikes with clubs, Nadia's powers have proven particularly effective against energy weapons that use kinetic energy of beams of force.

A trained Greco-Roman wrestler, Nadia combines these techniques with her strength to make herself a more effective opponent. Her training with Department P taught her certain mental techniques that give her a better-than-average resistance to telepathic attacks, despite Nadia's belief that the training was a waste of time.

Tactics: Tunguska excels in hand-to-hand combat and seeks to close with her opponents as quickly as possible. Once there, she can pound them with her fists or wrestle them to the ground and pin or choke them into

submission, while any blows they land on her will simply make her stronger. She makes use of her leaping ability to close with opponents who think they are out of her reach, and is adept at striking while at the apex of her jump. Against opponents on the ground, she favors the use of her shockwave ability, knocking them prone and then closing with them while they struggle to their feet.

Against opponents she can't reach, Tunguska resorts to throwing any heavy object she can get her hands on. Even without any additional strength from absorption, she can easily hurl sewer grates, post boxes, and the like at her opponents.

If these tactics fail, Tunguska retreats as soon as she can: there's no point in continuing a losing fight. Tunguska also withdraws immediately if she realizes she is outmatched by an opponent, if she is targeted with electrical attacks, or by a lethal attack that has the potential to render her disabled.

Nadia's not much of a forward planner: unlike most absorption-based characters, she rarely bothers to 'charge up' before a fight begins, relying on the encounter itself to power her abilities. While she's not above charging into a wall or throwing herself of a low building in order to boost her abilities in a pinch, these tactics are usually an afterthought that occurs once the melee has begun. This is unlikely to change unless she suffers a series of consecutive defeats.

Campaign Use: Tunguska sees her criminal activities as just a job, and willingly works as and when her employers direct. This generally means working as an enforcer for the mob's own activities, but she can also turn up as hired muscle for a super-villain who has a decent working relationship with the Russian mobs. Unless a hero actually tries to kill her, she holds no grudges for earlier encounters, regardless of their outcome. The heroes are doing a job, the same as her. If a recurring male opponent is attractive, she will even flirt with him, mid-battle ... then sucker-punch him if he lets himself become distracted.

Heroes who enjoy the nightlife might well encounter Tunguska in social settings. She often travels on 'business', and usually finds time to kick up her heels when she does. She's not interested in a confrontation in such situations, and will happily share a drink or a dance with someone whom she might have fought earlier in the day- or someone she may be planning to fight in the morning.

This might lead some heroes to believe that she's 'redeemable', but this assumption is usually wrong. Tunguska is a villain because it pays well, and unless

Ready to Rumble

Tunguska can maintain her boosted strength at its peak for up to 10 rounds before her absorbed energy starts to drain, and the duration can often be extended even further than that during a brawl that offers her the opportunity to recharge with every punch. When fighting with her Strength fully-boosted, make the following changes to Tunguska's stat block:

STR	DEX	CON	INT	WIS	CHA
+10	+5	+8	+1	+0	+1
31	20	26	13	10	13

Toughness	Fortitude	Reflexes	Will
+8	+11	+8	+6

Melee Attack	Ranged Attack	Defense	Initiative
+10	+8	+5/+2	+5
Max. Load	Leap	Grapple	Knockback
1920 tons	75/32/16	+30	-5

Attack	Damage	Special
Unarmed Strike	+10	None

someone can persuade her that being a hero pays better with no added risk she's not interested in changing sides. Not that she won't play along with any overtures; they make a great opportunity to get a hero to meet her alone where he can be jumped with the help of some of her colleagues.

A good role for Tunguska to play in the campaign is to show the heroes a different kind of evil than the crazed, 'take over the world' mania of the typical super-powered villain. Hers is a much more low-key and amoral kind of villainy: she's a criminal because it's easy work that pays well, and because she doesn't feel any guilt for the things she does.

Personality: Nadia is pragmatic and materialistic. She loves the high-life: expensive cars, fine hotels, the casino floor. She is also an enthusiastic club-goer, dancing all night, flirting with young men, and reveling in the Las Vegas nightlife. She's a regular at many of the trendiest places in town, known by many and well liked by the other regulars for her 'party spirit'. She shows no signs that she might have come there from a day where she smashed a man's store for failing to pay protection, or broke someone's hands for skimming off the top of the mob's take.

