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DEVIL'S WORKSHOP



HEADQUARTERS & HIDEOUTS

w r i t t e n b y l e e h a m m o c k



HEADQUARTERS & HIDEOUTS

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INTRODUCTION

Headquarters. Hideouts. Lairs. Labs. Be they caves, mansions, space stations, or extra dimensional hidey holes, bases of operation have long been a staple of superhero stories. The best such places were as much characters as the heroes and villains of the tale, taking on a personality, style, and feel of their own. A hideout spoke volumes about its inhabitants, from the trophies kept there to the location of the hideout, important facets of the owner could be discerned. All in all, headquarters are much more than places to simply hang your cape and mask.

This book contains additional rules for creating headquarters, new rules for trainable skills and feats, and the details on a number of headquarters including history, abilities, inhabitants and maps. Also included is an adventure to demonstrate how to use one of these locations in your campaign.

CHAPTER 1: NEW HEADQUARTERS FEATURES

Characters can gain additional features for their headquarters by paying one power point per additional feature. All the features below may be added to headquarters as per the normal rules.

ADVANCED FEATURE

If a headquarters already has an armory, computer, demolitions lab, dock, garage, hangar, infirmary, laboratory, library, or workshop feature, this feature can be added to improve the quality of the feature. Advanced features add a +2 bonus to any skill checks made within the advanced feature involving the intended purpose of the advanced feature, such as receiving a +2 bonus to Medicine skill checks for advanced infirmaries or receiving a +2 bonus to Repair checks on airplanes in an advanced hangar. This feature may be taken up to five times for each advanced feature, granting a maximum of a +10 bonus to characters using the

advanced feature. Advanced feature must be taken separately for each type of feature; taking advanced hangar has no effect on docks or libraries.

The skills each feature grants a bonus to are listed below.

Advanced Feature

Armory

Computer

Demolitions Lab

Dock

Garage

Hangar

Infirmary

Laboratory

Library

Workshop

Skills

Repair (weapons and armor only)

Computers

Demolitions

Repair (boats only)

Repair (ground vehicles only)

Repair (air/space vehicles only)

Medicine

Science (one of choice)

Knowledge (one of choice)

Craft (one of choice)

ADVISOR

Your headquarters has some vast reservoir of information on a specific set of subjects, such as the spirits of ancient scholars or a vast inter-dimensional computer. When this feature is selected choose three Knowledge or Science skills for the Advisor to know about, in which the Advisor has a skill bonus equal to double the power level of the headquarters. Once per session you may ask the Advisor a question which it answers to the best of its ability. This feature may be selected multiple times, allowing 3 more topics with each selection or another use per session.

ANIMAL QUARTERS

A headquarters with this feature has facilities specially built for the care, feeding, and housing of animals. This includes large stalls, cages, roosts, veterinary tools, and anything else used to take care of animal occupants. The animal quarters can hold one creature of large size per power level of the headquarters, but taking this feature additional times will double this number.

ASTRAL WARDS

The headquarters is warded against travelers from the astral realm, making it difficult for them to travel or see inside the headquarters. Any astral traveler wishing to enter the headquarters must make a power check, DC 10+ the power level of the headquarters, to be able to see into or enter the protected headquarters.

ASTRAL TRAP STORAGE FACILITY

You may only select this feature if one of the characters using the headquarters has the Astral Trap power (see Power Corrupted). This feature allows a character with the Astral Trap power to store trapped astral essences in a special container in the headquarters, allowing the Astral Trap character to free up their limited number of slots for trapped astral essences by transferring them the storage facility. As a full round action the Astral Trap character can place the object containing the astral essence into the storage facility, at which point the astral essence is transferred from the Astral Trap object to the storage facility. All the normal rules for the Astral Trap still apply while the astral essence is in the storage facility. The storage facility can hold one astral essence per power level of the headquarters.

AUTOMATED FEATURES

This feature equips the headquarters with a number of systems that activate automatically given a set of parameters. Each time this feature is selected the owners of the headquarters gain one automated feature per power level of the headquarters. Each automated feature will automatically activate one headquarters feature or power the headquarters is equipped with when a certain set of parameters is met, such as when the base is under attack or suffers explosive decompression. The parameters of the activation must be able to be described in one sentence, such as "Activate the healing power if anyone injured enters this room." The parameters may only be based on things happening in the vicinity of the base, so you cannot have an auto-

mated feature to teleport characters out of danger while they are fighting a villain on another continent. If the activated power or feature requires a skill check or attack roll the automated system is assumed to have a skill bonus or attack bonus equal to half the power level of the headquarters. Automated features can only activate a given power once per round if the power has an action of full or less. Powers with a longer action require their normal time. This includes such devices as automated medical bays and magical sanctums that automatically summon defenders when invaded.

CIVILIAN APPEARANCE

Headquarters with this feature are equipped with sliding walls, hidden compartments and other such devices that, when engaged, allow the building to appear perfectly normal both inside and out. As a full action one of the residents of the headquarters can change the exterior appearance, the interior appearance, or both. While the concealment devices are engaged it requires a Spot or Search check, DC 20+ the power level of the headquarters, to notice there is something amiss.

CRIMINAL DATABASE

This feature represents a large collection of data on criminals, super villains and other miscreants housed within the headquarters. Using this feature characters can quickly track down the criminal history of many nefarious individuals, requiring a Computers check against a DC based on the profile of the target of the search, listed on the table below, minus the power level of the headquarters. This database will contain relevant information such as criminal history, prison terms, last known address, known accomplices, etc. This information will not always be up to date or even accurate, but often provides a place to start and one or two clues.

Criminal Profile

Unimportant thug or very secretive super villain

DC

30

Career criminal, low level super villain	20
Criminal boss, average super villain	15
Criminal overlord, worldwide super villain	10

DANGER SENSOR ARRAY

Headquarters with this feature have some manner of sensors that automatically detect major threats to the surrounding region, such as earthquakes, forest fires, or bank heists. Whether this is by satellite images, listening to radio and TV broadcasts, or thousands of spying magical spirits, this system will detect important natural disasters or criminal behavior within ten miles per HQ power level. Purchasing this feature more than once doubles the range of the array for each time purchased.

DEATHTRAP

No self respecting super villain should be caught dead without at least one of these in his hideout. Deathtraps are overly ornate ways to execute prisoners that, while seldom effective, overflow with style and panache. The specifics of the deathtrap are up to the creator, but escaping generally requires a skill or power check requiring a full action against DC 20+ the power level of the HQ. If the prisoner does not escape after an amount of time chosen by the deathtrap creator, the prisoner must make a Damage save DC 15+ the HQ's power level each round as they are slowly killed by the deathtrap. All deathtraps are automated; the super villain can leave at any time, arrogantly assured of the imminent demise of his enemies.

DEMOLITIONS LAB

This laboratory is equipped for the creation and defusing of explosive devices. It contains raw materials and the tools necessary to carry out these tasks, and the entire room is heavily reinforced in case of accidental explosions. The walls of the demolition lab have double the hardness of the walls of the rest of the headquarters.

DIMENSIONAL ALARM

The headquarters is equipped with some manner of device that detects disturbances in the time/space continuum. This means anything entering the base using Teleport, Summon, Personal Dimensional, Time Travel, or similar powers is immediately detected.

DIMENSIONAL GATE

If the residents of the headquarters have ready access to another dimension, such as the Dimensional Travel power or Personal Dimension, they may purchase this headquarters feature. This feature is a permanent portal to a specific dimension that is easily traversable by anyone stepping through the gateway. The destination dimension of the gateway can only be changed by someone with dimension traveling abilities and it can only be changed to dimensions the person setting the controls can reach themselves. Once activated the portal remains open until actively closed and works in both directions.

DIMENSIONAL PRISON

A step beyond common jail cells, dimensional prisons are small dimensional pockets where prisoners can be incarcerated. The prison dimension is entered through a portal, taking no special abilities to activate or travel through. Beings trapped in the dimensional prison do not notice the passage of time, do not age, and do not starve or dehydrate. A dimensional prison can hold one prisoner per power level of the headquarters. Placing a prisoner into or removing a prisoner from a dimensional prison requires one hour of properly calibrating controls.

Beings trapped in a dimensional prison can only escape through outside assistance, such as dimensional travelers or someone breaking into the headquarters. Prisoners with dimensional travel abilities of their own may escape at the gamemaster's discretion.

DIMENSIONAL STORAGE

Headquarters with this feat have the ultimate closet. This feature is a portal to a small dimension where items can be stored for later retrieval. The capacity of the dimension is practically unlimited. The portal to the dimensional storage area can only be opened once per day per power level of the headquarters.

DRONES

Your headquarters is inhabited by a fleet of small maintenance and cleaning units. These can be anything from small automated cleaning robots to a legion of dedicated cobbler gnomes. These drones are considered 1st level minions but have no skills beyond Craft, Profession and Repair skills. The number of drones present is equal to the power level of the headquarters x100. They have no powers to speak of either and will not engage in combat. They can be used to keep watch on the headquarters.

ENVIRONMENTAL CONTROLS

Creatures with a variety of different environmental needs are able to survive within a headquarters with this feature. Each room of the headquarters may be sealed off and the environment of that room changed to meet a number of different needs, such as flooding rooms for aquatic creatures or changing the dominate gas in a room to methane for methane breathers. Generally changing a room's environment takes one minute and can be done from the room affected or from any major computer terminals in the headquarters.

This feature can also be used to make a room deadly to its inhabitants, such as removing all the oxygen from a room. Generally such efforts inflict damage as per normal for the Suffocation power with a power rank equal to the power level of the headquarters.

ENVIRONMENTAL SUIT

The headquarters comes equipped with some type of suit or equipment that allows the inhabitants to temporarily survive hostile environments, such as the intense heat in a volcano or the vacuum of space. The headquarters has one suit per power level and they are can be tailored to fit any size or shape character. These suits require one minute to put on and provide the wearer with one Immunity feat per power level of the headquarters. These suits only have power for six hours of continuous operation, after which they must be returned to the headquarters to be recharged.

ESCAPE TUNNELS

The area surrounding a headquarters with this feature is riddled with escape tunnels, allowing easy escape from the headquarters from a number of locations. The headquarters has one escape tunnel per power level and these tunnels pass either underground or through nearby buildings, ending up to one mile away per power level. The exits to these escape tunnels are hidden, requiring a Search check, DC 20+ the headquarters power level, to locate.

EXTRA CAPACITY

A headquarters with this feature is larger on the inside than the outside, possessing a dimensional anomaly that makes their volume larger than it should be for the size of the headquarters. This allows the headquarters to have twice as many rooms and hold twice as much stuff as a normal building of its size. The feature may be taken multiple times, each time doubling the interior size of the headquarters.

If using the Headquarters as a Character rules from chapter 3 this allows the headquarters character to have one less level of Growth than would be normally required to carry the headquarters. This feature takes up no space.

GADGET LAB

This feature may only be taken if one of the characters based out of the headquarters has the Gadget

power. This lab allows characters to change powers with the Gadget power without becoming fatigued, but doing so requires one hour of tinkering in the lab.

INTELLIGENCE

A headquarters with this feature has some type of intelligent entity living inside it, such as an artificial intelligence computer or ancient spiritual advisors. The entity has a power level equal to one levee below the headquarters' power level, but it cannot leave the headquarters. Most examples of this feature will be immovable constructs or incorporeal spirits. The Intelligence's powers, if any, cannot be accessed outside the base by the Relay power. The Intelligence is effectively a sidekick that cannot leave the headquarters.

Having this feature us different from having a headquarters that is a character, as described in chapter 2. Instead this feature represents having an inanimate headquarters with some kind of resident sentient creature built into it, such as an intelligent computer program or a ghost. The headquarters itself has no special means of locomotion or interactivity because of this feature.

INTERSTELLAR TRANSMITTER

This feature represents an ability to communicate across interstellar distances instantaneously. Such communication has a range of one light year per power level of the headquarters and the transmitter can only communicate with similarly equipped installations.

LANDMARK

The headquarters is well known and well thought of by those who live in the vicinity. Nearby residents will try to protect the headquarters if they can and think well of those who defend it from attacks. Headquarters with this feature are often built within historical monuments, famous buildings, or natural wonders. The downside of this feature is that if the characters do significant damage to their headquarter-

ters, or by their presence cause others to do significant damage, the local population may turn against them.

This feature takes up no space.

PHYSICAL IMPEDIMENT

The headquarters is surrounded by some sort of physical barrier that makes it difficult to reach, such as a moat, high wall, or steep cliff. Defeating this barrier requires an appropriate skill check (Swim for moats, Climb for walls, etc.), DC 20+ the headquarters' power level, or an appropriate power, such as flying over a moat or wall. A second headquarters' feature may be used to make the barrier damage inflicting as well for items, such as a lava filled moat or a wall of thorns. Characters coming into contact with such barriers must make a Damage save, DC 15+ the headquarters' power level.

This feature takes up no space.

POWER MAGNIFIER

This feature represents some type of device that allows one of the characters based out of the headquarters to increase the power rank of one of the character's powers. When this feature is selected the power and power source it magnifies must be chosen, and this power must be a power possessed by one of the characters based out of the headquarters. The selected power and power source may not be changed later without some type of Herculean effort on the part of the owners of the headquarters. To use the magnifier a character with the appropriate power and power source must come into physical contact with the magnifier and spend a full round action calibrating the magnifier. As long as the character remains in contact with the magnifier he may boost the power rank of the designated power by the power level of the base. At the gamemaster's discretion this boost may raise the characters power rank above the normal power rank limits. When the character stops using the magnifier he must spend a hero point or become fatigued.

Examples of power magnifiers are magic crystals that heighten magical abilities, large focusing lenses for focusing Energy Blast, or special helmets that expand sensory powers.

REMOTE CONTROL ARRAY

Using this feature, characters in the headquarters can operate any vehicles based out of that headquarters through remote control. The vehicle may be used as normal, but the character driving the vehicle through the remote control system suffers a -5 penalty to all Drive and Pilot checks. Characters with the Datalink, Transmission, or Computer Projection powers may ignore this penalty.

SAFE

This feature represents a reinforced, lockable container located in the headquarters. The safe has an interior space of up to one 5-foot square per power level of the base. Picking the lock on the safe requires an Open Locks check, DC 20+ the power level of the headquarters. The safe has a hardness equal to double the power level of the headquarters.

SATELLITE LOCATIONS

Your headquarters has several smaller, separate locations with similar features that can be used when needed. Each time this feature is taken you receive a secondary headquarters, but the secondary headquarters has half the power level of your primary headquarters. The satellite locations can be located in any location your gamemaster deems appropriate.

This feature takes up no space.

TARGETING COMPUTER

All attack powers or features built into the headquarters that are manned by characters inside the headquarters receive a +1 bonus to attack rolls.

TRAINING FACILITY

Your headquarters has a training facility suitable for training for four skills or feats, as per the Trainable

Skills and Feats rules (see below).

TRANSLOCATIONAL

Headquarters with this feature are special abnormalities that exist in multiple locations at once. The headquarters may exist simultaneously at up to one location per power rank. The headquarters may be interacted with normally at each location and has the same appearance at each location. Characters interacting with the outside world, including leaving the headquarters, may mentally specify which location of the headquarters they seek to interact with.

This feature may be taken a second time to have the exterior appearance of the headquarters differ in each instance it appears to blend in with its surroundings.

This feature takes up no space.

HEADQUARTERS FLAWS

Extra headquarters features can be selected by taking headquarters flaws, each flaw allowing one feature to be added to the headquarters.

DANGEROUS LOCATION

The location of a headquarters with this feature is innately dangerous, even to those who use the headquarters. This includes areas like inside volcanoes, deep space, or similar locations. Anyone exposed to the hostile environment around the base must make a Damage save, DC 15+ the power level of the headquarters, or be affected by a specific attack power, such as Suffocation or Vacuum. Also while the headquarters itself is immune to the surrounding environment, if any of the walls of the headquarters are pierced the headquarters will be affected by the surrounding hostile environment, such as lava flowing through a hole in the headquarters outer wall.

MEDIUM-SIZED DUCTWORK

The duct work, plumbing, and other similar passageways in your headquarters are all large enough for a medium-sized creature to crawl through without difficulty. These passage ways connect all the rooms of your headquarters, allowing infiltrators to easily move about your headquarters without being seen.

DEPENDENT

Your headquarters depends on an unusual fuel to sustain itself, such as a space station kept in orbit by psychic energy or an extra dimensional space that requires large infusions of mystic energy to keep the dimension stable. This energy must continually gathered by equipment in the headquarters, but it requires 10 hours a week of calibration to keep the headquarters functional. If the calibration is missed for one week the power level of the headquarters is reduced by one until the calibration is performed. If the power level of the headquarters reaches 0 the headquarters is destroyed. The calibration requires advanced knowledge of the headquarters and cannot be done by minions without gamemaster approval.

TERRIFYING:

Headquarters with this flaw are regarded with fear and repulsion by those who live in the vicinity. They will not willingly go near it and have no love for the structure. If given the chance, such as the owner of the hideout being away or a rabble-rouser whipping up an angry mob, the locals will attempt to destroy the headquarters. They will take no steps to defend the headquarters and will aid those who come to destroy it. Heroes with good reputations who have such headquarters are likely to suffer if anyone knows where they live and possibly be forced by the locals to seek better accommodations.

UNPOPULAR:

While Terrifying headquarters spur on those

nearby to attempt to destroy it, headquarters with this feature instead simply inspire derision and mockery. Headquarters with this feature are the subject of public ridicule due to ugliness of architecture, production of bad smells, or because it is the home of a particularly repugnant character. Unpopular headquarters will be avoided by most people and heroes known to be based out of them are likely to be heavily mocked for their poor choice of real estate.

WEAK STRUCTURE:

The entirety of a headquarters with this flaw has half the hardness of a normal headquarters, which is equal to half the power level of the headquarters. This flaw cannot be taken with Reinforced Structure feature.

CHAPTER 2: HEADQUARTERS AS CHARACTERS

Sometimes superhero headquarters are themselves living beings or mobile constructs. Generally it is assumed headquarters are inanimate objects or objects with limited locomotion, such as jet thrusters, and no limbs to speak of. Even headquarters that are made of living material, such as tree fortress or giant underwater clams, do not have the same type of locomotive abilities that an actual character does. Headquarters with the Intelligence feature have a sentient being living within it, but the headquarters is still a building, a large boat, or similar object.

To create a headquarters that can move and interact like a character, such as a building that can transform into a robot when called upon or a headquarters built in the back of a giant star turtle, one of the characters who will own the headquarters must purchase the following feat.

HEADQUARTERS CHARACTER

Your headquarters is a mobile, sentient creature that can interact with the world in the same fashion as a normal character.

Prerequisite: Headquarters feat

Benefit: Your headquarters is treated as a character that carries the headquarters along with it. Your headquarters character is created in the same fashion as a sidekick using Table 4-4: Sidekicks to determine the level of the headquarters character based on the highest Leadership score amongst the owners of the headquarters. Headquarters characters cannot be higher level than one level below the character who owns the headquarters. The headquarters character has a number of features equal to its own power level instead of the power level of the highest level character amongst those who own the headquarters. The headquarters character must have one level of Growth with the Permanent extra per feature to hold the headquarters, unless the features chosen are noted as taking up no space. Headquarters flaws are not counted in this total. If the owners wish the headquarters to have fewer features than its maximum it may, thereby reducing the levels of Growth needed to carry the headquarters. Powers purchased by the headquarters character have a power level limit equal to his level.

Alternately instead of Growth the game master may allow the headquarters character to purchase levels of Dimensional Shunt or Pocket Dimension to represent storing the headquarters in an extra dimensional space instead of carrying it around all the time.

For each wound the headquarters character suffers one random feature of the headquarters becomes non-functional until the wound is healed.

Example: The Peacekeepers build a giant robot to serve as their headquarters with one of the Peacekeepers, purchasing both the Headquarters and Headquarters Character feat. The purchasing character, Law Dog, is 10th level and has a leadership score of 18. This means the headquarters is created

as a 9th level character (the headquarters cannot be higher in level than one level below the character who owns it) in addition to having 9 headquarters features (equal to the headquarter character's power level). Law Dog builds the headquarters character, the Courthouse, as a 9th level character with 9 levels of Growth to carry the 9 headquarters features that take up space. The rest of the Courthouse's power points are spent on purchasing ability scores, feats, skills, and other powers.

Once the headquarters character is created it behaves normally both as a character and a headquarters. It may be a powerful ally the heroes can call on in times of need, but it's still going to be large enough to be awfully inconvenient to take everywhere. Also with the majority of its power points stuck in the Growth power it will have few other abilities, making it little more than a physical power house in combat. Heroes may take their headquarters with them on particularly challenging missions, but it's not the sort of thing you want to take with you everywhere you go.