Clinically it's possible she is a borderline sociopath. She does not take any pleasure from hurting people, but she also doesn't feel any remorse. In Tunguska's mind it's all just a part of her job, and she leaves it

behind her when she stops working for the evening. She sees her role as little different from a banker. You fall behind on your mortgage payments, the bank takes your house. You fall behind with the mob, she teaches you the consequences. It's just business.

Appearance: Tunguska is a tall, athletic woman with broad shoulders and narrow hips. Since arriving in the US she is known to have had several cosmetic surgery treatments, including a fairly obvious breast enlargement. She has fair skin and blond hair, which she keeps cropped boyishly short, except for a long fringe. She wears a costume only if she is expecting an encounter with super-powered opponents, favoring a sleeveless red jumpsuit with gold straps.

When working, but not in costume, Nadia dresses in well-tailored women's suits. She prefers darker colors, such as navy blue and charcoal gray, and robust fabrics. Away from work, she dresses very casually unless she is planning to go out, preferring sweatshirts and pants. For a night on the town, she generally chooses short, tight dresses in either black or green.

Wherever she is, Nadia always has a pair of heavy black gloves on hand. The gloves are made of thick leather, with extra padding over the knuckles. She puts them on whenever a fight seems imminent.

Agent 88**Meta-Class Mutant****Real Name:** Kelly Brunhaus**Other Aliases:** Kelly Brown, Kay Brown, Kay Kelly**Team Affiliation:** None

**WANTED FOR ASSAULT; THEFT;
DESTRUCTION OF PROPERTY; ATTACKS ON
PROPERTY RESULTING IN DEATH; MURDER;
TREASON**

Known Powers

Agent 88 possesses the ability to generate a field of lethal-intensity radiation around herself, and can raise or lower the field at will. She appears to be immune to the effects of her own radiation, as well as energy that originates from most other sources.

There are inconsistent reports of Agent 88 displaying super-human agility and reflexes, but as she does not always display these abilities, leading researchers to believe that any exhibition of such powers comes from an external source. Analysis of video footage gives a 90% probability that it is as the result of some as-yet unknown ability to transform absorbed energy.

Previous releases of the Omni Database indicated that Agent 88 possessed super-strength, as demonstrated by her ability to shatter walls with a single punch. This information has now been confirmed to be incorrect: it is apparent that instead, she has the ability to focus an intense burst of radioactive energy, capable of disrupting non-living matter. This energy burst renders objects extremely brittle or can even reduce them to dust.

Remarks

Despite her actions as a political terrorist, Agent 88 has made several public claims that she is the victim of a cover-up for an illegal government experiment. All such claims have been refuted by the United States Government.

**CAUTION
AGENT 88 IS WANTED FOR THE
DESTRUCTION OF MULTIPLE FACILITIES
BELONGING TO THE UNITED STATES
GOVERNMENT AND HAS BEEN ACCUSED OF
SELLING FEDERAL SECRETS TO FOREIGN
POWERS. SHE SHOULD BE CONSIDERED
ARMED AND DANGEROUS.**



OMNI Database #198301

Physical Description	
Date of Birth:	01/09/1985
Place of Birth:	Scranton, Pennsylvania
Nationality:	American
Race:	Caucasian
Sex:	Female
Complexion:	Fair
Eyes:	Green
Hair:	Blond
Height:	5' 6"
Weight:	130 lb
Build:	Medium
Known Occupations:	Former student at Ballantyne Nursing College, Iowa

Darkmatter

Ascendant-Class Human

Real Name: Kenoichi Tetsuo

Other Aliases: Destroyer Doraibu

Team Affiliation: None

WANTED FOR ASSAULT; MURDER; THEFT;
DESTRUCTION OF PROPERTY; ATTACKS ON
PROPERTY RESULTING IN DEATH;
ATTEMPTED COUP D'ETAT IN JAPAN,
CAMBODIA AND THE PHILIPPINES

Known Powers

Darkmatter is a human black hole, able to increase his own density by a factor of eight thousand and his weight to roughly 500 tons. His strength increases proportionately with his mass, giving him enormous physical power.