Headquarters that are inorganic in nature, such as transforming buildings, should purchase the appropriate immunities for construct characters.

There are several examples of headquarters characters in chapter 4.

CHAPTER 3: OPTIONAL RULES

This chapter provides optional rules that function in conjunction with headquarters, but may not fit into all campaigns.

TRAINABLE FEATS AND SKILLS

Using well equipped training facilities located in a hero's headquarters he may temporarily change what

feats and skills he access to by going through an intense training regime, such as preparing for a mission involving bomb disposal by going through a crash course in demolitions. Undergoing such training requires time, a properly equipped headquarters and power points spent on trainable skills or trainable feats.

To make use of trainable abilities a character must spend power points to purchase a pool of feats and skill points that may be changed using training. Trainable feat slots cost 3 power points and 2 trainable skill point slots cost 3 power points (assuming a one power point per skill rank base cost for skills). Once these slots are purchased they remain empty until the character undergoes some sort of training to fill the slots with specific feats or skills.

Training requires a training facility headquarters feature and a second feature depending on the skill being trained, such as a Computer for the Computers skill. Combat feats and most physical skills generally require a training facility and a gym or combat simulator. Training also requires an instructor who has the skill or feat or some type of informational resource, such as a library of books on the topic being trained, though a teacher improves the effectiveness of the training.

One day of training allows the character to learn one feat or two ranks of skills. For each day of training the character must make an Intelligence check, DC 10, to learn the feats or skills being taught. If the character has a teacher he receives a +2 bonus to this check. If the check is successful the character learns the feat or skill and retains the knowledge for one day per point by which the Intelligence check was successful. After that time the knowledge fade and the character's trainable feats and skills return to being empty slots. If the Intelligence check fails the character may try again the next day.

Instead of keeping track of when each trainable skill rank goes away use the highest number rolled for that skill. Trainable skill ranks cannot be used to break level limits for skills.

The following feats cannot be trained: Connected, Coverup*, Fame, Headquarters, Infamy, Mentor*, Minions, Sidekick, all Super Feats, Where is the Body?*

**Feats are from Power Corrupted*

Example: Brainchild has 2 trainable feats (costing him 6 power points) and 6 trainable skill ranks (costing him 9 power points). His team has to infiltrate a super villain lair and hack into the computer system, so Brainchild goes into the training facility to brush up on his stealth skills. He decides to try and use his 6 trainable skill ranks to gain 3 ranks in each Hide and Move Silently and use his trainable feats to gain Talented (Hide and Move Silently) along with Skill Focus (Hide). For a teacher Brainchild relies on his teammate the Gray Wanderer, who has both skills and both feats involved.

On the first day of training Brainchild concentrate on 2 ranks of Hide, making an Intelligence check, DC 10. He gets an 18, meaning he gains 2 ranks of Hide for the next 8 days (10-18). On the second day he trains for 1 rank of Hide and 1 rank of Move Silently, making his second Intelligence check with a 21, meaning his Hide and Move Silently ranks last for 11 days (21-10) since this roll beats his first roll. On the third day of skill training Brainchild trains for 2 ranks of Move Silently, making his Intelligence check with a 14. This means his Hide and Move Silently ranks last 11 days from the second day of training since 21 was the highest Intelligence check for both skills and it was made on the second day.

On the fourth day Brainchild trains for the Talented (Hide and Move Silently) and makes another Intelligence check, getting a 19. This gives him 9 days to use Talented (Hide and Move Silently) before it goes away. On the fifth and last day of training Brainchild trains for Skill Focus (Hide) and fails his Intelligence check, meaning he must take another day of training to learn this feat. Having already spent five days in the training

facility Brainchild thinks that is enough and leaves with his team for the mission.

For the next 8 days he has 3 ranks of both Hide and Move Silently and has the Talented (Hide and Move Silently) feat for 8 days as well.

CHAPTER 4: EXAMPLE HEADQUARTERS

This chapter contains detailed example headquarters, including information on their histories, owners, and headquarters features.

DOMUS ARCANAE OF THE LADY MAGISTRA

The Domus Arcane was created several centuries ago by the first Lady Magistra, an Italian sorceress who spent much of her time fighting against other-dimensional assaults on our world. To his end the original Lady Magistra created a fortress that could exist in several places on Earth simultaneously, allowing her to quickly react to incursions and always have the resources of her library close at hand. When the first Lady Magistra grew too old to carry on the duty of ensuring that other dimensions did not encroach she passed the mantle on to her daughter, a process that repeated for hundreds of years as the eldest daughter of each generation took up the fight against evil.

The Domus Arcane was originally built on a hillside outside Rome, but it has since been absorbed into that city as the city expanded. Officially the Domus Arcane is a historic landmark, masquerading as a monastery, but no one is allowed inside due to structural problems. The Magistra line has a long standing friendly relationship with the Italian government for services rendered over the centuries, so both the police and

government officials turn a blind eye to the building and a blind ear to questions about its history. Unfortunately this pointed silence has lead conspiracy theorists to the building, who claim it is everything from an alien cover-up to the home of a sorceress who fights demons, which is mostly correct. The building attracts hundreds of visitors each year who stand outside and hope to catch a glimpse of strange happenings within, but as of yet none have seen anything. After a tourist disappeared inside five years ago, never to be seen again (or at least that's how the story goes) no one has tried to enter the building.

Inside are a series of laboratories, libraries, doorways to other worlds and storerooms, none of which contain any type of advanced technology. The building is conspicuously larger on the inside than the outside, and it is easy to get lost if one does not know the layout of the building. Luckily it has several permanent inhabitants, led by the golem Marcus, who keep the place tidy and organized. Lady Magistras through history have had a habit of not returning home for months at a time, so the staff of the Domus Arcane have learned to be autonomous in the master's absence. The apprentice of the current Lady Magistra, Candice Magistra from America, has taken up permanent residence in the Domus Arcane and she only occasionally accompanies her teacher on missions, so she is forced to spend most of her time in the Domus Arcane.

Much of the efforts of all who carried the name Lady Magistra were against a demon known Telbax the Horrible, a creature from a hellish dimension of war and hatred that sought to expand his rule to other, more fertile worlds. Each time he has been turned back by the Lady Magistra and her allies, and for this those of the Magistra line had earned the undying hatred of Telbax the Horrible. He has tried everything from mortal assassins to blackmail using entire dimensions held hostage, but for centuries he could not come out ahead. Six months ago Telbax the Horrible finally managed to penetrate the defenses of the Domus Arcane, managing to sneak himself and

several minions inside before the enchantments on the Domus stopped him. The Lady Magistra was alerted to the event by Candice, but not before Telbax and his minions had destroyed much of the staff and polluted the Domus with their arcane powers. Lady Magistra forced them out with some help from a few mystic allies and the Earth Guard, but the headquarters was tainted and has yet to be completely purified. Unfortunately due the deep tie between the line of Lady Magistra and the Domus Arcane, Lady Magistra has begun showing signs of demonic infestation, causing Candice and Marcus all kinds of worry.

HISTORY:

The Domus Arcane was originally built as part of a joint operation between the Knights Templar and the Magistra family in order to hide holy relics from the Church, figuring right under their nose would be the best place to do so. To avoid undue attention Templars only returned to the Domus to remove relics to other hiding places and over two centuries all the relics were moved to their own hiding places outside the reach of the Church and the Magistra family assumed full control of the building. Already protected by numerous wards and spells, they increased the power of the Domus Arcane, eventually allowing one to travel to far corners of the globe or even other worlds by stepping through a doorway.

Roughly every thirty years a new Lady Magistra has taken possession of the Domus, and each has left her touch on the decorations and feel of the place. In its day the Domus has served as a hospital for those wounded in battle against the Dreckel Invasion, as a safe house for mystic refugees from mortal authorities and as a safe haven for diplomatic meetings. Until six months ago the defenses of the Domus Arcane had never been breached, but now the Domus is threatened by lingering demonic infestation. While it is not the first time that the Domus Arcane has faced destruction, it is the first time the Lady Magistra has not been assured of saving it.

LOCALE:

While it was originally built outside Rome, the Domus Arcane has since been absorbed by the steadily expanding city and now lies in one of the outer suburbs of Rome. The neighborhood around it is a quite residential neighborhood with a small tourist trade catering to those conspiracy nuts that come to see the No Entrance Monastery. The Lady Magistra and Candice are occasionally seen by the locals, most of whom assume they live somewhere in the area. The magical inhabitants of the Domus sometimes sneak outside, but most are not seen by the neighbors. The few that are seen are usually explained away as being products of a drunken stupor.

Because of the surrounding neighborhood Lady Magistra has looked into moving the Domus somewhere else where fewer innocents will be threatened. Most attacks on the Domus come from the inside, such as creatures trying to break through its dimensional portal, but even in such cases if a creature were to escape into the city it would be very difficult to find and capture. Thus far Lady Magistra has not found a sight with the suitable dimensional resonance.

INHABITANTS:

The Domus Arcane has at times held dozens of inhabitants thanks to its dimension warping abilities, currently the only living inhabitants of the Domus are the current Lady Magistra and Candice Magistra, her apprentice. The Domus has numerous constructs that live on the Domus and serve as its staff, but none of these are actual living beings and most are of only limited intelligence.

LADY MAGISTRA

The current Lady Magistra, Julia Magistra, has been carrying the title for almost forty five years, starting as a teenager and now being over sixty years old. She has carried the mantle of Lady Magistra for longer than most, and now blames herself for the

corruption that has infected her and the Domus Arcane. Lady Magistra feels that if she had turned over the mantle earlier maybe someone with more vigor and vitality could have stopped the invasion of Telbax the Horrible.

Julia Magistra assumed the title of Lady Magistra from her mother in the early 1960s, spending her early years traveling around the world learning all she could of magic and mysticism. During those early days she developed quite a reputation as a crime fighter around the world and become a favorite in her home of Italy, but as she grew older she spent less time on this plane and more time on other dimensions securing the safety of her home dimension. Over the decades she transformed from a spell-flinging wizard to a magically empowered diplomat, age slowing her hand so she instead began to fight with guile and diplomacy. These tactics were mostly successful, but eventually the old enemy of the Magistra line, Telbax the Horrible, took advantage of her new tactics and staged a vicious assault on the Domus Arcane while Lady Magistra was negotiating a peace conference between two warring dimensions. Lady Magistra was able to return in time to stop the destruction of the Domus Arcane, but it was already infected by demonic energies by the time she arrived and because she her magics were deeply tied to the magics that built the Domus, Lady Magistra became infected as well.

Now Lady Magistra struggles to find a cure for both herself and the Domus Arcane before the taint is able to spread. Lady Magistra has thus far been unsuccessful and has begun calling in every magical ally she has in an attempt to find a cure. Despite Candice Magistra not having finished her apprenticeship Lady Magistra sends her into the world to find rare ingredients and lost rituals that may help. Over time Lady Magistra has noticed her own behavior changing under the influence of the demonic taint, such as becoming more easily angered and having less concern when Candice is out on dangerous missions. Lady Magistra hopes that she can find her cure before the demonic taint takes her completely, and

has sworn that, if possible, she will end her own life before that happens.

Lady Magistra is an expert on all matters arcane with few peers in this world, though her combat abilities have atrophied over time. She is often consulted by other wizards, such as the Pender family of Eldritch Hill and Ms. Mystic, and in her early days she teamed up with numerous heroes. She fought Nucleus of the Sentinels back in his villain days, but is content to let his secrets stay buried as long as he stays on the path of good. Lady Magistra prefers aiding heroes through advice, knowledge and wisdom rather than whipping spells about, finding that people learn more when they solve their own problems.

Quote: *"My dear, it is not a matter of numbers and war. It is a matter of understanding."*

Personality: Lady Magistra reminds most people of their grandmother; maternal, caring and a woman slightly out of her time. Lady Magistra is stubborn and sometimes condescending, but this is born of years of being right as opposed to arrogance. She is unfailingly polite, even to her enemies, thinking that such behavior may speed their conversion from evil. Lady Magistra would always rather turn a force of evil to a force of good than destroy it.

Powers & Tactics: Whenever possible Lady Magistra avoids combat, her body no longer having long since passed its prime. When she does expect violence she uses her Force Field spell beforehand and mainly relies on Energy Blast and Illusion in combat. If pressed she usually tries to flee using Dimensional Travel, but not before using Healing on her allies. Lady Magistra tries to instead play a support role in battles by healing and aiding her allies instead of attacking directly.

Appearance: An elderly woman with a full head of white hair and a rail straight stature, it does not seem that the body of Lady Magistra should be able to hold the intensity of her spirit. She usually wears ornate robes with numerous layers and

pockets, most of which are full of mystic ingredients. When out of sight she often makes use of a wheelchair, but never shows what she sees as a sign of weakness in public.

Campaign Use: Lady Magistra functions well as a mystic advisor to the heroes, a source of adventures in finding a cure for the demonic infestation of the Domus Arcane, and a possible villain if her condition is not cured. She is not a combat powerhouse directly, but if she gets the drop on the heroes or is able to call in mystical backup she can be quite a threat. She has a number of allies on other planes.

Villain Option: If the demonic infection is not cured within a year or so Lady Magistra will begin acting more and more evil, completely disregarding her plan of ending her own life eventually. She will instead become bent on gathering an army of extra-planar creatures and conquering the world, squashing any mystically inclined heroes first. In such a situation she could easily become one of the major super villains in the world.

Lady Magistra: PL 18; Init +0; Defense 14 (14 flat-footed); Spd 30 ft.; Atk +9 melee (-1S, punch), +10 ranged(+18L, Energy Blast); SV Dmg -1, Fort -1, Ref +0, Will +23; Str 8, Dex 10, Con 8, Int 20, Wis 20, Cha 18

Skills: Diplomacy +12, Knowledge (Other Dimensions) +23, Knowledge (Mystical Lore) +23

Feats: Assessment, Headquarters, Sidekick (Marcus the Golem)

Powers: Amazing Save +18, (Willpower; Source: Mystical; Cost 18pp), Sorcery +18 (Telekinesis, Force Field, ESP, Illusion, Energy Blast (Light), Healing, Dimensional Travel; Source: Mystical; Cost: 126pp), Super-Intelligence +12 (Extras: Reality Anchor, Reality Perception Source: Training; Cost: 48pp)

Weakness: None

Equipment: None

CANDICE MAGISTRA

The niece of the current Lady Magistra, sixteen year old Candice has spent most of her life as a normal kid living in America but has spent the last year learning she has a much bigger future ahead of her. While initially dismissive of the Lady Magistra, considering it all hogwash, she has since come to respect what her family's heritage stands for and is eager to become a part of it. While Candice may not have mastered her magical talents yet she makes up for these deficiencies by borrowing magical items from the Domus Arcane, not always with Aunt Magistra's permission.

Candice's first experiences at the Domus Arcane were exciting and interesting with little that caused her fear, but since the invasion by Telbax the Horrible she has been increasing uncomfortable in the Domus Arcane. The place has been subtly changing since the infection, but no one seems to notice it but Candice. Candice is also more and more worried about her aunt, who she can tell is slowly slipping away. Afraid that she might have to kill her own aunt, Candice has dedicated all her time to finding a cure for the infection. Thus far she has not been successful, but her travels have taken her to every corner of the globe and introduced her to many heroes, including the Sentinels and Jack of Shadows. Her primary partner in these missions is Marcus the golem, who slips out when possible to aid Candice but is usually stuck keeping the Domus Arcane neat, organized and as infection free as possible.

While Candice spent most of her life as a carefree kid and young adult concerned mainly with school and socializing, she has become a determined sorceress that is developing quite a reputation. Those mystic heroes who know of the Magistra heritage, such as Ms. Mystic, feel that the tradition is in good hands. Unfortunately with all of Candice's activity some super villains have begun putting the pieces together and suspecting that Lady Magistra is under the weather. A few of these villains, such as

the Alchemist, have already begun plotting an assault on the Domus Arcane, just waiting for the right moment when Candice and Marcus are both gone.

Quote: "Look, I may be new at this, but I'm fairly certain ichor, tentacles and big multi-retina eyes mean its evil."

Personality: While she is often sarcastic and flippant sounding, nothing can dissuade Candice Magistra from her goal once she sets her mind to it. Friendly and outgoing to other heroes, she has more than a bit of hero worship left in her when running into popular heroes and teams like the Sentinels. Unlike her Aunt Candice prefers jumping into problems with both feet and spells blazing, which often gets her into trouble if she bites off more than she can chew.

Powers & Tactics: Despite her lack of mastery over the arcane arts, Candice Magistra is always ready for a fight and jumps into them readily. She uses Force Field and Invisibility for defensive purposes and attacks using Energy Blast, though if outnumbered she often creates allies using Animation. She has a good innate sense of tactics and is very creative with her powers, often using them in unintended ways. She has a large bag of mystical goodies to pull from, allowing her to easily use a variety of powers.

Appearance: Candice Magistra is an attractive sixteen year old of Italian descent who favors t-shirts and jeans for just about any occasion. She has a set or robes her aunt gave her but she only wears them around the Domus Arcane. When in the field Candice always carries a backpack full of magical items she's "borrowed" from the Domus Arcane and she wears a large gold medallion, the Amulet of Portia Magistra, which grants her protection from many attacks.

Campaign Use: Always looking for allies and to meet other superheroes, Candice Magistra can easily encounter most hero groups while out looking for a cure for her aunt. She may well recruit heroes into the search for a cure, or possibly get them involved in trouble she stirred up by not looking before she

leaped. Candice always has the best intentions, so hopefully heroes can overlook her brash nature to help her. She can be a ready tool to get heroes involved in mystical incidents randomly, such as they just happen to be the first superheroes she can find after accidentally unleashing a demon.

Villain Option: As a villain Candice Magistra has stolen everything she can use from the Domus Arcane and set out on a career of villainy. Using her magic powers, she steals anything of value she finds interesting, from cars to jewelry. While not being overtly violent, she has few qualms with lighting security guards who get in her way on fire.

Candice Magistra: PL 9; Init +3; Defense 19 (16 flat-footed); Spd 30 ft.; Atk +4 melee (+0S, *punch*), +7 ranged (+6L, *Energy Blast*); SV Dmg +5, Fort +5, Ref +9, Will +10; Str 10, Dex 16, Con 12, Int 14, Wis 18, Cha 16

Skills: Bluff +7, Drive +7, Knowledge (*Mystical Lore*) +6, Taunt +7

Feats: Attractive, Iron Will, Lightning Reflexes

Powers: Gadgets +9 (*Source; Mystical; Cost: 9pp*), Sorcery +6 (*Element Control, Force Field, Telepathy, Invisibility, Energy Blast (Fire), Animation, Flight; Source: Mystical; Cost: 42pp*)

Weakness: None

Equipment: Amulet of Portia Magistra (*Amazing Save +4 (Willpower; Extras: Damage, Fortitude, Reflexes; Flaws; Device; Source: Mystical; Cost: 12pp)*)

MARCUS THE GOLEM

Marcus the Golem began his long life as a small animated chess piece owned by Julia Magistra long before she became Lady Magistra. Part of a magical set, Marcus was a knight and the cherished favorite of Julia as a child. As she grew older she always kept Marcus, though the rest of the chess set eventu-

ally lost its magic. When she learned enough magics she created a new, larger body for Marcus, this one that of a two foot tall humanoid and also increased his intelligence. These upgrades continued for over thirty years until Marcus was in his current state, thought of a eight foot tall, four feet wide stone humanoid capable of lifting entire buildings.

Although he began with only the most basic of thought processes, now Marcus has the intelligence and emotional capacity of a human being. He cares deeply for Lady Magistra and would willingly sacrifice his existence for her life given the chance. Because of this dedication the infection of the Domus and Lady Magistra Marcus sees as a personal failure, and thus he has dedicated all the time he can spare from keeping the Domus Arcane in order to finding a way to cure the infection. To this end he often helps Candice Magistra, who he also cares for a great deal and works hard to keep out of trouble. Due to Candice's style of charging into trouble straight on Marcus often finds his hands full with her and constantly tries to get her to calm down and think before acting. So far he has not been successful, but Candice still likes the gentle stone giant despite his attempts to lecture her.

Marcus does not like fighting, preferring the role of a butler or companion to that of a body guard, but when his friends are threatened he fights with ruthless efficiency. While not adept at dealing with most humans, he can be surprisingly gentle when dealing with animals and children. Unfortunately few of either are present in the Domus Arcane.

Quote: "This is your one chase to stop. I will not abide such behavior towards Mistress Magistra."

Personality: Somewhat robotic on the surface, Marcus is normally a very polite, polite and attentive servant and guard, rarely speaking in anger or in raised voices. Knowing his great strength he prefers to talk out problem instead of violence because he can easily kill many creatures with a single punch. His dedication to both Lady Magistra and Candice are complete and will not allow either of them to come to harm, or even be spoken rudely to.