The singularity also grants Darkmatter the ability to sense and control gravity distortions in the area around him. He can hurl an opponent into space, or crush them under a massive weight, or even sense where invisible creatures are by the minute gravitational forces they generate. He can also use this power in order to fly.

Darkmatter's greatest power is his ability to absorb and redirect almost any form of energy or kinetic damage. Most attacks are harmlessly siphoned into the contained singularity, harmlessly contained until they are expelled as a weapon against opponents.

Remarks

Darkmatter is a megalomaniac of the highest order. He is highly susceptible to insults and flattery regarding his power and intellect.

Darkmatter is a world-class physicist and is skilled at using or disabling most technological devices.

Darkmatter has also been known to employ a small force of soldiers, perhaps as many as one hundred strong. The rank and file of this force are little more than armed thugs, but the leaders include several officers discharged from the Japanese military on corruption charges.

CAUTION

**DARKMATTER IS KNOWN TO HAVE
COMMITTED MASS MURDER ON AT LEAST
TWO OCCASIONS AND TO HAVE KILLED
FOUR OR MORE SUPER-HUMANS. HE
SHOULD BE CONSIDERED ARMED AND
EXTREMELY DANGEROUS.**



OMNI Database #090203

Physical Description	
Date of Birth:	012/09/1974
Place of Birth:	Kyoto, Japan
Nationality:	Japanese
Race:	Asian
Sex:	Male
Complexion:	Iridescent
Eyes:	Silver
Hair:	Iridescent
Height:	5' 11"
Weight:	155 lb
Build:	Medium
Known Occupations:	Former employee of Doraibu Corporation

eXchange**Meta-Class Mutant****Real Name:** Henry Thomas**Other Aliases:** 'High-T', 'MC Tight'**Team Affiliation:** None**WANTED FOR THEFT; DESTRUCTION OF
PROPERTY****Known Powers**

eXchange is known to possess the mutant ability to absorb energy (including kinetic energy) and convert it into sonic waves. He can mimic specific sounds, deafen his opponents, or batter them with solid blasts of noise.

eXchange is reported to carry a firearm and is often in the company of bodyguards, who may also be armed.

Remarks

eXchange appears to consider himself some kind of latter-day "Robin Hood". His crimes target wealthy individuals or corporations with either violence or robbery, ostensibly for the benefit of disadvantaged families in the area. Items he steals are reportedly given away free to those who want them, though the truth of this claim is unproven. Simple gratification of his own ego cannot be ruled out as one of eXchange's motivations for his actions. Opinion is divided among other super-powered individuals: Harlem's defender Tenement has been reported as describing eXchange as a "bad news punk", but the anti-drugs vigilante Burn Baby has worked with him on several occasions.

In addition to his criminal activities, eXchange is a two-time Grammy-winning rap artist, formerly known as MC Tight and now going by the new title of eXchange. His music is considered provocative and politically-motivated, and at least one major retail chain has refused to stock it due to these factors and what it terms "excessive use of obscene language".

CAUTION
EXCHANGE HAS BEEN ARRESTED ON
ILLEGAL WEAPONS CHARGES. HE IS
KNOWN TO HAVE COMMITTED SEVERAL
ASSAULTS FOR WHICH NO CHARGES HAVE
EVER BEEN PRESSED. HE SHOULD BE
CONSIDERED ARMED AND DANGEROUS.



OMNI Database #002938

Physical Description	
Date of Birth:	10/01/1979
Place of Birth:	Quincy, Massachusetts
Nationality:	American
Race:	Negro
Sex:	Male
Complexion:	Dark
Eyes:	Brown
Hair:	Black (shaved)
Height:	5' 8"
Weight:	150 lbs.
Build:	Medium
Known Occupations:	Rap artist, President of the Sidewalk Stomp recording label

Fireflow

Icon-Class Mutant

Name: Miguel Montassa

Other Aliases: El Loco Fuego

Team Affiliation: None

**WANTED FOR ARSON; THEFT;
DESTRUCTION OF PROPERTY; ATTACKS ON
PROPERTY RESULTING IN DEATH**

Known Powers

Fireflow has the mutant ability to generate and control fire. He can immolate his body without harm while still generating enough heat to inflict serious burns to anyone who makes physical contact with him. He is immune to the effects of extreme heat, and seems to draw energy from being surrounded by flames.