Powers & Tactics: Marcus's tactics are not complicated. He normally pounds the largest target he can find until the target stops causing trouble or someone tells him to stop. If surrounded he favors using Shockwave. Due to his resistance to damage and magic Marcus often interposes himself between Candice and Lady Magistra, using his stone body as a shield.

Appearance: Eight feet tall and four feet wide, Marcus is a very large crudely carved stone figure. He is clearly not human and his body is hard and angular looking. Most of the stone is clean cut and smooth, but he does carry a few broken and chipped spots from battles of old. Marcus's glow green normally, but if angered they change to red.

Campaign Use: Marcus functions largely as a deterrent from heroes trying to cause trouble in the Domus Arcane or make life difficult for Candice Magistra. Marcus is one tough cookie, and will likely give many heroes a ruin for their money in a straight fight, especially if he has Lady Magistra backing him up.

Villain Option: Instead of being a peaceful servant and guardian Marcus has also been infected by the demon taint and has turned completely evil. He now waits in the Domus Arcane for the moment to strike, killing Lady Magistra and Candice so he can prepare the way for Telbax the Horrible. In such a case he will be alert to strangers in the Domus and try to keep his plans a secret, but if this is not possible he will simply kill anyone who gets in his way.

Marcus the Golem: PL 17; Init +2; Defense 16 (14 flat-footed); Spd 30 ft.; Atk +20 melee (+22S, *punch*); SV Dmg +7, Fort +7, Ref +2, Will +4; Str 20, Dex 14, Con 20, Int 12, Wis 18, Cha 12

Skills: Diplomacy +4, Knowledge (*Chess*) +9, Knowledge (*Mystical Lore*) +4, Profession (*Butler*) +6, Sense Motive +4

Feats: Darkvision, Great Fortitude, Immunity (*Aging, Critical Hits, Disease, Energy (Heat,*

Cold), Exhaustion, Poison, Pressure, Starvation, Suffocation), Power Attack, Stunning Attack, Toughness

Powers: Power Resistance +17, (*Mystical; Source: Mystical; Cost: 17pp*), Super-Strength +17 (*Extras: Protection, Shockwave; Source: Mystical; Cost: 102pp*)

Weakness: Susceptible (If anyone challenges him to a game of chess he has to play and cannot stop until the game is over)

Equipment: None

THE STAFF

The housekeeping and security staff of the Domus Arcane are made up entirely of constructs, most of which are golems or homunculi. These constructs constantly flutter around the Domus, cleaning and making sure everything is straight. Some have begun misbehaving since the demonic taint was introduced, but there have been no serious events yet.

Housekeeping Homunculi (135): PL 1; Init +2; Defense 13 (*11 flat-footed*); Spd 30 ft.; Atk +1 melee (+0*S, punch*); SV Dmg +0, Fort +0, Ref +2, Will -1; Str 10, Dex 14, Con 10, Int 8, Wis 8, Cha 6

Skills: Profession (*Of Choice*) +3, Search +3

Feats: Immunity (*Age, Poison*)

Powers: Flight +1 (*Flaws: Wings; Source: Mystical; Cost: 1pp*)

Weakness: None

Equipment: None

Greater Homunculi (13): PL 2; Init +2; Defense 14 (*12 flat-footed*); Spd 30 ft.; Atk +2 melee (+0*S, punch*); SV Dmg +0, Fort +0, Ref +2, Will +0; Str 10, Dex 14, Con 10, Int 10, Wis 10, Cha 8

Skills: Profession (*Of Choice*) +4, Search +4

Feats: Immunity (*Age, Disease, Poison*)

Powers: Flight +2 (*Flaws: Wings; Source: Mystical; Cost: 2pp*)

Weakness: None

Equipment: None

Greatest Homunculi (7): PL 3; Init +2; Defense 15 (*12 flat-footed*); Spd 30 ft.; Atk +2 melee (+2*L, claws*); SV Dmg +1, Fort +1, Ref +2, Will +0; Str 10, Dex 16, Con 12, Int 10, Wis 10, Cha 8

Skills: Knowledge (*Mystical Lore*) +1, Profession (*Of Choice*) +4, Search +4

Feats: Immunity (*Age, Disease, Exhaustion, Poison, Suffocation*)

Powers: Flight +3 (*Flaws: Wings; Source: Mystical; Cost: 3pp*), Natural Weaponry +2 (*Source: Mystical; Cost: 4pp*)

Weakness: None

Equipment: None

Lesser Golems(4): PL 4; Init +1; Defense 14 (*13 flat-footed*); Spd 30 ft.; Atk +8 melee (+8*S, punch*); SV Dmg +5, Fort +5, Ref +1, Will -2; Str 20, Dex 12, Con 20, Int 6, Wis 6, Cha 6

Skills: -

Feats: Immunity (*Aging, Critical Hits, Disease, Exhaustion, Poison, Pressure, Starvation, Suffocation*), Improved Grapple, Improved Pin

Powers: Super Strength +3 (*Extras: Protection; Source: Mystical; Cost: 15pp*)

Weakness: None

Equipment: None

Greater Golems(4): PL5; Init +1; Defense 15 (*14 flat-footed*); Spd 30 ft.; Atk +9 melee (+9*S, punch*); SV Dmg +5, Fort +5, Ref +1, Will -1; Str 20, Dex 12, Con 20, Int 8, Wis 8, Cha 7

Skills: -

Feats: Immunity (*Aging, Critical Hits, Disease, Exhaustion, Poison, Pressure, Starvation, Suffocation*), Improved Grapple, Improved Pin

Powers: Super Strength +4 (*Extras: Protection; Source: Mystical; Cost: 20pp*)

Weakness: None

Equipment: None

Greatest Golems(2): PL6; Init +1; Defense 15 (*14 flat-footed*); Spd 30 ft.; Atk +10 melee (+9*S, punch*); SV Dmg +5, Fort +5, Ref +1, Will +0; Str 20, Dex 13, Con 20, Int 10, Wis 10, Cha 8

Skills: -

Feats: Immunity (*Aging, Critical Hits, Disease, Exhaustion, Poison, Pressure, Starvation, Suffocation*), Improved Grapple, Improved Pin, Power Attack

Powers: Super Strength +5 (*Extras: Protection; Source: Mystical; Cost: 25pp*)

Weakness: None

Equipment: None

Features: Astral Ward, Concealed, Dimensional Alarm, Dimensional Gate, Dimensional Prison, Dimensional Storage, Extra Capacityx3, Gadget Lab, Infirmary, Laboratory, Library, Living Space, Power System, Security System, Staff, Workshop,

Hardness: 18

IMPORTANT ROOMS:

Portal Room: One of the most important rooms in the Domus, the portal rooms contains the Dimensional Gate used to access other dimensions. Lady Magistra can use the portal easily, but Candice must spontaneously cast Dimensional Travel. The portal is normally kept closed, but if Candice or Lady Magistra are making regular trips to a specific dimension they often leave it open but station several servant golems in the room.

Library: The library of the Domus Arcane was one of the most complete libraries of the arcane arts in the world, but unfortunately many of the books were destroyed during the invasion by Telbax the Horrible. Candice has been working on collecting new books for the library during her travels, but has had little luck so far.

Power Crystal: The power crystal is the source of the magical energy that keeps the dimensional anomalies in the Domus Arcane functioning, though it is also the certain of the demon taint in the Domus. If it could be replaced with a suitable power source much of the taint from the Domus would be removed, but thus far such an item has not been found.

ADVENTURE SEEDS:

The demonic taint present in the Domus Arcane has begun leeching outside the building, affecting the nearby populace. Crime rates have soared and there is danger of the whole city turning evil. The heroes must help contain the violence, stop the leak and possibly move the Domus Arcane before something terrible happens.

Candice Magistra comes to heroes for help because Marcus the Golem has been captured by minions of Telbax the Horrible and he must be freed before Telbax destroys him. Taking on an enemy that captured Marcus is no small feat.

Candice Magistra makes a deal with a sorcerer to trade one of the items stored in the Domus Arcane, a wizard of a former Lady Magistra, for a book that may include hints for a cure for the demonic infection. Now Candice Magistra just needs to sneak the item out of the Domus, because it is of such a power neither Lady Magistra nor Marcus are willing to let it fall into the wrong hands. The heroes could be asked to help by Candice, or possibly asked my Marcus to retrieve the wand before Lady Magistra notices it is missing.

SENTINEL MANSION

HISTORY:

One of the oldest buildings in New York City still in use, Sentinel Mansion was constructed by a Dexter Bruce, an early colonial business leader and friend of many of the Founding Fathers. Sentinel Mansion served a colonial command station during the Revolutionary War and has been home to numerous presidents in its time. The mansion has been passed down from father to son or daughter for over two hundred years, each member of the family working to make sure the structure was still sound, the fixtures were up to date and the decorations kept up with the times. Despite its age the building is in excellent condition and has a security system rivaling those found on military installations.

Which is good because the Sentinel Mansion has almost become a military installation. The latest member of the Bruce family, Dexter Bruce III, has offered the home to the United Nations super team the Sentinels until their own base is finished, which is expected to take several years. The Sentinels accepted the offer graciously, and in the six months since taking up residence in the mansion it has been attacked three times by super villains looking to get revenge on the heroes. Despite the damage to his ancestral estate Dexter Bruce III is happy to have the heroes in his home and it has made him quite the item during the latest social season.

The mansion has a large staff of servants and maintenance staff, but its longest resident claims seniority over all of them. Sentinel Mansion is haunted by the spirit of Nigel Brush, a colonial soldier that was one of the super-powered soldiers in the colonial army. Nigel died defending the mansion from a British soldier possessed of amazing strength and resilience, but because of his sacrifice the mansion survived. Nigel continues to patrol the grounds of the mansion has been instrumental in warning then Sentinels of impending attack each time they are under threat. The Sentinels do not completely understand who the helpful ghost figure is, but they are looking into it.

LOCALE:

There is some debate as to whether the Sentinel Mansion is technically in Westchester or New York City, but according to the Bruce family it will always be in New York City. The region surrounding the Sentinel Mansion is mainly made up of similarly large and old houses owned by the old money of the region, but since the Sentinels moved in a number of these places have been sold to younger owners. The old money residents of the area seem to think the Sentinels make annoying neighbors, while the new younger crowd moving into the vacated homes seems to think the excitement of having the Sentinels nearby is worth the danger.

The mansion sits on a twenty acre plot of land owned by the Bruce family, all of which is carefully manicured gardens, fountains and fitness facilities. After the numerous battles on the grounds a special team of gardeners has been called in who specialize in cleaning up after super-powered battles. The mansion can easily be reached by car and has its own helipad

INHABITANTS:

THE SENTINELS

The Sentinels are an elite team of international superheroes backed by the United Nations. Under the command of the UN Security Council, the Sentinels are sent to any global crisis where their powers may make a difference, with most of their mission being humanitarian, diplomatic, or combat missions directed against super villains. The Sentinels are rarely deployed against conventional forces, the UN not wanting to encourage the escalation of conflict by introducing super-powered beings to such a situation.

Founded in 1973, the Sentinel's roster has changed, grown and shrunk overtime. During the Cold War it was alternately boycotted by both the United States and Russia, but since the fall of the Iron Curtain such events have become rare.

Membership in the Sentinels is by invitation only and the screening process for those wishing to join is rigorous. Only heroes of a specific type are selected for the Sentinels: photogenic, patriotic heroes who know how to take orders, how to kiss babies, and how to shut up when required. This has led some heroes to dismiss the Sentinels as nothing but UN lackeys or tools of the establishment, but few can argue with the track record.

The current Sentinel roster consists of six members, but its reserves list has over one hundred heroes on it that can be called on in an emergency. The Sentinels make a practice of calling up reserves that have powers related to their current mission, but rarely call up more than two or three reserve members at a time. New members of the full time team are always drawn from the reserves.

CENTER

Center's real name is a closely guarded secret, but this has done little to stop her homeland of China from using her at every public relations event imaginable. The official story is that Center spent most of her life in a monastery in northern China learning of hereditary duty as the carrier of the Bow of Yi, an archer hero from early Chinese mythology. Yi is the founder of the line that would eventually give birth to Center, and all members of that family have been archers of unearthly skill. They put this skill to use protecting the people of China from foreign invaders, monsters and politicians, only recently stopping a long time feud with the Communist government of China. The Yi family is not known out of the few villages that surround their ancestral holdings, but despite this provincial environment they are well schooled in philosophy and history, though mostly only in regards to China.

Center entered the global superhero scene when she helped the Sentinels battle Subodai Khan, the ancestor of Genghis Khan who sought to raise the Mongol Horde of old as an undead army. During the ensuing battle, during which almost every

Sentinel reservist was called into service, she took down Subodai Khan himself with an arrow shot from two miles away. After that battle she became a reservist, but her membership was controversial due to her family's long standing disagreement with Communist China. Eventually in exchange for aid to the people living around the Yi monastery after a devastating flood Center agreed to officially serve Communist China. A short time after this she was promoted to the full time Sentinel team, but many whispered this was only because China put all their political weight behind getting her on the team since China had never had a citizen on the full time team.

Despite this gray cloud of doubt over her membership Center has proved herself a valued member of the team and the primary ranged combatant. While the Colonial continues to lead the team, Center has become his foremost advisor, her years of training, meditation and schooling providing her a wide variety of advice and metaphors for nearly any situation. She often confounds Red Bear with her convoluted advice.

Quote: *"Just as a mother would protect her only child at the risk of her own life; even so, cultivate a boundless heart towards all beings. Let your thoughts of boundless love pervade the whole world."*

Personality: Calm and serene, Center rarely shows emotions and usually only those of a positive nature, such as joy or love. She is selfless and honest to the extreme, finding the entire concept of falsehood an anathema. Her only negative trait is a strong streak of pride concerning her skill with a bow and the fact the Heavenly Emperor chose her so long ago, but she has recognized this fault and tries to keep it under control. Center usually only speaks when necessary, but necessary according to her own opinion. She has a habit of leaving useless questions unanswered. When she does speak she tends to do so in extended metaphors or stories, all of which have a moral in the end.

Powers & Tactics: Ranged combat is where Center is most effective and she attempts to stay away from her enemies as much as possible, sometimes even resorting to having Walker carry her around a battle field. Once Center begins firing she can easily eliminate large numbers of troops, firing arrows in quick succession into masses of enemies (the Area, Multifire and Selective extras), clearing a battle field with startling quickness. Against single opponents she often uses her Snare power to slow the enemy down, allowing her to easily maneuver around him and the giving a stationary target for the Sentinels to engage.

Appearance: Appearing like a Chinese woman in her early thirties, Center wears her long black hair tied back in a braid. When on duty she prefers wearing a robe-like outfit similar to those Shaolin Monks wear, which has is made of a super dense artificial fabric, granting her protection from many forms of attack. She also wears large quivers on her back and hip. She wears a sturdy leather and metal glove on her right hand for drawing the string of the Bow of Yi, such its power that she cannot draw it without the glove. Otherwise the energy field around the bow will damage her hand. When not on a mission she wears very basic clothes similar to those worn by the Chinese citizens who lived around her ancestral monastery, occasionally wearing the white and blue Sentinel uniform when attending diplomatic events.

Campaign Use: As part of the Sentinels Center provides a voice of reason and calm, and she can easily do that for any group of heroes. Her power in range combat is immense and she can be a great aid to any group of heroes fighting a vast army of foes. She, like the rest of the Sentinels can also provide a force to rein your heroes in if they become too dangerous. Any hero active in northern China is likely to be investigated by Center sooner or later.

Villain Option: As a villain Center turns her back on her family and China, instead becoming a freelance assassin and mercenary for hire. Few heroes can take a direct hit from the Bow of Yi, making her

services much in demand. In such a case the Heavenly Emperor may empower a new agent, possibly one of the player characters, to take the Bow of Yi from Center and find someone worthy to carry it.

Center: PL 18; Init +14; Defense 30 (30 flat-footed); Spd 30 ft.; Atk +11 melee (+1S, punch), +21 ranged(+17L/17L, Bow of Yi with Energy Field (Chi)); SV Dmg +4 Fort +6, Ref +12, Will +7; Str 14, Dex 20, Con 18, Int 16, Wis 20, Cha 20

Skills: Acrobatics +8, Balance +10, Climb +5, Diplomacy +10, Language (English), Knowledge (Chinese History) +8

Feats: Attack Focus (Bow of Yi), Blindsight, Evasion, Fame, Great Fortitude, Immunity (Age), Improved Initiative, Iron Will, Lightning Reflexes, Multishot, Point Blank Shot, Quick Draw, Rapid Shot, Toughness

Powers: Combat Sense +10 (Source: Training; Cost: 10pp). Super Dexterity +5 (Source: Training; Cost: 20pp)

Weakness: None

Equipment: Bow of Yi (Weapon +17 (Lethal damage; Power Stunt: Penetrating Attack, Snare; Extras: Area, Autofire, Energy Field (Chi), Ghost Touch, Range: Sight, Selective; Flaws: Restricted (Energy Field, Ghost Touch and the Range: Sight extras only work with specially prepared arrows, requiring a one hour ritual to prepare each arrow. She normally carries three dozen specially prepared arrows. This limited supply of arrows means she cannot use Area along with Energy Field, Ghost Touch and Range: Sight), Device (Using the bow requires a specially made glove, otherwise the user takes damage from the Energy Field extra each time the bow is fired); Source: Mystic; Cost: 87)

Sentinel Uniform (Armor +9 (Feats(all with the Device Flaw): Darkvision, Radio Broadcast, Radio Hearing; Source: Super-Science; Cost: 12pp)

CHARLOTTE MORSA, BUTLER

The Morsa line has had a long, proud tradition of serving as butlers to members of the Scottish nobility, but when Charlotte's father had no male heirs he despaired the family tradition would end because no woman could be a butler. Angered by her father and eager to prove him wrong Charlotte dedicated to being the world's best butler, and since has served with distinction amongst some of the more forward thinking members of the British aristocracy. Two years ago Dexter Bruce hired her for an outrageous amount of money to prepare his mansion for the Sentinels and remain on as the head butler after their arrival. Despite the rather uncouth nature of both her boss and her charges, Charlotte has performed her duties admirably, though that stiff upper lip is often difficult to keep around Red Bear.

Charlotte oversees all the staff of Sentinel Mansion, which numbers in the hundreds. She tries to handle as much of the estate's business as she can personally, and often micromanages the other staff to the point of exasperation. Charlotte is a perfectionist in all things and will not see the Mansion in anything but tip top shape. She has taken Walker and Red Bear to task several times for tracking mud into the house, though tends to be far more respectful when speaking to Nucleus, the Spartan and Dexter Bruce. While Charlotte has done her best not to make any friends amongst the inhabitants of the mansion for fear of impropriety, she and the Colonial have developed the beginnings of a friendship with some hint of romantic interest.

Quote: "Now Mr. Red Bear, what is that on your boots and all over my carpet? Yes, blood. Do you know how hard blood is to get out of a hand woven Persian rug?"

Personality: Demand, stubborn, and direct, Charlotte Morsa does not take guff from anyone. Unintimidated by superpowers and super villains, she goes about her duties with a single mindedness that borders on insane. During the second attack on Sentinel Mansion she yelled at the attack super

villains to "Take this silliness outside!" with such gusto some of them did take the fight outside. While alone and off duty she softens up somewhat and can often be found listening to classical music.

Powers & Tactics: Charlotte has no combat powers to speak of, but has a strong voice and often cows others into submission. If actually attacked she is likely to yell at the attacker in indignation and eventually go find the Sentinels, after making sure any violence is to be conducted outside the mansion.

Appearance: An attractive, red-haired woman in her late thirties, Charlotte always wears a black suit with pants when she is in the mansion. Only when off duty and away from the mansion does she wear more relaxed clothes, but considering she has never taken a vacation this does not happen often. Charlotte keeps her hair tied back in a bun normally and usually wears glasses, though has been trying out contact lenses of late.

Campaign Use: Charlotte Morsa is the demanding den mother of the Sentinels, always fussing about how dirty they are and checking to make sure they are eating well. She serves mainly as an endearing annoyance and someone who may occasionally need to be helped out of trouble. If the heroes are reserve members of the Sentinels they may be asked to help Charlotte with all manner of mundane tasks, such as carrying a truckload of groceries home, that can be made all the more interesting with a few super villains taking advantage of the situation. In such a case the heroes better not spill anything or there will be hell to pay when Charlotte finds out.

Villain Option: At her heart Charlotte is a good person, so making her a villain may take some effort. She could be in league with Dexter Bruce, working to lull the Sentinels into a false sense of security for his final strike. In such a case any relationship with the Colonial is likely to be a ruse so she can get close enough to poison him or commit some other dastardly deed.