Fireflow can also use his flames to propel himself through the air, though his maximum speed seems quite limited: perhaps as low as 25 miles per hour. Far more dangerously, he can cause the flames to 'jump' from himself to any flammable object within approximately 100 feet, or unleash a devastating firestorm that is capable of engulfing an entire city block. Encounters with Fireflow almost inevitably result in massive property damage.

Known Weaknesses

Fireflow's powers become weaker if he is subjected to water-based attacks or is deprived of oxygen.

Remarks

Fireflow is a dangerous opponent. His firestorm power can cause significant collateral damage, and additionally starts fires that he can use to heal himself during the battle. Heroes who encounter Fireflow must prevent him from establishing a fortified position in a burning building, or he will become extremely difficult to defeat.

Psychological evaluation shows Fireflow to be an extreme pyromaniac, neither capable nor willing to control his urge to start fires. Attempted treatment during periods of incarceration has so far proved unsuccessful.

CAUTION

**FIREFLOW IS WANTED FOR ARSON ATTACKS
LEADING TO MAJOR PROPERTY DAMAGE
AND AT LEAST EIGHT DEATHS. HE SHOULD
BE CONSIDERED ARMED AND DANGEROUS.**



OMNI Database #765123

Physical Description	
Date of Birth:	08/10/1972
Place of Birth:	Mexico City, Mexico
Nationality:	Mexican
Race:	Hispanic
Sex:	Male
Complexion:	Dark
Eyes:	Brown
Hair:	Brown
Height:	5' 9"
Weight:	150 lbs.
Build:	Medium
Known Occupations:	Ex-firefighter with the Los Angeles Fire Department

Tunguska

Icon-Class Alien/Mutant

Name: Nadia Porava

Other Aliases: Dymakk

Team Affiliation: None

**WANTED FOR ASSAULT; THEFT;
DESTRUCTION OF PROPERTY; ATTACKS ON
PROPERTY RESULTING IN DEATH;
MANSLAUGHTER**

Known Powers

Tunguska has super-human strength, agility and endurance. She also has enhanced regenerative capabilities. Her powers allow her to leap great distances, and to cause a shockwave through the ground that can knock her opponents from their feet. These abilities are all typical for a subject of the co-called 'Tunguska Project'. Full details of this project are classified and not available for display.

Tunguska also possesses the ability to absorb kinetic energy, using it to further enhance her superhuman strength. This ability is not traditionally associated with the Tunguska Project and its source is not known.

Known Weaknesses

Electrical currents disrupt the super-human energies in Tunguska's musculature, temporarily suppressing her powers.

Remarks

Tunguska has been observed acting on his behalf in Las Vegas, New York and Los Angeles.

Tunguska is rumored to have been a trainee (code-name: Dymakk) with Russia's paranormal intelligence service, Department P, prior to joining Laramenko's organization. It is not clear at this time whether she has cut all ties with her previous employer, or whether she has their tacit approval to co-operate with Laramenko.

**CAUTION
TUNGUSKA IS KNOWN TO OPERATE AS A
SUPER-HUMAN ENFORCER FOR ORGANIZED
CRIME WITHIN THE UNITED STATES. SHE
SHOULD BE CONSIDERED ARMED AND
DANGEROUS.**



OMNI Database #298743

Physical Description	
Date of Birth:	30/05/1979
Place of Birth:	St Petersburg, Russia
Nationality:	Russian (holds US citizenship through her mother)
Race:	Caucasian
Sex:	Female
Complexion:	Fair
Eyes:	Blue
Hair:	Blond
Height:	5' 10"
Weight:	170 lbs.
Build:	Heavy
Known Occupations:	Ex-Olympic athlete and wrestler (weightlifting and wrestling)

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