Charlotte Morsa: PL 6; Init +1; Defense 13 (12 flat-footed); Spd 30 ft.; Atk +3 melee (+S1, punch); SV Dmg +1 Fort +1, Ref +1, Will +6; Str 12, Dex 12, Con 12, Int 14, Wis 18, Cha 18

Skills: Bluff +16, Diplomacy +16, Drive +7, Intimidate +16, Profession (*Butler*) +13, Taunt +16

Feats: Indomitable Will, Iron Will, Skill Focus (*Butler*)

Powers: Super-Charisma +6 (*Extras: Intimidating Presence; Source: Training; Cost: 18pp*)

Weakness: -

Equipment: -

THE COLONIAL

The exact date of the Colonial's birth and even his real name have been lost to both history and his memory. What is known is that the Colonial began his life a low ranking member of British nobility who came to the North American colonies during the Revolutionary War to help the colonists fight what he thought was a just war against an oppressive government. Despite never actually raising an arm against British troops (though he did fight many battles against Hessian mercenaries), the Colonial's title was revoked and his fortune lost. He spent the rest of his days in the colonies, building a new life there after the war. His death is also shrouded in mystery because if he ever did die, it didn't seem to take.

The Colonial has shown up each time a British holding has struggled for independence, though he has never raised a hand in violence against British troops. He served as an unofficial bodyguard for Gandhi and has often been seen in Australia and Hong Kong. His agenda has long been bringing liberty to those who desire it and in recent decades his efforts have become international. Anywhere people struggle against an unjust government the Colonial eventually shows up. This has given something of a rabble-rousers reputation in some

circles, particularly in areas of the UN, but the governments he has fought against have always eventually been condemned far and wide and overthrown, including such nations as South Africa. While the Colonial prefers peaceful means to bring about such changes, he is not above violence when pressed.

For many years the Colonial served as a reserve member of the Sentinels due to his diplomatic and political skills and was often called in to help mediate disputes during international disputes. Three years ago, after a battle with a group of tribal rebels who had gained access to advanced power armor suits in central Africa, the Colonial was promoted to the full time Sentinels team, having finally proved his usefulness in a combat situation. A year after that he assumed leadership team of the team after the old team leader, the White Knight, was killed in action. Since assuming command the Colonial has put more effort than past leaders into solving problems peacefully, to mixed results. While his actions have won him supporters in the UN, it has worried some heroes that the Sentinels no longer have a strong leader.

Recently controversy has surrounded the Colonial because of his limited support for the United States efforts in Afghanistan and Iraq. While has helped diplomatic and humanitarian pursuits, the Colonial did not fight in either country. This has brought rebukes from some American leaders and led to a drastic reduction in the Colonial's popularity in America.

Quote: "You should put that down and start talking. Otherwise Red Bear will get angry, and we all know how that ends."

Personality: Always polite, chivalrous and witty, the Colonial strives to be a gentleman in all things. He is not found of ambushes and deception in combat, but has come to realize it is an unfortunate necessity sometimes. The Colonial never curses or speaks of sex and similar topics he does not feel are suitable for public discussion. He is very much a man of a past age, but has stopped trying to make sense of the

age he is in. He just accepts the way things and tries to lead through example.

Powers & Tactics: When alone in combat the Colonial usually tries to close for melee combat using his saber since his flintlock takes a long time to reload. While the Colonial is quite resilient in combat, he is not a powerhouse and prefers to talk or intimidate his way out of fights. Against most super villains he can hold his own, but against powerful threats he is often overmatched.

With the Sentinels, Colonial acts as the team leader, using both his Leadership and Inspire feats on his teammates. When doing so he often uses his flintlock and avoids entering close combat to give him a better handle on the entire battle situation.

Appearance: When on a mission the Colonial dresses in a Revolutionary War era officer's uniform complete with long coat and saber in a baldric. He also wears a tri-corner hat and knee high boots, leading some to call him a dandy (he does forgo the wig though). The uniform is brown, white and black, giving him a muted appearance over all, though for special occasions he has pulled out a red, white and blue version of the same outfit. The Colonial looks to be in his early forties with graying short hair, but his age is obviously much more than forty.

Campaign Use: In a world full of superheroes that punch first and may ask some questions later, the Colonial is a rare breed of superhero who tries to talk out situations before resorting to violence, even if that talking is just an intimidation attempt. He can provide an excellent counterpoint to heroes who try and solve all their problems with violence. Also the heroes may be asked to be body guards for the Colonial on one of his diplomatic missions if the other full time Sentinels are busy.

Villain Option: Instead for fighting for the freedom of Britain's colonial holdings the Colonial worked to keep them part of the British Empire, using every means at his disposal to do so. In this case he is the

worst example of patriotism, willing to go to any lengths to do what he feels is right for his country. Although disavowed by Britain he keeps up his crusade, sure the Queen will thank him one day.

The Colonial: PL 18; Init +10; Defense 30 (20 *flat-footed*); Spd 30 ft.; Atk +15 melee (+20*L*, *saber*), +15 ranged (+15*L*, *flintlock*); SV Dmg +10, Fort +10, Ref +10, Will +9; Str 20, Dex 20, Con 20, Int 16, Wis 18, Cha 20

Skills: Bluff +21, Diplomacy +21, Gather Information +19, Intimidate +21, Sense Motive +10

Feats: Assessment, Attractive, Fame, Immunity (*Age*), Inspire, Leadership, True Sight

Powers: Super-Charisma +18 (*Extras: Intimidating Presence; Source: Mystical; Cost: 54pp*), Super Constitution +5 (*Extras: Super-Dexterity, Super-Strength; Extras: Protection; Source: Training; Cost: 55pp*)

Weakness: None

Equipment: Saber (*Weapon +10 (Source: Mystical; Cost: 10pp)*), Flintlock Pistol (*Weapon +15(Extras: Penetrating Attack; Flaws: Slow; Source: Mystical; Cost: 15pp)*)

DEXTER BRUCE III

To most Dexter Bruce III is just the latest in a long line of rich Bruce's who have spent much of their fortune supporting altruistic causes. Dexter Bruce and his family remained out of the social limelight for much of their history, buying up real estate and making donations but doing it all with a level of anonymity that bordered on paranoia. Everyone assumed Dexter's father William Bruce was simple a recluse in the manner of Howard Hughes, but the truth is far stranger than that.

Dexter Bruce III is Dexter Bruce the first, having survived all these years by faking his death every so often and fabricating a new identity as his own son. This trickery has been going on for over two hundred years, after Dexter Bruce found an alchemical

formula for immortality. Dexter Bruce is one of the foremost alchemists in the world, able to easily turn lead into gold (the source of his vast wealth). Bruce built his family mansion because he found that the grounds it was built on would be the center of a planetary alignment in 2006 that would allow him to channel vast amounts of magical power and become easily the most powerful wizard on the planet if his preparations were correct. Immortality giving him a long term view, Dexter set this plan into motion in 1760 and soon his plans will come to fruition.

In the mean time Dexter has been taking other steps to cement his plan's success. One of the alchemical rituals Dexter perfected is the ability to draw forth from a living body that person's true essence, which when imbibed gives Dexter all that person's special powers or abilities. He has spent the last few centuries tracking down and killing superheroes and villains, draining their essences and storing the corpses beneath his basement in a large catacomb complex. Dexter can use the powers of these individuals, but may only do so as long as the corpse of the original owner of the house is intact in his catacombs. If someone were to destroy the catacombs Dexter would quickly become powerless.

Dexter invited the Sentinels to his home in the hopes of adding their powers to his collection shortly before his transformation in 2006. The current full time team roster is the first in two decades to not include a mind reader or telepath, either of whom might have discovered Dexter's plan. Dexter has thus far been able to keep his plans secret from the Sentinels and the UN, waiting for the right moment when he can lay an ambush that will defeat all the Sentinels and give him their powers. Dexter is most concerned with the Spartan due to the fact his power comes from his armor and may not be drainable, and Nomad due to his ability to easily destroy the catacombs if Dexter's weakness was ever found. To avoid giving anything away Dexter spends most of his time away from the mansion, often hiring super villains to attack the mansion so he can test the powers of the Sentinels.

Quote: "Please, call me Dexter or better yet Dex. Mr. Bruce was my father."

Personality: Slick, charming and good looking, Dexter Bruce is the consummate con man with centuries of experience. Always ready with a hand shake, a smile and a few stock tips is comes across as a good natured sleaze with too much money for his own good. When he drops this façade he is a coldly calculating killer who places no value on the lives of others except as tools to be used. The change between the two is startling and almost instantaneous.

Powers & Tactics: Dexter avoids combat with words when possible, knowing that one slip up that reveals his real power will lead to his downfall. If forced to fight he will do so with no mercy, knowing that the surest way to recover from such a situation is kill all witnesses. Dexter can use most commonplace powers using his Mimic power up to power level 15, and can access Energy Blast, Protection and Flight at power level 20. He usually relies on his Mimic power rather than sorcery due to the fact it is more powerful.

When Dexter decides to take down the Sentinels he will try and do so using poisons, deathtraps and similar methods instead of combating them directly. Any direct combat is likely to be done through hired super villains rather than by Dexter directly. He really doesn't like getting his hands dirty.

Appearance: Always decked out in the finest suits with immaculate hair and watches that cost more than most cars, Dexter Bruce is always in style. More often than not Dexter is involved in establishing fashion trends rather than following them. Dexter is a Caucasian man in his early thirties and has deeply tanned skin and dark brown hair. Despite the threats a man of his wealth faces Dexter suffers no bodyguards, and the Sentinels are always willing to rescue their landlord if called upon.

Campaign Use: Dexter Bruce is very much a wolf in sheep's clothing, hosting one of the most powerful superhero groups in the world in his house while plotting their downfall. Dexter Bruce is in an excellent position to take out the Sentinels once he does strike, opening up an opportunity for the heroes to come in and save the day. Defeating Dexter Bruce with the powers of the Sentinels at his disposal will be a difficult trick.

Hero Option: If Dexter Bruce is not a villain, he is instead simply an immortal with eccentric interests who has loaned the Sentinels his home. In this case the catacombs are not a place where corpses are stored, but a magical stasis prison super villains are kept after being captured, a feature that the Sentinels would find very useful. While Dexter Bruce would skill keep his powers a secret, he is likely to use them whenever the Sentinels or the Mansion are directly threatened.

Dexter Bruce: PL 20; Init +5; Defense 25 (20 flat-footed); Spd 30 ft.; Atk +12 melee (+2S, punch), +15 ranged (+20L, mimicked energy blast); SV Dmg +13 Fort +13, Ref +15, Will +14; Str 14, Dex 20, Con 16, Int 20, Wis 18, Cha 20

Skills: Bluff +23, Knowledge (Alchemy) +18, Knowledge (Super powered Beings) +18, Profession (Philanthropist) +18

Feats: Immunity (Age), Detect (Super powered beings)

Powers: Amazing Save +10 (Will; Extras: Damage, Fortitude, Will; Flaw: Cannot use while in contact with salt; Source: Mystic; Cost: 30pp), Jack of All Trades +10 (Source: Training; Cost: 50pp), Sorcery +10 (Mind Control, Neutralize, ESP, Illusion, Drain, Shapeshift, Teleportation; Extras: Gadgets; Flaws: Restricted – Material Ward (Salt); Source: Mystical; Cost: 70pp), Mimic +20 (Powers; Extras: Additional Attributes (Feats), All Attributes, Expanded Powersx3, Range: Special (Can only mimic people he has drained alchemically and stored in the catacombs); Flaws: Restricted (can only mimic powers

from people he has alchemically drained and stored in the catacombs), Device (must wear special necklace mystically connecting him to the catacombs), Restricted (if the catacombs are destroyed he cannot use this power until he drains new victims); Cost: 100pp)

Weakness: Beast Foe (these penalties apply when dealing with Red Bear and Red Bear does not like Dexter Bruce), Unusual Metabolism (Must dine on the alchemically drained essences of his victims)

Equipment: -

NOMAD

Aamil al-Ard realized early on in his he was not a normal child. Like many children Aamil made fortresses out of stone, earth and wood but he did so without using his hands. Aamil thought this meant there was something wrong with him and avoided using his powers until he was twelve when he saved his family's house from a flood caused by torrential spring rains, erecting a barrier of stone around the house to block the raging waters. Afterward Aamil was drafted into a government operated training program for Iranian youth who showed evidence of having special powers. Not having the basis for technological heroes that other nations possessed, Iran instead sought to develop their own super powered individuals through training every mutation or mystically powered hero they could find.

Most of the individuals recruited into the program drew their powers from mystic sources, with most having powers of a divine nature. Aamil became ostracized because his powers were not strictly divine in origin, making him an outsider within the government program. This drove Aamil further from his allegiance to the Ayatollah and his government. While he kept his dissent quite for the most part, his instructors could tell his heart was not in learning more of his powers to better serve Iran. So when the call went out ten years ago for new recruits for the Sentinels the Ayatollah determined that Aamil should go, keeping those whose loyalty was assured close to home.

Since joining the Sentinels reserve list Aamil has barely returned home, seeing almost constant deployment in areas threatened by floods or landslides. Of all the reservists he had served the most time on active duty, eventually being transferred to the full time team because he was full time in all but name already. Under the name of Nomad he is the newest member of the full time team, having been on the team for less than a year. In this time he has proved his abilities many times, but he is not the combat veteran the other Sentinels are. His specialty still lies in humanitarian missions and greatly prefers such assignments to combat missions.

Aamil travels home to see his family once a year, but other than that avoids Iran in fear of becoming a political tool. While loyal to his people and Allah, he does not feel that the current leadership of his nation is best for the Iranian people and does not want to take any actions to support that government. Instead of actively working against it though he instead remains conspicuously silent, fearing for the safety of his family.

Quote: "Now don't move. I'll get this building off you in a minute."

Personality: Eager and ready, Nomad is full of wary enthusiasm. He always strives to do a good job and prove that he belongs on the Sentinels, but he is also careful not to attract too much attention to his activities. He rarely speaks except when spoken too and has only just gotten used to giving his opinion on Sentinel operations. He almost always defers to the other members of the Sentinel team, especially in combat. On humanitarian mission he becomes more confident and forceful, feeling more at home in such an environment.

Powers & Tactics: Avoiding melee combat whenever possible, Nomad prefers to sew confusion and assist his teammates using his powers than engage foes directly. Normally he uses Elemental Snare to hold foes in place while the other Sentinels attack. When pressed he normally tries to block attacks using Deflection while trying to escape underground

using Elemental Movement. He often creates animated rock men using Create elemental to run interference himself, using them to keep opponents busy while the other Sentinels are busy elsewhere.

Appearance: Nomad is a man of Arabian descent in his late twenties who always wears a Sentinel uniform when in the field. His hair is always shorn close to his head and he is continually clean shaven. When not in the field he wears normal street clothes, preferring to blend in as much as possible.

Campaign Use: Of all the Sentinels, Nomad is the least interested in combat. Instead he prefers humanitarian missions where his powers can be put to use saving people rather than hurting him. If the heroes have powers that may be similarly useful they may be asked to accompany Nomad on a mission to save victims of natural disasters, such as floods and the like. Nomad will definitely need help if he runs into super villain interference while on such a mission.

Villain Option: Instead of joining the Iranian government's superpower program Nomad goes it alone, becoming an international thief and super villain for hire in order to try and support his family. He specializes in destroying subterranean superhero bases, which could spell trouble if the heroes have such a base.

Nomad: PL 16; Init +1; Defense 17 (16 flat-footed); Spd 30 ft.; Atk +7 melee (+1S, punch), +6 ranged(+15S, elemental blast,); SV Dmg +7, Fort +7, Ref +1, Will +9; Str 14, Dex 12, Con 16, Int 12, Wis 16, Cha 12

Skills: Climb +6, Language (English, Russian), Medicine +11, Search +10, Spot +10, Survival +10, Swim +6

Feats: Endurance, Heroic Surge, Iron Will, Power Immunity, Track

Powers: Amazing Save +4 (Damage; Extras: Will, Fortitude; Source: Mutation; Cost: 12pp), Element Control +16 (Earth) (Power Stunts: Create Element, Elemental Blast, Elemental Snare; Extras: Create

Elemental, Elemental Movement, Deflection, Shape Element; Source: Mutation; Cost: 102pp)

Weakness: None

Equipment: Sentinel Uniform (Armor +9 (Feats (all with Device flaw): Darkvision, Radio Broadcast, Radio Hearing; Source: Super-Science; Cost: 12pp)

NIGEL BRUSH, GHOST

Nigel Brush was a well meaning patriot in the days of the Revolutionary War who joined the Continental Army in the early days of the conflict. Originally from Tennessee, he had always been a crack shot and had an amazing knack for combat in all its forms, from firearms to tomahawks. Once he entered his first battle his latent mutations kicked into high gear, accelerating his strength and dexterity to superhuman levels, allowing him to take on a whole British regiment single handedly. After this battle Nigel was assigned to be the bodyguard of Alexander Hamilton and later George Washington himself. Nigel never became famous despite his important charges, preferring to remain anonymous so would be assassins did not see him coming.

After a short time as Washington's bodyguard Nigel met his end fighting a British super soldier, the Knight Marshal. Both combatants died in the conflict, which happened directly in front of the newly constructed Bruce Mansion (later Sentinel Mansion). Nigel's spirit was not able to pass onto the next world due to the spirits trapped in the catacombs beneath the mansion, whose number have only grown in time. Nigel's spirit stayed in this world, haunting the Bruce family estate until this day, trying to get someone to understand him and free the spirits beneath the mansion. Nigel had met the Colonial back during the Revolutionary War so he has renewed his efforts of late, hoping his old comrade will recognize him.

Dexter Bruce knows about Nigel Brush and has tried to have him exorcised several times. Dexter does not realize the extent to which Nigel poses a threat and

has decided that the ghost doesn't really hurt anyone, so it might as well stay.

Quote: "...help...them...under..."

Personality: Several hundred years of being dead has confused Nigel and he often forgets that he is not still fighting the Revolutionary War. He also has trouble remembering how to communicate with living people, often stuttering or speaking incoherently before finally getting his point across. Nigel is a dedicated patriot and cannot stand the evil that goes on beneath Sentinel Mansion. He will do everything in his power to try and stop Dexter Bruce's scheme, but so far he has been able to do little more than scare the cooking staff.

Powers & Tactics: Nigel is the Sentinel Mansion's Intelligence feature, meaning he cannot leave the premises. Because of his permanent Incorporeal state Nigel does not have much ability to interact with the physical world. If faced with a ghostly foe he will try and close for melee combat as quickly as possible, using his knife and tomahawk in combination. When dealing with intruders or other undesirables Nigel uses his Fear power to frighten them in to leaving.

Appearance: Nigel spends most of his time invisible, but when he does make himself visible he looks like a Revolutionary War era scout, completely with buckskin clothes and a fur cap. He always carries a large knife and tomahawk on his belt. His clothes appear bloody and torn and Nigel always looks tired. Nigel himself looks like a Caucasian man in his mid twenties with several scars on his face. He might have been handsome had his features not made him look constantly angry.

Campaign Use: Assuming Sentinel Mansion is being used in your campaign; Nigel provides an excellent plot hook to get the heroes involved in the events that occur there. If the heroes are able to learn from Nigel Dexter Bruce's true plan they may be able to thwart it, but the Sentinels are not

likely to believe the word of a supposed ghost over than of their host. To this end Nigel can lead the heroes down to the catacombs so they can acquire the proof they need.

Villain Option: In stead of a helpful spirit trying to avert a great evil Nigel Brush is instead an evil spirit raging eternally for what he saw as a death that came too soon. Nigel now stalks the halls of Sentinel Mansion looking to punish the living for simply being alive while he is dead. In this case you may wish to remove his Float extra from Incorporeal and add Ghost Touch.

Nigel Brush: PL 19; Init +4; Defense 34 (22 *flat-footed*); Spd 30 ft.; Atk +15 melee (+22*L*, *tomahawk or knife*), +15 ranged (+22*L*, *tomahawk*); SV Dmg +13, Fort +13, Ref +12, Will +2; Str 18, Dex 18, Con 20, Int 12, Wis 14, Cha 12

Skills: Intimidate +20, Taunt +8, Spot +8

Feats: Ambidexterity, Darkvision, Durability, Iron Will, See Invisible, Two Weapon Fighting

Powers: Incorporeal +18 (*Extras: Immunity (Aging, Critical Hits, Disease, Energy (Heat, Cold, Electricity, Gravity, Kinetic, Magnetic, Radiation, Sonic, Vibration, Exhaustion, Poison, Pressure, Starvation, Suffocation), Invisible, Float; Flaws: Permanent; Source: Mystical; Cost: 52pp*), Super Strength +8 (*Extras: Protection, Super-Dexterity, Super-Constitution; Source: Mutation; Cost: 88pp*))

Weakness: Disturbing

Equipment: Tomahawk (Weapon +10(*Power stunt: Ranged or melee weapon; Extra: Mighty Ranged Weapon; Source: Mystical; Cost: 22pp*)), Knife (Weapon +10 (*Source: Mystical; Cost: 10pp*))

NUCLEUS

Iapo Taitasi was born on a little island in the South Pacific that no one outside if the island inhabitants had ever bothered with until the creation of the atomic bomb. Several uninhabited atolls where

located near the tropical island and both the United States and Britain tested several atomic bombs on these atolls. While studies done before the tests showed that the bomb blasts would not affect Iapo's people, the research was done before scientists had a proper understanding of the environmental effects the bombs would have on the surrounding population, small though it was. Iapo was only eight when the tests began, but by the time he as fifteen he had drank enough irradiated water to drastically alter his physiology. Iapo found that he could control and reshape objects near him, but these mutant powers were not understood by his village and he as soon kicked out for being a demon.

Angry and alone Iapo left his home island and eventually encountered a group of American military scientists studying the effects of the test bombs. In trying to escape them Iapo used his powers, piquing the curiosity of the scientists even more. Iapo spent the next several weeks avoiding capture by the United States military, a process that helped him hone his powers and develop a strong hatred of the United States. Eventually Iapo was corned and expected capture, but then he was rescued by the super villain Dr. Atomic who saw the opportunity to recruit a powerful ally. Under Dr. Atomic's tutelage Iapo learned to control his power and of the world beyond his islands, but all through the eyes of a super villain. Taking the name Neutron Lad he became Dr. Atomic's sidekick and the two became one of the premiere villain duos of the late fifties and sixties.

For fifteen years Iapo blamed the United States for his lot in life and for polluting his homeland and struck against American interests whenever he can. In 1971 Dr. Atomic and Neutron Lad planned their greatest feat, detonating an atomic bomb within Washington D.C. Their plot was discovered by the Sentinel team of that day and the Sentinels tried to stop the plot, but were soundly defeated by Dr. Atomic and Neutron Lad. In the minutes before the bomb was to explode the only Sentinel conscious was White Knight, and through appealing to what

remained of Iapo's conscience and saying that this deed was very similar to the ones that happened to Iapo's home, White Knight managed to convince Iapo to stop the bomb and subdue Dr. Atomic. Surprised by the treachery, Dr. Atomic and Nucleus fought a devastating battle that ended with Iapo shutting down the nuclear reactions in the bomb just as it was about to explode, which he followed up by turning Dr. Atomic to stone. The statue of Dr. Atomic remains in the Sentinel trophy room as a reminder that not all battles can be won with strength.

After the conflict Iapo was arrested and stood trial for his crimes, Iapo realizing he had become a villain like those who poisoned his home island. Iapo was sentenced to life in prison but his sentence was commuted in exchange for services rendered in the following years to the United States government, such as shutting down nuclear power plants about to melt down and defusing nuclear bombs. Eventually he adopted the new name Nucleus and joined the Sentinel reserves at the request of White Knight. He proved himself many times over his ten years as a reservist, becoming a powerhouse the Sentinels could call on when needed. One of White Knights last acts before his death was promoting Nucleus to the full time team, none of which except for Colonial know of his villainous past.

Since joining the full time Nucleus has joined the Spartan as being one of the two heavy hitters on the team with a variety of powers at his disposal. More than any other Sentinel he can bring to bear a wide variety of powers, often catching super villains off guard with the number of powers at his command. Nucleus and the Spartan are by far the most experienced members of the team, but Nucleus rarely talks of his past for fear of revealing his checkered past. Instead he makes vague comments about getting around a lot as a youth. Despite this concealment he is well liked on the team and plays something of a father figure to the younger members of the team.

Quote: "Patience. I've seen this before, many years ago. A simple molecular rearrangement should stop

the device.”

Personality: Nucleus does hit best to be upbeat and cheery, but rarely feels so on the inside. Thinking superheroes are supposed to be happy people he tries to play that part, but in private is far more reserved and quiet. Despite being a dedicated hero for many years he feels immense guilt at his days as a villain and constantly works to undue the damage he did. This often drives him to spend his time away from his teammates.

Powers & Tactics: Knowing his atomic force field can withstand most attacks; Nucleus often charges into close combat and uses his Energy Blast power at point blank range. Against inorganic targets he favors Disintegration. Due to his limited mobility Nucleus sometimes is unable to close for melee, in which case he sticks to using his Energy Blast and forms a squad of metal soldiers using Create Object and Animation. Nucleus knows he is one of the more resilient members of the Sentinel's, equaled only by the Spartan, so he makes a habit of drawing fire when possible.

Appearance: Nucleus appears to be a middle aged man of South Pacific decent who has long braided hair and a number of tribal tattoos. Luckily during his super villain days as Neutron Lad he wore a full face mask, enabling him to go now without a mask without causing controversy. Nucleus wears an unarmored version of the Sentinel uniform while on duty; the armor plating was found to interfere with his atomic force field and so was removed from his suit. When not in the field Nucleus prefers conservatively cut suits for formal occasions or a simple pair of khaki pants when relaxing.

Campaign Use: Nucleus, along with Spartan, is one of the biggest hitters the Sentinels have and he can provide quite a challenge to most groups of heroes. Possibly the best use of him though is in a conspiracy theory capacity if the heroes get wind of his shady past. Investigating Nucleus's past could turn up all matter of dirty secrets and the heroes must decide in the end if release such information to the public is ultimately a good idea.

Villain Option: If Iapo never gave up super villainy he would probably still change his name (who wants to be a middle aged Neutron Lad), but instead of joining the ranks of the Sentinels he would continue his anti-American rampage. In this case Nucleus would probably be one of the most hunted super villains in the world with numerous super teams always in his tail.

Nucleus: PL 19; Init +2; Defense 19 (17 flat-footed); Spd 30 ft.; Atk +9 melee (+S,), +9 ranged (+18L, Atomic Mastery Energy Blast); SV Dmg +5, Fort +5, Ref +4, Will +7; Str 14, Dex 14, Con 16, Int 16, Wis 16, Cha 10

Skills: Bluff +6, Demolitions +9, Innuendo +9, Intimidate +8, Science (*Atomic Theory*) +7

Feats: Fame, Iron Will, Penetrating Vision, See Invisible, True Sight

Powers: Amazing Save +2 (*Will; Extras: Damage, Fortitude, Reflex; Source: Mutation; Cost: 8pp*), Atomic Mastery +18 (*Extras: Transmutation; Power Stunts: Animation; Source: Mutation; Cost: 184pp*)

Weakness: Quirk (*Hide super villain past*)

Equipment: Sentinel Communicator (*Radio Hearing (Flaw: Device), Radio Broadcast (Flaw: Device) Cost: 2pp*)

RED BEAR

Cestmir Rostov was an adolescent during the turbulent 1980s in Russia, coming into adulthood just as the Iron Curtain fell. In the heady nationalism and optimism of the time he joined the Russian Army, hoping to help keep his motherland safe and help keep Russia strong. Unfortunately the years that followed did not live up to Cestmir's dreams and he became depressed and despondent, remaining in the military because he knew nothing else. He grew derelict in his duties and was eventually transferred to a listening post in Siberia that was a leftover from the Cold War, now little more than a shed and some old radios.

Cestmir spent most of his time at the listening post drunk, and one time while relieving himself after a night of drinking he was attacked by a huge red furred bear, escaping from the creature but only after receiving severe bite and claw injuries. Cestmir managed to get back to the listening post and take the one snowmobile they had to the nearest hospital, collapsing from blood loss as soon as he arrived. Cestmir survived, but only barely. He spent three months in the hospital, but the injuries only needed a week to heal, leaving no scars. The rest of the time was spent examining Cestmir as he began to undergo a painful transformation. Cestmir's strength and natural healing ability increased dramatically, but his body also became covered with a thick layer of red fur. His teeth became all incisors and his hands bore claws, similar to those of a bear. Eventually Cestmir was transferred to the Russia super-powered being program, formerly run by the KGB, where it was determined that Cestmir had been infected with lycanthropy (a common problem in rural areas of Russia). Cestmir had a natural resistance to the disease though, transforming into a man-beast state permanently instead of becoming a man that turns into a beast during certain lunar phases. Cestmir served out the rest of his military term as a super powered agent of the Russian government, spending most of his time fighting super villains that operated on Russian soil.

Few super villains from other nations came to Russia to cause trouble, but the country had plenty of home grown super villains. Along with his comrades in the Watch Force, the Russian governmental superhero team, Cestmir fought such villains as Baba Yaga, the Red Guard and Old Man Winter. Adopting the name the Red Bear, Cestmir became one of the most popular superheroes in Russian, largely for his appeal for acting much like an everyday person, often sneaking out of the Watch Force base to go drinking in Moscow. Despite occasionally breaking the rules of Watch Force, Cestmir cleaned up his life drastically since becoming a member. His performance within

Watch Force was so exemplary that he was eventually assigned to the Sentinels as a reservist to represent Russia. During an immense battle with a fleet of invading aliens trying to steal earth's supply of uranium Red Bear destroyed the alien flagship by ripping one of the engines off. This deed, combined with his excellent service record earned him a place on the full time Sentinels team once a spot opened up.

Cestmir has never found the bear that infected him with lycanthrope, but he has spent a great deal of effort looking.

Quote: "I'll bet you break before I do."

Personality: Very much a normal guy who happened to get superpowers, Red Bear loves sports, Russian food, and vodka. Always ready to laugh or fight, Red Bear is a creature of great emotion who throws himself completely into whatever he is doing. His boisterous personality often runs counter to those of his teammates, leading Red Bear to try harder to get them excited. Never willing to admit defeat, Red Bear often mocks his opponents during combat, especially if their powers are similar to his.

Powers & Tactics: Red Bear always closes for melee combat immediately with the strongest foe he can find. Red Bear does not hold back in combat and loves a challenge, always looking for the opponent who will test his skills the most. Unfortunately Red Bear has limited mobility and no ranged attacks, though he does often pick up random bits of debris and throw them at enemies. When attacked by a particularly maneuverable enemy Red Bear often becomes frustrated and begins making stupid decisions in an attempt to defeat his foe. When working with the other Sentinels this does not often occur and the other Sentinels are well aware of Red Bears penchant for fighting the biggest bad guy he can find.

Appearance: Looking like a cross between a red furred bear and a human, Red Bear is almost nine feet tall and has a chest four feet across. Covered

in a layer of short, red fur and possessed of canine teeth and sharp claws. He has a fearsome animal visage. Red Bear wears clothes out of habit when amongst normal people, but in combat usually wears little more than a well designed loincloth. Red Bear is largely immune to most inclement weather conditions and sees little point to wearing clothes.

Campaign Use: The everyday hero of the Sentinels, Red Bear is the one the heroes are most likely to run into outside of official meetings with the Sentinels. He frequents bars in whatever area he happens to be in, providing a good encounter for the heroes between adventures. Also because of his wandering habits he provides an easy, low key way to contact the Sentinels. Any hero that impresses Red Bear with his strength or tenacity is likely to get an invitation to join the Sentinels as a reserve member.

Villain Option: Instead of using his powers for the good of Russia, Cestmir decides to make a fortune with them. He enters the service of a Russian mob boss and soon becomes his top enforcer, even able to chase off local superheroes when they get too nosy. He also goes abroad to protect the mob bosses operations in other countries; possibly encounter the heroes while doing so.

Red Bear: PL 17; Init +3; Defense 18 (15 *flat-footed*); Spd 30 ft.; Atk +15 melee (+22L, *natural weapon*); SV Dmg +5 Fort +5, Ref +3, Will +2; Str 20, Dex 16, Con 20, Int 10, Wis 14, Cha 16

Skills: Diplomacy +7, Drive +5, Intimidate +24, Language (*English*), Medicine +6

Feats: Darkvision, Fame, Power Attack, Scent, Ultra-Hearing

Powers: Natural Weapon +2 (*Source: Mystical; Cost: 4pp*); Super Strength +15 (*Extras: Protection, Source: Mystical; Cost: 90pp*), Threshold +10 (*Extras: Regeneration, Unstoppable; Source: Mystical; Cost: 60pp*)

Weakness: -

Equipment: -

SARAH DASSHIN, SENTINEL LIAISON OFFICER

Assigned to the Sentinels by the United Nations, Sarah Dasshin is charged with making sure the Sentinels don't cause too much property damage, don't controversy too often and remain attentive to the directives of the UN Security Council. Sarah has been in the employ of the UN for over ten years, working primarily in public relations and aid organization. The position of the Sentinel Liaison Officer has long been thought something of a joke assignment due to the strong leaders that end up at the head of the Sentinel roster, and Sarah received the assignment as something of a punishment for not producing the desired results in an international anti-land mine ad campaign.

Since becoming Sentinel Liaison Officer Sarah has spent most of her time assuaging the fears of the neighbors, arranging for repairs to the mansion, and getting hit on by Red Bear. She has tried to get the Colonial to accept the fact she is their link to the UN, but he has yet to do more than acknowledge her presence. While she doesn't want to seem overbearing, the Sentinels have a habit of going off on personal missions without warning and causing drastic amounts of damage when they enter combat, so Sarah is hoping to get them to be a little more cognizant of their responsibilities.

Quote: "Do you have any idea how much all this stuff costs?"

Personality: Strictly by the books and business-like on the surface, Sarah Dasshin is ready to throw the book out whenever things don't go as planned. Despite trying to instill a little more discipline into the Sentinels, Sarah realizes the business of superheroes does not follow a schedule or time clock, but this does not stop her from trying to get things a little better organized. Sarah is always polite and subdued unless she has been forced off her schedule or plans, at which point she often becomes frazzled but still remains effective in her duties.

Powers & Tactics: Having no powers to speak of, Sarah avoids combat and usually uses her Sentinel Communicator to call for help whenever she is near a fight. When threatened she normally tries to talk her way out of the situation or hide until the Sentinels show up. Walker is almost always the first to arrive when Sarah calls, and her first duty in such situations is to carry Sarah to safety.

Appearance: Sarah Dasshin is a woman in her early thirties of mixed Asian decent who favors well made suits, usually gray or blue in color. She never wears skirts, preferring pants. Her black hair is normally worn long and is always well cared for. Sarah is rarely seen without a briefcase, cell phone and tablet computer.

Campaign Use: If the heroes wish to join the Sentinels sooner or later they will have to talk to Sarah Dasshin. Also any official interaction between the heroes and the Sentinels, such as teaming up or sharing information on super villains will probably require a legal arrangement brokered by Sarah Dasshin. Sarah Dasshin does not function well as a person to be rescued because if she is ever threatened the Sentinels are soon to be there anyway, but if they arrive and think the heroes are attack Sarah there could be interesting repercussions.

Villain Option: Due to her mostly normal abilities Sarah Dasshin does not make a very effective villain, but if she secretly betrayed the Sentinels she could provide a very interesting enemy. In such a case she could inform the group's enemies as their weaknesses and location, arranging for ambush after ambush to hit the Sentinels. Due to the trust the Sentinels place in Sarah it would be difficult for outsiders to implicate her in the attacks, forcing the heroes to find hard evidence to back up their case.

Sarah Dasshin: PL 6; Init +1; Defense 13 (12 flat-footed); Spd 30 ft.; Atk +2 melee (+0S, punch), +3 ranged (+6L, sidearm); SV Dmg +1 Fort +1, Ref +1, Will +4; Str 10, Dex 12, Con 12, Int 18, Wis 18, Cha 18

Skills: Bluff +10, Diplomacy +10, Gather Information +10, Intimidate +10, Knowledge (UUN) +10, Profession (Public Relations) +10

Feats: Assessment, Connected,

Powers: -

Weakness: -

Equipment: Armored Suit (Armor +4 (Source: *Super Science*; Cost: 4pp), Laptop (Super-Intelligence +4(Extras: Datalink; Flaws: Duration: Concentration, Action: Half; Source: *Super-Science*; Cost: 4pp), Sidearm (Weapon +6(Source: *Super Science*; Cost: 6pp), Sentinel Communicator (Feats (both with the device flaw): Radio Broadcast, Radio Hearing; Cost: 2pp)

SAMUEL NIMUI, GARDNER

Samuel Nimui grew up in Afghanistan, first under the control of the Russians, then the Taliban, during which time Samuel fled the country. Samuel was born with a special gift: he could make plants grow at an amazing rate, a power that he had been forced to use under threats against his family by poppy growers in Afghanistan. When the Taliban took control they cracked down drastically on the poppy growers and went after Samuel for helping them. Samuel was able to escape to the United States, eventually going to college and earning a degree in agriculture. While Samuel initially worked for farmers helping their crops grow, after a running battle between the Sentinels and some super villains through a field he was tending he learned his powers were very effective at cleaning up the wide spread destruction left behind by superhero battles. To this end he recruited a business partner Simon Lamont, an architect with the mystic ability to repair damage to buildings, and started Collateral Damage Repair, Inc., or CDR. CDR now has offices in most major cities in North America and Europe and has contracts with several nations to provide clean up services after superpower battles.

For a truly immense sum of money Samuel has been talked into resuming field work and tending the grounds of the Sentinel Mansion. He has only held the position for a few months but has already carried out drastic reconstruction of the well tended grounds twice. Samuel has become a friend of Red Bear, Walker and Center, with Walker pushing to get him on the Sentinels reserves list. Samuel isn't really interested in such adventure, preferring the simple life of a gardener and business man. Samuel has a wife and two kids who live a short distance away, but he sees them only rarely. He doesn't want to tip off any super villains to their connection, fearing they may be kidnapped to get at the Sentinels.

Samuel has detected the catacombs beneath Sentinel Mansion, but believes Dexter Bruce's explanation that they are merely his family burial grounds. Samuel has no idea of Dexter Bruce's plans, but has recently been added to the list of people Dexter wishes to capture. Currently Samuel is the first target Dexter will take down, thinking he will be an easy target and his plant powers may be useful in fighting the Sentinels.

Quote: "Do you know how long it takes to get prize winning roses like this back in good condition? Next time watch where you throw the Gray Devil!"

Personality: A man who is extremely happy with his lot in life, Samuel is not looking for adventure, wealth or fame. Instead he takes his pleasure is a well groomed field or a first class flower bed. He is a savvy businessman and if his family is ever threatened he will fight tooth and nail to protect them, but most of the time he is very relaxed and easy going. He does occasionally get angry at the Sentinels for tearing up the grounds if he feels it was done without need.

Powers & Tactics: Having little training or interest in combat, Samuel avoids it all cost. He uses his Plant Stride power to camouflage himself in undergrowth, fleeing at the first opportunity to

find the Sentinels. If his family is threatened he will actually try and use his powers to defend them, but he is not very good at doing so due to lack of practice or training.

Appearance: A man of mixed Arabian and African descent in his mid-forties, Samuel is a handsome man who usually wears khaki pants and a khaki button up shirt with the CDR logo on the breast. He often wears a straw hat during the summer months and wears a large pair of boots that seem continually dirty. Samuel has a large, bushy mustache that he always keeps carefully trimmed.

Campaign Use: Samuel works well as a support character that could conceivably show up to clean up after any mess the characters make. He could eventually be hired to keep the grounds of the heroes' headquarters in shape. CDR can provide a wide variety of interesting characters, as many of their employees have superpowers.

Villain Option: As a villain Samuel could be working with Dexter Bruce against the Sentinels, helping conceal the evil plot against them and assisting in their capture when the time comes. In such case it is probably a good idea to boost him up a few power levels because his powers would be little more than an inconvenience to the Sentinels currently. Alternately CDR could be a super villain front organization used to get information on the inner workings of superhero bases.

Samuel Nimui: PL 6; Init +1; Defense 12 (*11 flat-footed*); Spd 30 ft.; Atk +3 melee (+2S, *punch*); SV Dmg +2 Fort +2, Ref +1, Will +2; Str 14, Dex 12, Con 14, Int 14, Wis 14, Cha 12

Skills: Profession (*Businessman*) +8, Profession (*Gardening*) +11, Search +5, Spot +5

Feats: Skill Focus (*Gardening*)

Powers: Plant Control +6 (*Extras: Plant Sense, Plant Stride; Source: Mutation; Cost: 24pp*)

Weakness: -

Equipment: -

THE SPARTAN

Nickolas Siannas had a pretty normal life in Greece up until his twentieth birthday. He was the child of middle class parents, both of whom were college professors, and Nickolas grew up always with his nose buried in a book. He left home at nineteen to attend the University of Thessalonik, majoring in archaeology. During an instructional archaeological dig in Macedonia Nickolas found what he initially thought to be the remains of a ceremonial suit of armor, but was surprised when the foot he had unearthed began moving shortly thereafter. Minutes later after more debris had been cleared away the suit of armor, battered and badly in need of cleaning, broke forth from the ground containing it. After staring at a stunned Nickolas for a few seconds the suit pushed him to the ground, narrowly saving him from a pair of energy blasts from the sky above.

The suit of armor suddenly took the sky to combat the two humanoid figures who had attacked Nickolas, fighting them using a combination of fiery energy blasts and force fields. After a few seconds the two creatures were defeated, their unconscious bodies disappearing in a flash of light and the armor returning to stand before Nickolas. The armor began speaking to Nickolas in ancient Greek, but it took him several minutes to recover sufficiently to actually remember his studies and respond. Nickolas had now entered a world far more exciting than he had ever expected.

The armor, calling itself Gold, claimed to be the creation of an alien being named Krisichik who had crashed on earth three thousand years previous and taken on the role of the god Hephaestus in order to acclimate more easily with humans. Unfortunately Krisichik was a wanted criminal amongst his people for sharing technology with lesser species and they eventually found his hideout on earth. In the following battle Krisichik was killed and Gold and his fellow robot defenders were imprisoned or destroyed. Unfortunately as part of their design the

robots could not function without the imprint of a living being's brain waves to organize their unfathomably complex positronic brains, meaning they could not escape their rocky prison until someone dug them up. The creatures who had attacked Nickolas were of Krisichik's race, left in cryogenic storage on earth to make sure none of his devices made it into human hands. To fight them Gold had to imprint on someone's brain, so he chose Nickolas. Now the two were inextricable tied, Gold not able to function more than a few miles distant from Gold.

Unsurprisingly the Greek army took an intense interest in Gold and Nickolas, putting them both through an intensive series of tests. It was found that much of Gold's electronic nervous system had burnt out during the first battle, leaving his physical abilities impaired. Not wanting to become useless, Gold instructed the Greek scientists how to modify his body to accept a pilot who could move for Gold, wearing him like a suit of armor. While the army was initially resistant to putting a civilian in charge of their new secret weapon, due to the brain wave imprint Gold would not function except when in proximity to Gold. After two years of training, modifications and repairs Nickolas and Gold became Greece's first high-tech superhero (*they had several mystic and mutant superheroes*), operating under the guise of the Spartan, harkening back to the warrior city of ancient Greece.

That was thirty years ago and the Spartan has become one of the premiere power armor warriors in the world. In addition to a cutting edge armament, alien alloys and technology, Spartan has been around longer than most superheroes, giving him years of experience to draw on. Nickolas has gone from being a naïve college student to a veteran warrior who has seen other dimensions, distant planets and traveled through time. While not a leader, he and Gold put a great deal of experience in the hands of the Sentinels.

The Spartan first joined the Sentinels as a reserve member twenty years ago, spending five years on the reserve list before becoming a full time member. He

is considered by many to be the stable center of the group, having been a member longer than any current member of the full time team. Some are concerned that Nickolas's age will end the career of the Spartan in the near future, but Gold and Nickolas have been working on a means to imprint the brain waves of Gold's primary mechanic, Frederick Assikas, on Gold so he may carry on the mantle of the Spartan.

Quote: *"I've seen this before. You aren't going to win. Others better than you have tried."*

Personality: An old, experienced soldier in the war against super villainy, Spartan is has a calm, professional demeanor that puts others at ease. In combat he is normally collected and cool, following orders quickly and efficiently, but has certain issues that shake lose his emotional control. He cannot stand to see children threatened or treachery, both of which often send him off into a screaming rage. Most of the time he is a model member of the Sentinels, but his anger has become something of a legend, something that super villains fear. Outside of combat Spartan is often cold and distant. He has seen many other heroes come and go in his day, and he has trouble making friends after seeing so many of his comrades die.

Gold on the other hand is surprisingly friendly and outgoing, often nudging Nickolas into socializing or even perusing romantic interests. The two are excellent foils for each other, but this does often cause some bickering between them.

Powers & Tactics: Few weapons have been able to breach Gold's alien armor plating, which has gotten the Spartan in the habit of making himself a target to protect his less resilient allies. The Spartan normally charges into every battle using Flight and attacking whatever targets present themselves with his Energy Blast or other weapon systems. While Spartan is no slouch in hand to hand combat, he prefers blasting his enemies from a distance. Due to the many protective measure built into the armor, including mental and sensory shielding, Spartan is a very difficult enemy to stop or even slow down.

Appearance: The Spartan armor looks like a gold suit of humanoid armor two and a half meters tall, vaguely reminiscent in design of a Greek Hoplite. The armor has some dents and dings in it due the fact the Greek's can cannot fashion new pieces of Gold's alien armor plating, but the armor is normally kept well shined and clean otherwise. The visor on the helmet of the armor reveals an inky blackness that completely hides Nickolas's face. The armor's powers, such as flight and energy blast have no obvious external sources, though the suit's plasma attacks originate from its hands.

Nickolas looks like a middle aged Greek man who has seen a lot of action in his day. He often looks tired, but even when exhausted he has an air of watchfulness as he is always alert for threats. He has an air of responsibility and experience that often leads other heroes to seek his advice, despite his often standoffish nature.

Campaign Use: The Spartan makes an excellent mentor or ally hero for most campaigns, having many years of experience to draw from when advising less seasoned heroes. As a member of the Sentinels he can provide back up or an example to look up to for other heroes. Also if one of the heroes proves himself particularly skilled to the Spartan Nickolas may change his choice of successor.

Villain Option: Instead of being a benevolent being, Gold was a machine of evil who duped the Greeks into repairing him. Now he keeps Nickolas trapped inside him, never letting the human out except for biological needs. Gold spends his time committing wonton acts of destruction, having no interesting wealth or power. Maybe those aliens who imprisoned him had the right idea.

The Spartan: PL 18; Init +6; Defense 18 (16 flat-footed); Spd 30 ft., 75 ft. flying; Atk +10 melee (+16S, *punch*), +11 ranged (+15L, *energy blast*); SV Dmg +6, Fort +6, Ref +6, Will +10; Str 12, Dex 14, Con 14, Int 18, Wis 18, Cha 12

Skills: Language (*English, Italian*), Knowledge

(*Greek History*) +10, Knowledge (*Super villains*) +12, Repair +14, Science (*Robotics*) +14

Feats: Aerial Combat, Fame, Improved Initiative, Iron Will

Powers: Amazing Save +4 (*Will*) (*Extras:* *Damage, Fortitude, Reflexes*; *Source:* *Training*; *Cost:* 16pp)

Weakness: Quirk (Defend Children and Avenge Treachery)

Equipment: Gold Power Suit +15 (*Armor, Energy Blast (Plasma), Flight, Gadget, Mental Protection, Sensory Protection, Super Strength*; *Power Stunts:* *Dazzle, Deflection, Lifting x2, Snare, Space-Flight, Super-Flight*; *Feats (all with the Device flaw):* *Darkvision, Penetrating Vision, Photographic Memory, Radio Broadcast, Radio Hearing, Ultra Hearing*; *Extras:* *Immunity (Critical Hits, Disease, Energy (Cold, Datalink, Electricity, Gravity, Heat, Magnetic, Kinetic, Radiation, Sonic), Exhaustion, Poison, Pressure, Suffocation)*; *Flaws:* *Device*; *Source:* *Super-Science*; *Cost:* 155pp)

THE STAFF

Besides Charlotte Morsa, Sarah Dasshin and Samuel Nimui over two hundred staff work in Sentinel Mansion. Most are either security or service staff. Security is mainly there to stop break-ins, fans, and supporting the Sentinels in battles on the premises. All the security staff are professional soldiers, most of which are from America, though there is a contingent of Russian and Greek soldiers as a favor to the Spartan and Red Bear. These soldiers are well equipped and well trained, but are not ready to go toe to toe with most super villains.

The staff is mostly housekeepers, cooks, gardeners and similar staff who see to the every day operations of the mansion. If there is an attack on the mansion these individuals are trained to head to specific bunker rooms far from possible targets of attack, though more than a little panic usually

makes such evacuation situations less than peaceful.

Housekeeping Staff (200): PL 1; Init +0; Defense 11 (11 flat-footed); Spd 30 ft.; Atk +1 melee (+0S, punch); SV Dmg +1, Fort +1, Ref +0, Will +1; Str 10, Dex 10, Con 12, Int 12, Wis 12, Cha 10

Skills: Profession (Of Choice) +5

Feats: None

Powers: None

Weakness: None

Equipment: None

Security Soldiers (20): PL 2; Init +1; Defense 13 (12 flat-footed); Spd 30 ft.; Atk +3 melee (+1S, punch), +3 ranged (+5L, assault rifle); SV Dmg +1, Fort +1, Ref +0, Will +1; Str 12, Dex 12, Con 12, Int 12, Wis 12, Cha 10

Skills: Spot +3, Profession (Soldier) +3

Feats: None

Powers: None

Weakness: None

Equipment: Assault Rifle (Weapon +5 (Power Source: Super-Science; Cost: 5pp), Flak Vest (Armor +1 (Source: Super-Science; Cost: 1pp))

Experienced Security Soldiers (11): PL 3; Init +1; Defense 14 (13 flat-footed); Spd 30 ft.; Atk +4 melee (+1S, punch), +4 ranged (+5L, assault rifle); SV Dmg +3, Fort +1, Ref +0, Will +1; Str 12, Dex 12, Con 14, Int 12, Wis 12, Cha 10

Skills: Drive +3, Spot +3, Profession (Soldier) +3

Feats: Point Blank Shot, Toughness

Powers: None

Weakness: None

Equipment: Assault Rifle (Weapon +5 (Power Source: Super-Science; Cost: 5pp), Flak Vest

w/plates (Armor +3 (Source: Super-Science; Cost: 3pp))

Veteran Security Soldiers (6): PL 4; Init +2; Defense 15 (14 flat-footed); Spd 30 ft.; Atk +5 melee (+1S, punch), +6 ranged (+5L, assault rifle); SV Dmg +4, Fort +2, Ref +1, Will +1; Str 12, Dex 14, Con 14, Int 12, Wis 12, Cha 10

Skills: Drive +4, Medicine +2, Spot +3, Profession (Soldier) +3

Feats: Point Blank Shot, Rapid Shot, Toughness

Powers: None

Weakness: None

Equipment: Assault Rifle (Weapon +5 (Extras: Multishot; Source: Super-Science; Cost: 5pp), Flak Vest w/plates (Armor +3 (Source: Super-Science; Cost: 3pp))

Elite Security Soldiers (5): PL 5; Init +2; Defense 15 (14 flat-footed); Spd 30 ft.; Atk +5 melee (+2S, punch), +7 ranged (+5L, assault rifle); SV Dmg +4, Fort +4, Ref +1, Will +1; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 10

Skills: Drive +4, Intimidate +1, Medicine +4, Spot +3, Profession (Soldier) +3

Feats: Attack Focus (Assault Rifle), Endurance, Great Fortitude, Multi-Shot, Point Blank Shot, Rapid Shot, Toughness

Powers: None

Weakness: None

Equipment: Assault Rifle (Weapon +5 (Extras: Multishot; Source: Super-Science; Cost: 5pp), Kevlar Bodysuit (Armor +5 (Source: Super-Science; Cost: 5pp), Sensor Goggles (Feats (All with Device flaw): Darkvision, True Sight)

Louis Renard, Captain of Security: PL 6; Init +2; Defense 15 (14 flat-footed); Spd 30 ft.; Atk +5 melee (+2S, punch), +7 ranged (+5L, assault rifle); SV Dmg +4, Fort +4, Ref +1, Will +2; Str 14, Dex 14,

Con 14, Int 14, Wis 14, Cha 12

Skills: Diplomacy +6, Drive +4, Intimidate +5, Medicine +5, Spot +4, Profession (Soldier) +4, Sense Motive +6

Feats: Attack Focus (Assault Rifle), Endurance, Great Fortitude, Multi-Shot, Point Blank Shot, Rapid Shot, Toughness

Powers: None

Weakness: None

Equipment: Assault Rifle (Weapon +5 (Extras: Multishot; Source: Super-Science; Cost: 5pp), Kevlar Bodysuit (Armor +5 (Source: Super-Science; Cost: 5pp), Sensor Goggles (Feats (All with Device flaw): Darkvision, True Sight)

WALKER

Valerie Sotter was famous long before gaining her superpowers. Australia's premiere long-distance runner with several gold medals under her belt, she was a role model to young women across Australia. She was never even suspected of using performance enhancing drugs and led a scandal free personal life that made her easy to admire. Unfortunate all of her accomplishments were called into doubt one Sunday afternoon while she was running through the deserts of Queensland on a training run and she suddenly accelerated to several times the speed of sound.

When Valerie finally stopped she was on the other side of the continent with little understanding of how she got there. She was soon found and returned home by the Dreaming Eye, a powerful sorcerer superhero who spends much of his time in the outback. Valeria turned herself into the Australian Department for Superhuman Affairs (ADSA) so her powers could be studied and hopefully understood. Unfortunately though the press got wind of her powers and within days she was widely condemned for competing in the Olympics with superpowers, something the IOC had banned shortly after War World II. Valerie's powers were found to be a form of super-speed, but how exactly she achieved this

increased speed was not discovered. Only years later Valerie discovered that she was able to partially slip into the Dream Time when running above a certain speed, enabling her to interact with this reality in a different, faster manner. Unfortunately knowledge of her powers led to all of Valerie's Olympic medals to be revoked, which severely affected her self-confidence and left her without a place in the world.

Having lost her previous occupation as a professional athlete Valeria signed up with the ADSA and went through several years of training before entering the field as member of the Australian Army's Tactical Assault Group, which in recent years has become a predominantly super-being unit. Under the name of Walker, an inside joke since her powers only worked while she ran, Valerie acted as the lead scout for the unit. She served with the Tactical Assault Group for three years before becoming a Sentinel reservist after helping the Sentinels deal with a sea monster attacking New Zealand (most of the current Tactical Assault Group are reservists). She was called up to full time service four years later after the full time Speedster, Asphalt Devil, was paralyzed from the neck down while fighting Subodai Khan and his undead army.

Since joining the Sentinels Walker has become the heart of the time, acting as a middle ground amongst the different opinions of the team. She is good friend with the team and is very popular amongst the reserve members and is popular with the public at large, largely because they do not know her secret identity as she has taken great pains to hide it, including being assigned a Sentinel hologram projector. In her private life Valerie is still reviled as being a cheater, but that doesn't bother as much now that she is able to don the mask of Walker and do some good.

Quote: "Just let me get up to speed and I'll handle this."

Personality: Always ready with a laugh and a smile, Walker is the most overly personable member of the Sentinels. She shares some of the common man

appeal of Red Bear, but her militant protection of her secret identity keeps her from reaching the same level of popularity. Walker is more openly emotional than most of the other Sentinels, but she is far more in touch with her feelings than the rest of them. Walker is usually the person who settles inter-group disputes, though her skills in doing so are based on emotional relationships, making her diplomatic abilities less than keen. Walker revels in her powers and love traveling at high speed and often goes for long runs around the world when not busy.

Powers & Tactics: Walker avoids direct combat, preferring a scouting role when working with the Sentinels. If the Sentinels have to find a specific object, such as a bomb or hostage, Walker always does quick search of the region while using Incorporeal, usually finding the object of her search within a few seconds. When forced into combat she uses her Move-By Attack and her high speed to strike an enemy using Mach One Punch and then move out of his range. When overmatched Walker usually flees to seek help unless her doing so would leave others in the lurch, often carrying teammates to evacuate them from a losing battle. She often uses her speed to help Center move around the battlefield quickly, and the two together make a devastating and hard to catch team.

Appearance: Walker is a trim and fit Caucasian woman in her late thirties who has a runner's physique. She has short blonde hair and is deeply tanned, having spent many years running in the deserts of Australia. When on duty she wears a Sentinel uniform with a full face visor always in place and she carries a hologram projector to cover up the uniform if she must conceal herself but still expects trouble. When off duty she wears normal street clothes, sometimes using the hologram projector to avoid the anger some feel towards her for what they see as cheating.

Campaign Use: If the Sentinels are ever defeated and the heroes called up to help, Walker is likely to be the person delivering the message. She has also been known to recruit allies in the middle of a battle,

carrying heroes to the combat if need be. This is an excellent way to begin an adventure in media res with the heroes instantly jumping into a fight helping the Sentinels.

Villain Option: Instead of joining the ADSA Valerie decides to get her revenge on all those who said she was a cheater because of her powers, becoming a super villain who targets professional athletes and those around them. She will usually kidnap such individuals and hide them away in remote corners of the world to starve or die of exposure, leaving it up for the heroes to act before this can happen. Given her powers Walker is a very difficult individual to stop.

Walker: PL 17; Init +19; Defense 35 (**16 flat-footed**); Spd 105 ft. (**Sprint speed 3,440,220 ft., or 656 miles per round**); Atk +10 melee (+17S, *mach-one punch*); SV Dmg +5, Fort +5, Ref +19, Will +3; Str 14, Dex 18, Con 20, Int 12, Wis 16, Cha 18

Skills: Bluff +7, Diplomacy +6, Gather Information +6, Search +6, Survival +6

Feats: Fame, Identity Change (*Flaw: Device*), Move-by Attack

Powers: Super-Speed +15 (*Power Stunts: Water Run, Whirlwind*; *Extras: Deflection, Incorporeal, Mach One Punch, Share Speed*; *Flaws: Action: Full*)

Weakness: -

Equipment: Sentinel Uniform (*Armor +9 (Feat (all with Device flaw): Darkvision, Radio Broadcast, Radio Hearing; Source: Super-Science; Cost: 12pp)*)

Features: Combat Simulator, Communications, Computer, Danger Sensor Array, Defense Systems, Fire Prevention System, Garage, Hangar, Infirmary, Intelligence, Laboratory, Landmark, Library, Living Space, Pool, Power System, Reinforced Structure, Security System, Staff, Workshop

Hardness: 30

IMPORTANT ROOMS:

Trophy Room: A large hall at the center of the mansion serves as a trophy room dedicated to defeated enemies and past members of the Sentinels. All fifty six Sentinels who have died in the line of duty have statues in this hall while the walls are adorned with gadgets and costumes taken from enemies or from Sentinel allies of days past. All the gadgets and devices stored here have been rendered inert by the Spartan. After the foyer this is the first room guests enter in the Mansion and it is quite an intimidating place.

Library: Few of the Sentinels make use of Dexter Bruce's library, and if they did they would notice a startling number of occult books inside. Any character may notice this with a Spot or Search check, DC 20. If confronted Dexter claims they are just a hobby and will mark the character that made the discovery for immediate removal.

Basement: Wine, emergency supplies and random family heirlooms are the only things stored in the basement of the mansion, meaning only handful of the staff and Dexter Bruce regularly go down there. Behind one of the wine racks (only Dexter Bruce is allowed to touch the wine officially, though Red Bear sometimes ignores this) is a secret passage that leads down into the catacombs. Finding this door requires a Search check, DC 30.

Catacombs: From the secret door in the basement a rough hewn tunnel leads down two hundred feet to a natural cave formation Dexter Bruce has used to store the bodies of his victims. There are a few glowing magical stones illuminating the catacombs, but the area is still very dark and all the corpses give the place a very creepy appearance. Those drained by Dexter Bruce so he can use their powers decompose very slowly, meaning there are many corpses in middling stages of decay. Luckily the draining processes stops from creating the normal stink associated with corpses.

ADVENTURE SEEDS:

The most compelling adventure seed is to remove the Sentinels listed above and put the characters in their place, allowing them to deal with eventual betrayal of Dexter Bruce. This works best as a long term plotline in which the characters spend some time in the mansion, possibly have a few encounters with Nigel Brush, and then possibly get hints of Dexter Bruce is up to right before he strikes. Alternately the characters can be members of the Sentinels reserve team who learn of Dexter Bruce's activities, either afterwards or beforehand, and work to save the Sentinels from his clutches. This may be more difficult because the Sentinels are unlikely to accept Dexter Bruce's guilt easily.

There are numerous members of the mansion staff who may become targets of super villains trying to strike back at the Sentinels. Such villains may kidnap staff members while committing other acts of evil, hoping to distract the Sentinels. In such cases if the heroes are reserve Sentinels they may be asked to help rescue the staff member or save the world, depending on the situation.

Nigel Bruce survived his encounter with the Knight Marshal as a ghost, meaning the Knight Marshal may have survived as well. While the Sentinels are out on a mission the characters receive a panicked call from Sarah Dasshin that the ghost of Sentinel Mansion has turned evil and been attacking staffers, asking the characters to come save the day. When the characters arrive they find Nigel Brush trying to fight off the Knight Marshal and an army of enslaved spirits of British soldier, driven on by the strange power of Dexter Bruce's catacombs.

SHADOW CAVE, HOME TO THE JACK OF SHADOWS

HISTORY:

The Shadow Cave originally was a naturally formed cave beneath the Pender Estate, north of the super-

naturally supercharged town of Eldritch Hill. The Pender Estate was a large parcel of undeveloped land owned by the Pender family, some of the founding inhabitants of Eldritch Hill, and it had not ever been home to any type of surface construction. Left completely untouched above ground, making it something of a hideaway for local teens looking to avoid adult supervision, it attracted little attention despite its location close to the budding city. Even today only one private road runs through the surface of the Pender Estates, which now officially as a private nature preserve. Some stories occasionally surface about strange events occurring on the Pender Estates, such as animal sacrifices and satanic cults. These stories are generally dismissed as the products of over active imaginations, but police patrols around the edges of the Pender Estate are never done alone.

While the surface of the Pender Estate is interesting through rumors and hearsay, the subterranean region is where the truly interesting part lies. At the center of the Pender Estate, beneath a section of the private road leading through it, is a large natural cave network formed by underground streams millions of years ago. Shortly after the founding of Eldritch Hill in the 1790s the Pender family found these caves and through their own arcane heritage, as all the original settlers of Eldritch Hill were said to be wizards or witches, found the caves to be a place of immense magical power. Their research learned that millennia ago primitives shamans had imprisoned a creature of immense evil in the caves and its essence, while contained, still leaked out in small quantities to the surrounding area. The Pender family sealed the caves off and kept any other wizard from abusing their power, thinking the caves and their power too much a temptation for others to resist.

Over the years since the founding of Eldritch Hill the Pender's became well known as its defenders; fight off first demons and criminals and later the more modern breed of super villain. Each generation of wizard took up this cause anew, fighting from the shadows to protect the city while trying to keep its magical nature hidden from both its inhabitants and

outsiders. They were successful for the most part, though Eldritch Hill did develop something of a reputation as place where strange things happen. Unfortunately though this long history of heroism changed courses drastically thirty years ago.

Ceilia Pender, one of the most powerful fire wizards the Pender family had ever known, defeated a dark wizard named Galegi the Foul, but before being banished to an extra-dimensional prison Galegi cursed Ceilia, saying her children would never have the ability to wield magic as long as he was imprisoned. This came to pass five years later when Ceilia's son Patrick was born with no innate magical talent: instead he had an intensely powerful resistance to all magic. Ceilia had no other children and no siblings, so it was expected by the family that the legacy of the Pender family as the magical defenders of Eldritch Hill was over.

Luckily Patrick didn't give in that easily. Being extremely stubborn and intelligent, he decided he would still protect Eldritch Hill, but wouldn't rely on magic. Instead he uses gadgets, intense physical training and a number of vehicles to carry out his duties, calling himself Shadow Jack. He has since moved into the caves beneath the Pender Estates, thinking that the best way to protect them from outside interference. Also his innate resistance to magic makes him immune to the dark energies flowing out of the evil creature captured there, which Patrick has nicknamed Bob. The evil from before time is not amused.

LOCALE:

The Shadow Cave is located beneath the Pender Estates, 10 miles north of Eldritch Hill (or whatever city suits your campaign setting). The Pender Estates are composed of several hundred acres of heavy woodland surrounded by a high fence with numerous "Keep Out" signs posted. There is one road bisecting the Estates that runs directly over the Shadow Cave. In fact the main entrance from the Shadow Cave feeds out onto this road from a concealed entrance on a nearby hill. No one is

allowed into the Estates but a few local teens sneak in occasionally. The rumors about occult activities were true in the past as either the Pender family or their enemies performed rituals in the area, but none have occurred for several years.

Under the ground of the Pender Estates there is a length underground cavern system, but only a small portion of it is used by The Jack of Shadows. The Shadow Cave has been sealed off from the rest of the caves by steel plating, keeping unexpected visitors out. There are several underwater rivers in the area, one of which the Shadow Cave uses as a fresh water supply. Some strange carvings and primitive paintings were found in some areas of the cave system, but whoever made them is thought to have died long ago.

INHABITANTS:

The only inhabitants of the Shadow Cave are The Jack of Shadows, Patrick Pender, and his occasional partner Umbra. Few others even know of it, most of those who doing being members of the Pender family or heroes Jack of Shadows has come to trust. Jack of Shadows only shows heroes his hideout if he has known them for at least a year and he never takes magic using heroes there for fear Bob will influence them.

THE JACK OF SHADOWS

The only member of the Pender family to be born without magical abilities, Patrick Pender has made up for his lack of arcane power with an intense regiment of physical training and a vat array of high-tech gadgets and vehicles. From a young age he prepared to take over the defense of Eldritch Hill from his mother and he will fight to his dying breath to avoid letting the family legacy falter. He has been an active hero in the Eldritch Hill area and the surrounding region for five years but has little reputation amongst superheroes in general. He prefers to keep a low profile so only that his closest allies and

most hated enemies know that he even exists for sure.

Trying to keep up appearances, Patrick tries to configure his gadgets and vehicles to give the appearance of being magical in nature, hoping his family history will lead villains to the conclusion he is a wizard as well. If this trick works he often gains a tactical advantage against enemies who plan on fighting a magician and instead get a gadget wielding martial artist. With the assistance of Umbra, his sometimes partner and lover, the Jack of Shadows can easily keep up the masquerade of being a powerful sorcerer.

The only regular ally the Jack of Shadows has outside his family, most of whom are retired is Umbra, a mutant he met while tracking down a vampire in Eldritch Hill three years ago. Umbra has little memories of her early years and has spent most of her life on the streets of large cities, only coming to Eldritch Hill three years ago. Since their meeting and subsequent romantic interactions the two have had a stormy off and on relationship as Umbra is used to caring for no one but herself while Patrick tries to only care about his mission. They work together well when required, but they spend most of the rest of the time bickering.

Quote: *"I don't think you know who you're dealing with. You're obviously new in Eldritch Hill."*

Personality: Single minded and driven, the Jack of Shadows has dedicated his life to keeping up the family tradition of protecting Eldritch Hill and keeping Bob in check. To most he comes across as grim and serious, but when among friends this is punctuated by a very random and dry sense of humor. When particularly pressed in combat he often breaks character, dropping the powerful wizard act to openly mock his foes. Despite these displays of humor he is extremely serious about his duty and would willingly sacrifice his life for the people of Eldritch Hill without a second thought.

Powers & Tactics:

Appearance: An attractive young man of twenty five, the Greek heritage of his family is easily apparent in his olive skin and dark hair. Almost exactly six feet tall and muscular, he cuts a fine figure, but rarely displays it. Instead he normally wears a flowing cloak and clothes, making it very difficult for his enemies to get an idea of exactly where his body is at any given time. He has a circular scar on his chest that he was born with that is thought to be related to the curse that removed his magical talents.

Campaign Use: Jack of Shadows makes an excellent ally to the player characters if they are of a mystical nature, having great knowledge in that area but not practicing magic himself. If the gamemaster wishes to run a magic themed campaign the city of Eldritch Hill is an excellent place to do so, having been founded by wizards and around which are trapped several creatures of great evil such as Bob. In such a setting the Jack of Shadows can provide a veritable font of local information.

Villain Option: The Jack of Shadows may have overestimated his own willpower and resistance to magic, slowly falling under the sway of Bob. In this case the Jack of Shadows will slowly become a villain, working to free Bob from his containment. Umbra will also fall prey to such evil tendencies, remaining his sidekick. The heroes best stop the Jack of Shadows before he unleashes an ancient terror the likes of which the world has not see in millennia.

The Jack of Shadows: PL 13; Init +4; Defense 20 (20 flat-footed); Spd 30 ft.; Atk +11 melee (+4S, punch), +11 melee (+10L, Multi-Club); SV Dmg +7 Fort +7, Ref +6, Will +7; Str 18, Dex 18, Con 20, Int 14 Wis 20, Cha 14

Skills: Drive +10, Hide +12, Intimidate +10, Move Silently +12, Pilot +9

Feats: Accurate Attack, Assessment, Attractive, Connected, Dodge, Expertise, Great Fortitude,

Headquarters, Iron Will, Lightning Reflexes, Power Attack, Sidekick (Umbra), Toughness

Powers: Combat Sense +4 (Source: Training; Cost: 4pp), Gadget +10 (Source: Super-Science; Cost: 10pp), Jack of all Trades +5 (Source: Training; Cost: 25pp), Power Resistance +13 (Mystic powers only; Source: Mystical; Cost: 13pp)

Weakness: None

Equipment: Jack of Shadows Costume (Armor +8 (Extra: Immunity (Disease, Energy (Electricity, Heat, Cold, Radiation), Poison, Pressure, Suffocation); Source: Super-Science; Cost 16pp); Blending +10 (Source: Super-Science; Cost: 10pp), Darkvision (Device Flaw)), Multi-Club (Weapon +6 (Lethal Damage; Power Stunts: Fatigue, Snare; Source: Super-Science; Cost: 10pp)

UMBRA

Umbra does not consider herself Jack of Shadows sidekick, seeing their cooperation as more of a partnership. From the outside the two seem enemies as often as allies, verbally sparring even in the midst of combat. The people of Eldritch Hill have come to understand the two sometimes work together, but have given up trying to understand the specifics of the relationship. Umbra and Jack of Shadows seem to have done the same thing.

Umbra has only limited memories of her childhood, which she thinks she spent in a government mutant training facility, but the details are sketchy. She escaped from this facility shortly after entering adolescence, living on the streets since then. She eventually ended up in Eldritch Hill after hitchhiking there to help a fellow mutant who helped her escape the government facility. Unfortunately when she arrived her friend was dead, but she did help the Jack of Shadows catch his killer. The two have shared romantic feelings since then and often work together, but such endeavors never go peacefully. They both have their way of doing things and neither are particularly flexible.

Quote: “Do I look like a sidekick? Why do I even help you with this stuff Jack?”

Personality: Stubborn and willful, Umbra is use to being able to only rely on herself and has severe problems trusting others. She hates bullies and always tries to help people in need of assistance, often sticking her nose where it doesn't belong. Generous to a fault, she places little value on money or property. Unfortunately she has little patience for those who don't see the world exactly as she does, leading to problems with the Jack of Shadows amongst other people.

Powers & Tactics: Umbra avoids straight up fights when possible, preferring to use her Darkness Mastery power to set up ambushes. Before striking she often uses her powers to extinguish light sources, giving her the advantage due to her Darkvision super-feat. When in combat she favors using her Energy Blast power at range, from behind cover if available. Despite her natural resilience and armor she goes to great lengths to avoid being injured in combat. When working with Jack of Shadows she uses her powers to conceal the both of them, allowing Jack to get into melee combat easily while she supports him at range, using Precise Shot if necessary.

Appearance: Umbra's features are those of someone from India or Pakistan, but she is not sure of her true ancestry. She has long black hair and light brown skin, enabling her to easily disappear in shadows. Even in direct lighting she seems abnormally dark, as if the shadows she casts are blacker than normal shadows. When on duty she wears a customized suit of armor given to her by the Jack of Shadows which looks very similar in design to his own suit. When not on duty she prefers basic but trendy clothes, happy to be not living on the street but not flaunting what wealth she has.

Campaign Use: If you are using the Jack of Shadows in your campaign Umbra serves well as a counter point to his severity, presenting a raucous voice of opposition. On her own she works well as a

street level superhero that could be present in most cities, particularly those with a dark urban landscape. Maybe she never gave up her hitchhiking days and continues to travel the country looking for exciting things to do.

Villain Option: If Jack of Shadows goes bad and Umbra does not die fighting him, she has most likely gone as bad as he. With her powers Umbra easily transitions to being a darkness oriented villain, spreading panic with her attempts to release Bob and possible block out the ever painful sun, even if only for a short time.

Umbra: PL 12; Init +5; Defense 21 (16 flat-footed); Spd 30 ft.; Atk +6 melee (+1S, punch), +11 ranged (+12L, energy blast); SV Dmg +2 Fort +2, Ref +7, Will +2; Str 12, Dex 20, Con 14, Int 16, Wis 14, Cha 16

Skills: Bluff +10, Gather Information +9, Hide +11, Intimidate +7, Move Silently +11, Spot +8

Feats: Accurate Attack, Attack Focus (Energy Blast), Attractive, Darkvision, Evasion, Lightning Reflexes, Point Blank Shot, Precise Shot, Scent

Powers: Darkness Mastery +12 (Extra: Energy Blast; Source: Mutation; Cost: 48pp), Protection +4 (Flaw: Doesn't work in sunlight; Source: Mutation; Cost: 4pp)

Weakness: Susceptible (Sunlight)

Equipment: Modified version of Jack of Shadows costume (Armor +8 (Extra: Immunity (Disease, Energy (Electricity, Heat, Cold, Radiation), Poison, Pressure, Suffocation); Source: Super-Science; Cost 16pp))

Features: Computer, Concealment, Escape Tunnels, Garage, Infirmary, Living Space, Power System, Security System

Powers: Absorb Knowledge +13 (Power Stunts: Multiple Source x13; Source: Super Science; Cost 39pp), Comprehend +13 (Source: Super-Science; Cost: 26pp), Datalink (Source: Super-Science; Cost

26pp), Relay +13 (Power Stunt: Multiple Relays; Flaw: Device (Multiscanner); Source: Super-Science; Cost: 26pp); Transmission +13 (Power Stunts: Selected Jamming; Extras: Encrypt Signal, Sensor Jamming; Source: Super-Science; Cost: 78pp)

Hardness: 13

IMPORTANT ROOMS:

Legacy Room: Amongst the living quarters is a large well lit room used to contain the relics and costumes of past members of the Pender family. This room contains several ancient relics and books of lore, but they have all been locked away for security reasons and Jack of Shadows does not bother with them. The costumes range from eighteenth century finery to twentieth century fedoras and trench coats.

Ancient Prison: Beneath the lowest level of the Shadow Cave is the section of the cave where Bob was imprisoned ages ago. The walls of this room are covered in glowing runes and none of the Pender family has ever allowed these runes to be disturbed. There is only one door to this room from the Shadow Cave and it is heavily locked, requiring a DC 40 Open Locks check to pick.

ADVENTURE SEEDS:

Bob begins pushing against his prison with all his might. This has little affect on the Jack of Shadows, but the teenagers who occasionally sneak into the Pender Estates are not so lucky. Several of these kids begin manifesting darkness-oriented super-powers and drastic behavior changes, but the Jack of Shadows cannot track them all done alone, especially if one of them has gone to the heroes' home town.

The Shadow Cave is under assault by a legion of cultists trying to release Bob from his prison, leading the Jack of Shadows to summon all the allies he has to defend his own headquarters. While the cultists are not individually powerful for the most part there are hundreds of them, and their leaders may wield

dark mystic forces.

After a fight with the Jack of Shadows Umbra leaves the Shadow Cave for a few days, and when she returns he is missing along with some of the costumes from the Legacy Room. They have been stolen by an ancient enemy of the Pender family, possibly even Galegi the Foul himself. Umbra asks the heroes to help her rescue the Jack of Shadows from his captor.

SKY-WATCH, HOME OF THE EARTH GUARD

Long ago, before life on Earth had advanced beyond single-celled organisms, the planet was used as a prison world by a confederation of dozens of alien races that controlled the surrounding region of space. The confederation's name would be unpronounceable by humans and the name translated roughly to "Unity Peace." The creatures that were imprisoned on earth were unspeakable horrors that were leftovers from the universe that existed before the big bang. Powerful beyond comprehension and with a thought process that caused madness in other races, these ancient evils, called the Unspoken First, were imprisoned using science and magic of such power that now it is only a dream of wizards and scientists (one of them is imprisoned just north of Eldritch Hill). The confederation that created the prison wiped itself out in a civil war several millennia ago, its member races reverting back to their primitive past selves and now live amongst the ruins of a civilization that ruled the stars. The only remaining functional piece of their once great civilization is the fortress they built above Earth to ensure the Unspoken First did not escape their prisons.

This fortress, built in an asteroid in one of earth's Lagrange points was crewed by a rotating staff of soldiers, scientists and mystics from all of the confederation's member races. Unfortunately

during the civil war that ended the confederation most members of the fortresses staff went back to their homeworlds to fight in the war, leaving a soul Denebian named Judagja to man the station alone, such was his dedication to his duty. While Judagja watched the earth alone his people went to war and the confederation fell apart, leaving Judagja to keep tabs on the Unspoken First. He remained at his post for thousands of years, and eventually starting to lose his mind after being alone for so long. Jadagja was overjoyed when humans developed on earth and he tried to make contact with them regularly every few centuries, but his strange appearance led humans to fear him. Still the presence of intelligent life on the planet gave him something to pay attention to, but also worried him because he feared these primitive creatures may unintentionally release the Unspoken First.

And eventually that was exactly what happened. In 2003 a group of sorcerers in Russia tried to release one of the Unspoken First trapped near Moscow using a powerful ritual and a deep core oil drill. The sorcerers were members of a cult who had been contacted subconsciously by the Unspoken First they were trying to release, and the power they had gained under its tutelage was not inconsequential. Knowing he could not face them alone, Judagja selected five humans from the population of earth he thought would help him. He meant to select six, but he ended up missing the last human and got a dog instead, but liking dogs Jadagja thought the dog would work just as well. Using ancient technology built into the station in case of emergency he bathed all six in a form of cosmic radiation that immediately instilled them with superpowers, but Jadagja had forgotten to ask permission before doing so. Now he had some very angry and confused humans on his hands and one dog that could tear apart tanks but was poorly house trained. After a quick explanation, some arguing, an instructional video and a quick combat course the group went down to earth along with Jadagja to stop the sorcerers, engaging them in a large scale battle.

The battle took several hours to complete and ended up severely wounding many of Jadagja's new allies, but in the end the cult was defeated and their powers stripped. Due to some unforeseen side effects involving earth based DNA and the cosmic radiation, Jadagja could not remove the powers from the six earthlings. Instead he suggested they become superheroes, as Jadagja had seen superheroes in the many news reports he had been watching for the last half century. After failed attempts to live normal lives the group agreed to Jadagja's idea and returned to the fortress, which they dubbed Sky-Watch. The group began calling itself the Earth Guard after the aliens originally assigned to Sky-Watch. Over the next few weeks they became one of the most popular superhero teams on the planet, largely for the fact they were normal people only a few weeks ago and had a common man appeal. When Jadagja had selected them he chose humans with few living relatives, so most of the Earth Guard has little use for secret identities though they do use superhero names in order to sound more impressive.

The Earth Guard has been operation for almost a year now and has earned a reputation for enthusiasm and power, if not always common sense. They have been joined recently by Preshin, a Centauri alien whose race was formerly a member of the alien confederation that build Sky-Watch. Preshin's family had kept the old stories of earth alive and as soon as their mystic powers were capable they sent Preshin to earth to help keep the Unspoken First imprisoned. Now Preshin fights alongside Jadagja and the Earth Guard against what ever evils threaten Earth and its people.

HISTORY:

Sky-Watch was built by the Jadagja's alien confederation in a hollowed out asteroid that had high iron amounts of iron that was towed into place from the asteroid belt outside Jupiter (the planet whose destruction created the asteroid belt was destroyed in the battle to imprison the Unspoken First). Several large caves were bored into the asteroid and several

external structures, creating sufficient space to hold over one hundred inhabitants and the supplies to support them for years on end. Several smaller asteroids were placed around Sky-Watch in case there was ever a need to build more other satellite bases or expand the structures on Sky-Watch. This process only took a few days to achieve and Sky-Watch ran without issue for countless thousands of years, until the alien confederation that created it was rocked with civil war.

Soon only Jadagja was left to keep the station operating, and due to the immense size of the station this is not a task he could accomplish alone despite all the advanced technologies built into Sky-Watch. Over time Jadagja was forced to shut down more and more sections of the station, eventually leaving only 10% of the original station's systems operational. The sections of the station without power are mostly uninhabitable, having long ago been exposed to the vacuum of space after a bulk head or force-field failed. More recently with the help of the Earth Guard Jadagja has been trying to reclaim this sections, but it is a tedious process due to the fact the Earth Guard has little familiarity with the technologies involved.

Only since the creation of the Earth Guard has Sky-Watch been anything else other than a home and listening post for Jadagja. Since the Earth Guard came on board they have tried to make arrangements with the United Nations to get some scientists onboard to study the technology on Sky Watch and possibly convert the asteroid base into an international space station, using all the currently uninhabitable sections of the station. Jadagja is not completely comfortable with this idea, fearful that the humans may learn the knowledge they gain from Sky-Watch to immoral ends or somehow try to remove him from the station. Thus far Jadagja trusts the judgment of the Earth Guard, but he is constantly alert whenever visitors come onboard. Unfortunately the Earth's Guards interaction with the United Nations has caused some dissension with the Sentinels since some news outlets have claimed the

Earth Guard seeks to supplant the Sentinels as the official UN super team. This is not true, but it has not eased relations between the two groups.

LOCALE:

Sky-Watch is permanently located in one of the Lagrange points where the gravitational pull between the Earth and the Moon is in balance, allowing Sky-Watch to stay in the same position with little adjustment. This means that Sky-Watch is surrounded by empty space for hundreds of thousands of miles in all directions, its only neighbors being the Moon and the Earth. Sky-Watch currently sits outside the orbital range of most terrestrial spacecraft, meaning most visitors rely in the station's teleportation system, but Jadagja is always annoyed by this because he is the only person who knows how to operate the controls. Attempts to instruct the Earth Guard thus far have failed.

There are numerous other asteroids and bits of random space debris in the area around Sky-Watch, most of which was involved in the construction of Sky-Watch or has fallen into the Lagrange point and never fallen out. While most of this debris is harmless, the Earth Guard recently battled an alien creature whose cocoon had come to rest near Sky-Watch. Ever since Jadagja has begun having the Earth Guard investigate and catalog all the debris.

INHABITANTS:

THE EARTH GUARD

The Earth Guard is fairly new as super teams go, having less than a year of experience under their belt. Despite the immense power at their finger tips, the Earth Guard often has trouble comprehending their power and rarely thinks large scale. Instead they tend to deal with problems in a very direct and simple manner, such as simply pounding super villains into the ground. This directness and lack of pretension has won them many fans, but also has played havoc on the areas they have visited. The Earth Guard tends to leave a larger than normal

swath of destruction in their wake, much to Jadagja's dismay, though they are working on it.

Usually the Earth Guard as a team work to combat natural disasters and global super villain operations, but individually they often tackle street crime and small-time super villains. While usually greatly outclassing such opponents, all of the Earth Guard sees it as a way of paying back the communities that raised them. All of the Earth Guard have a strong fan base in their hometowns, which is where they spend most of their time when off duty.

ARMY

While his official superhero name is Army of One, everyone called Frank Drusden Army. The default leader of the Earth Guard, Frank was a career soldier in the United States Marines for many years and uses that experience in leading the Earth Guard, though sometimes his motivational techniques don't go over well. While Frank had been out of service for several years before joining the Earth Guard his military bearing and mindset had not changed, which when combined with the lack of military discipline amongst the rest of the Earth Guard, makes him a rather abrasive leader at times. This is not helped by the fact Frank is a Marine, yet everyone calls him Army.

Frank is the oldest of the Earth Guard and assumes a leader positions in even non-combat situations, but outside of life or death situations Frank can be very paternal towards his comrades. Frank sees the Earth Guard as a group of kids who need a stern hand, and Jadagja certainly is not that hand. Since the arrival of Preshin, Frank has begun counting on him as the second in command, valuing both his combat experience and raw charisma. When off duty Frank spends time with Bull and Rufus more so than any other members of the team. When on earth Frank still lives in his small apartment in Chicago, having little family and few friends to speak of besides old Marine buddies. Frank is a lonely man who loves being part of the Earth Guard for the companionship and meaning it brings to his life, but he would never

admit that to anyone, especially himself.

Quote: *"Mindwarp, distraction. Bull, get the leader. Rufus, follow him. Friction, find the bomb. Iron Princess, general havoc. Preshin, get the hostages. Earth Guard, let's do some damage!"*

Personality: A military man in every aspect of his life, Army favors strict precision and efficiency in everything he does. While in combat Army is a stone faced warrior, betraying no emotion at all. Outside of combat his demeanor changes little, but enough socializing can eventually get him to open up. Like many of the Earth Guard he prefers common pleasures, like drinking with friends and watching football. Despite his steely attitude Army cares deeply for his comrades and he never leaves a man behind.

Powers & Tactics: Army's main offensive ability is creating large number of clones using Duplication and attacking targets with the clones using their Sky-Watch Blaster files. Army usually commands the clones to use a variety of attacks, some using Stun while others Snare or just do damage. Army uses his clones to scout ahead and relies on the Mental Link he has with them to stay informed of their condition, information he then relays to the rest of Earth Guard via Coordinate. Through Army's efforts all of Earth Guard is constantly up to date on their fellow's whereabouts.

Appearance: A fit, trim man of African descent in his late forties, Army always has a strong military bearing and rarely smiles. In combat he wears the black and silver uniform Jadagja gave him from the old Sky-watch storehouse and carries a blaster rifle from the Sky-Watch armory. Army is always clean cut and well groomed; feeling that slobbery is a sign of a lack of discipline. When off duty Frank wears button down shirts and slacks, all cleanly pressed and impeccably neat.

Campaign Use: Army can serve as a field leader for just about any time, making up in usefulness what he lacks in sheer charisma. By removing the

flaw from his Coordinate power he could easily function as a leader for teams other than the Earth Guard. As the leader of Earth Guard he assumes the role of dealing with other heroes for the team, but sometimes rubs such heroes the wrong way with his military bearing.

Villain Option: After Jadagja granted the Earth Guard their powers they turned to villainy instead of helping Jadagja against the Unspoken First, and Army remains their leader. Bitter from years of service given to a country that barely gave him a livable pension, Army and the Crime Guard now strike out to make themselves rich, and cause some destruction in the process.

Army: PL 14; Init +3; Defense 18 (15 flat-footed); Spd 30 ft.; Atk +12 melee (+S4, punch), +11 ranged (+12L, Sky-Watch Blaster Rifle); SV Dmg +6, Fort +6, Ref +3, Will +5; Str 18, Dex 18, Con 18, Int 14, Wis 16, Cha 16

Skills: Bluff +7, Climb +8, Intimidate +11, Profession (Soldier) +10

Feats: Great Fortitude, Inspire, Iron Will, Leadership, Point Blank Shot, Precise Shot, Rapid Shot, Toughness

Powers: Coordinate +5 (Flaw: Only works on Earth Guard members; Power Stunts: Wide Linkx3; Source: Alien; Cost: 11pp), Duplication +12 (Extras: Horde, Survival; Source: Alien; Cost: 48pp)

Weakness: None

Equipment: Earth-Guard Uniform (Armor +6 (Extras: Mental Protection; Source: Super-Science; Cost: 18pp), Sky-Watch Blaster Rifle (Weapon +12 (Power Stunts: Dual Damage, Fatigue, Snare, Stun); Source: Super-Science; Cost: 20pp)

BULL

Robert "Bull" Thompson was always a big kid. This grew to extreme proportions once puberty hit

and Bull towered over his fellow students by a full foot or more. Around this same time Bull discovered weight lifting and soon his girth matched his height, eventually becoming one of the foremost power lifters in Canada and competing at the Olympic Games in Sydney. Despite his massive size and strength Bull never resorted to being a bully or took advantage of his abilities, instead working against people who did so. Bull in truth simply wanted to be friend with everyone, kick back and have some fun.

After the 2000 Olympics Bull tried a career as a professional football player, and it took him three years to eventually find a team that would take him. Unfortunately the first time he took the field was the same time Jadagja called him up to Sky-Watch to be a member of Earth Guard, so his football career was cut catastrophically short (though, for publicity purposes, he is still on the team roster). For Bull joining the Earth Guard was the sudden realization of that he could do more with his life than simply play sports, and threw himself into it whole hog. More than anyone else on the Earth Guard Bull loves what he does and wants to be a superhero twenty four hours a day. He has become something of an adrenaline junky, but for the most part he just really likes the idea of being to help so many people. Laying a smack down on super villains is one of the fringe benefits.

Bull usually hangs out with Army and Rufus when possible, trying to get Army to lighten up and being the only person in the Earth Guard tough enough to rough house with Rufus. Bull takes care of Rufus normally, talking him for regular walks on earth and often keeping him on his parent's cabin in Ottawa. Very much the cheerleader for the team, Bull gets along well with the other members of the team, but is often put off by Iron Queen's intensity and Mindwarp's biting sarcasm. Despite initially being quite homophobic on joining Earth Guard Bull has overcome these feelings and is now good friends with Friction. Bull does not really get Jadagja's mindset or his obsession to staying on Sky-Watch, but likes the little green guy none-the-less.

Unfortunately Bull has come to see Preshin as something of a rival for being the team melee fighter and has been giving him something of a cold shoulder since he arrived.

Quote: "Come on guys! Let's do some good! Hey you, guy in the stupid purple cape! Come get some!"

Personality: A good-natured bruiser who is almost eternally positive and friendly, Bull assumes everyone he meets is a friend and rarely distrusts anyone without significant reason. Bull loves using his powers and sometimes gets a little overexcited when doing so, which has led to a few nearly catastrophic building collapses. He has become more careful with time and has gotten in the habit of never shaking hands for fear of shattering the bones of those he meets.

Powers & Tactics: Except when under the direction of Army, Bull's tactics usually consist of running up to the biggest enemy in sight and hitting them until they fall down. Unfortunately Bull has developed a habit of charging through whatever is in the way to get to said enemies, destroying more than his fair share of real estate. Bull is tenacious and tries to use brute force to overcome any obstacles in his way. Luckily he has lots of brute force at his disposal. When fighting in melee Bull prefers to grapple and pin his opponents, using his massive strength to greatest advantage.

Appearance: Bull is a large Caucasian man standing almost seven feet high with shoulders nearly four feet across. He has the build of a power lifter and is completely covered in muscle. Bull keeps his head shaved clean but wears a goatee normally, sometimes joking that this makes him Evil Bull. When on duty Bull wears an Earth Guard uniform but removed all the armor plates from it to make it fit better.

Campaign Use: Bull is the good-natured lug of the Earth Guard, the sort of guy who is the first to attack other superheroes if he thinks they are up to no good, but also the first to apologize. In this capacity he can easily be used to pick fights between the heroes and

the Earth Guard. Also Bull provides an excellent means to get low powered heroes involved in large, world saving battles by rescuing people in buildings Bull accidentally knocks over.

Villain Option: As a villain Bull joins Army and the others in the evil Crime Guard, using their abilities to obtain wealth and power. In this case his destruction of surrounding buildings and such is even more common as he has no regard for other people. Bull is a hard villain to stop, but he can be slowed down fairly easily.

Bull: PL 12; Init +1; Defense 15 (14 flat-footed); Spd 30 ft.; Atk +13 melee (+17S, *punch*); SV Dmg +19 Fort +19, Ref +1, Will +3; Str 20, Dex 12, Con 20, Int 10, Wis 16, Cha 16

Skills: Drive +5, Intimidate +21, Listen +9, Spot +9, Taunt +5

Feats: All-Out Attack, Durability, Great Fortitude, Fame, Improved Grapple, Improved Pin, Power Attack, Takedown Attack, Toughness

Powers: Super-Strength +12 (*Extras: Super Constitution; Source: Alien; Cost: 84pp*)

Weakness: Naïve

Equipment: None

FRICTION

For Henryk Gerlach, Jadagja had terrible timing in creating the Earth Guard. When Henryk was teleported up to Sky-Watch to receive his powers Henryk was in the middle of coming out of the closet to his parents, who were not thrilled with finding out their only son was gay. Henryk later returned to finish the conversation, and her parents have learned to deal with their son's sexual orientation, but this incident caused a lot of grief for Henryk in his first few months on the Earth Guard.

While there had been homosexual members of the Sentinels for years, their private lives were kept secret so names were never released. The Earth Guard took no such precautions and soon Henryk

became an overnight symbol to gay and lesbians everywhere as the first openly gay superhero. Unfortunately this was not something Henryk was interested in, being a rather private and subdued person himself who avoided the public spotlight when possible, and he has tried to shuck the responsibilities of being a role model several times. Unfortunately for him this has not worked, though most consider the good Friction has done to be a large step in proving the quality and value of homosexuals to those who doubt them.

Within the Earth Guard Friction is a strong team player, rarely grandstanding and always ready to follow Army's orders. Henryk has become something of the team counselor, coming to other members in times of stress when they need someone to talk to. In delicate diplomatic situations Friction normally takes the lead for the Earth Guard, having better interpersonal skills than most of the others. Friction is largely responsible for Jadagja's growing knowledge of Earth and its people, having spent many hours trying to teach the alien to think like a human.

More than any other member of the Earth Guard Friction looks forward to the day where he can give up his life as Friction and return home to Warsaw to his friends and boyfriend Ryszard. He has not returned home very often since joining Earth Guard for fear of alerting bigots to the locations of his family or friends. Despite his abilities Friction accepts he cannot be everywhere at once so sometimes discretion is the best way to stay out of trouble.

Quote: "You should really reconsider what you are about to do."

Personality: Usually reserved and quiet, Henryk is friendly in a withdrawn way that encourages most people to try and draw him out into conversation. Henryk does not like confrontations but has accepted them as an unavoidable part of his life and now digs in his heels instead of avoiding confrontation. While rarely aggressive in discussion, he does not back down. While Henryk does not want to be a role

model, he works for the equal rights of all where he can.

Powers & Tactics: Friction usually stays close to Bull or Iron Queen during combat, using Inertia Control to improve their effectiveness in combat by increasing their damage or protecting them from harm. Friction often performs scouting missions for the Earth Guard due to his speed and ability to avoid harm. Friction tries to use his speed and inertia powers to go wherever he is most needed on the battlefield, providing support instead of up front damage.

Appearance: Friction is a blonde haired man of Northern European descent with slim build, which is normally concealed by overly baggy clothing. When in the field he wears an Earth Guard uniform with the mental shield removed because it always gave him terrible migraines that disrupted his powers. Friction rarely looks at people unless speaking to them and usually seems to be thinking about some far off place.

Campaign Use: As the diplomat of the Earth Guard, Friction may well be the member heroes encounter if they have official business with Earth Guard. Also Friction's powers are primarily supportive of other characters, making him an excellent ally or guest star to help out your heroes in a tight spot.

Villain Option: As part of the Crime Guard Friction serves as the group negotiator and business manager, working with super villains and malevolent organizations to sell the Crime Guard's services to the highest bidder. In this situation Friction becomes a slick negotiator, always ready to manipulate his opponents so he can get the best deal. He is also less likely to remain in a support role to other members of the Crime Guard, instead preferring to do things on his own and not rely on others.

Friction: PL 12; Init +9; Defense 25 (16 flat-footed); Spd 55 ft. (*Sprint speed of 1,760 ft.*); Atk

+6 melee (+11S, *Inertia Control enhanced punch*); SV Dmg +2 Fort +2, Ref +9, Will +6; Str 12, Dex 18, Con 14, Int 14, Wis 18, Cha 16

Skills: Bluff +9, Diplomacy +12, Sense Motive +7

Feats: Instant Stand, Iron Will, Move-By Attack, Rapid Strike

Powers: Inertia Mastery +10 (*Extras: Super-Speed +5; Power Stunts: Wall Run, Water Run; Source: Alien; Cost: 91pp*)

Weakness: None

Equipment: Earth-Guard Uniform (*Armor +6 (Source: Super-Science; Cost: 6pp)*)

IRON QUEEN

Shakir Ngwane was taken from her village in central Africa as a small child and put to work mining blood diamonds to fund the wars that ravaged that area. She managed to survive for ten years in the mines, working everyday in the hopes of eventually escaping. When escape did come in the form of Jadagja teleporting her up to Sky-Watch, Shakir thanked God for this opportunity and swore to put it to the best use possible. Shakir fought the Russian sorcerers with fierceness that almost made Jadagja think he had made a poor choice, and immediately following the battle Shakir traveled to her homeland and went about fleeing the other captives in the minds, spending the next few days sweeping the region clean of war, famine and oppression. Only then did she return to Sky-Watch, much to the dismay of Jadagja, though in the end he could find no fault with her actions.

Shakir, taking the name Iron Queen from the iron pick she still carries from her days in the mine (*though it has now been fashioned into an axe*), forms the loyal opposition in Earth Guard. She often argues with Jadagja and Army, questioning their assumptions and priorities, but when the time for battle comes she is a complete team player. Iron Queen sees no difference between Shakir and

the Iron Queen, unlike most of the other Earth Guard members, and she does not understand their desire for some semblance of a normal life.

The most active member of the team, she takes no time off and whenever she is not working on Earth Guard missions she is in Africa helping bring peace and prosperity to her homeland. She has created a loose alliance of African superheroes to aid her in this, called the African Council, most of who are mystical or mutant in origin. Unfortunately due to the lack of strong central governments Africa has long been a haven for super villains, some of whom control entire countries. The Iron Queen leads the African Knights to uproot such villains, trading in the short term chaos of revolution for long term prosperity. These missions have earned her some enemies amongst the UN, and some hint the Sentinels may be sent in to stop her if these actions continue, but thus far the African Council have experienced an amazing string of successes.

Of the Earth Guard, the Iron Queen is by far the most vicious combatant. She has killed several super villains while on Earth Guard missions and most of the Earth Guard assume she shows no mercy on her operations with the African Council. This practice bothers Army, Preshin and Jadagja, but they have not yet gotten Iron Queen to change her ways. The Iron Queen socializes with the rest of the team, but only spends large amounts of time with Mindwarp and Preshin, valuing Mindwarp for his caustic wit and Preshin for his dedication.

Quote: “Surrender? Who asked for your surrender?”

Personality: After years of torment and hard labor Shakir is not what would be considered emotionally balanced and instead has strong issues with anger management and is obsessed with constantly using her powers to affect change for the better. She drives herself incredibly hard, usually only sleeping when she collapses from exhaustion. Shakir is arrogant, stand-offish and angry, but as the Iron Queen she is a cold, calculating combat machine. Most find her

presence deeply disturbing.

Powers & Tactics: Within the Earth Guard the Iron Queen is usually assigned to take out minions, upper ranking henchmen and cause general confusion using her Fade and Flight powers. Iron Queen prefers flying into combat swinging her axe with all her might, but realizes sometimes this is not the best option. When facing superior numbers or wanting a psychological advantage she hides using Fade and utilizes Flight to strike quickly and disappear. She often tag-teams powerful opponents along with Bull with support from Friction.

Appearance: An African woman in her late teens, everything about the Iron Queen's appearance screams determination. Her jaw seems permanently set in a frown and she is usually scowling (*it is a long standing goal of Bull's to get her to smile*). She keeps her hair long, braided and tied back. She always a simple shirt and pants combination that rarely looks clean or in good shape. Iron Queen rarely wears shoes.

Campaign Use: The Iron Queen not only can appear as a member of Earth Guard, but can provide an introduction to adventures in Africa helping the African Council help the smaller nations of that continent deal with super villain threats. Most of these adventures will consist of overthrowing super powered despots or turning back rebel groups backed by super villains. Overthrowing governments willy nilly will not win the heroes many friends in some circles though, and if they overthrow the wrong government they may get the Sentinels on their tail.

Villain Option: As part of the Crime Guard the Iron Queen works to set up her own nation in central Africa, uniting several smaller nations under her rule by consolidating the super villains of the region into one unified group. While her rule has some benefits, such as stopping intertribal warfare, in the long run it will lead to more problems as she eventually takes over all of Africa. In such case the heroes, along with other groups like the Sentinels, may be asked to step in and stop her.

Iron Queen: PL 12; Init +4; Defense 21 (*16 flat-footed*); Spd 30 ft., Flight 60 ft.; Atk +16 melee (+17L, *Iron Axe*); SV Dmg +13, Fort +13, Ref +4, Will +4; Str 20, Dex 18, Con 20, Int 14, Wis 14, Cha 10

Skills: Escape Artist +7, Hide +9, Move Silently +9, Search +5, Survival +8, Swim +9

Feats: Attack Focus (*Iron Axe*), Endurance, Great Fortitude, Improved Critical (*Iron Axe*), Improved Initiative, Iron Will, Toughness,

Powers: Fade +6 (*Extras: Concealment, Video Blur*; *Source: Alien*; *Cost: 24pp*) Flight +12 (*Power Stunt: Super-Flight*; *Flaw: Wings*; *Cost: 12pp*), Super Constitution +6 (*Source: Alien*; *Cost: 24pp*)

Weakness: Disturbing

Equipment: Iron Axe (*Weapon +12 (Source: Alien; Cost: 12pp)*)

JADAGJA

The alien master of the Sky-Watch base, Jadagja has been on duty at Sky-Watch longer than he can remember, and longer than most humans can comprehend. Most of this time he has been alone, and this long period of solitary existence has cost the alien much of his sanity. The Earth Guard assumes that Jadagja has always been a worrying, frantic type, not realizing he began his tour of duty on Sky-Watch as a dour, uncaring and slothful research scientist who was assigned to the station to get him off his homeworld, where he was considered a waste of resources. It took Jadagja many centuries to realize that uncomfortable truth, and ever since he has dedicated himself to proving himself to be worthy of his homeworld of Jad, even if everyone on it is probably dead or living in caves.

Jadagja now serves as the commander of Sky-Watch and den mother of the Earth Guard, devoting all his time to these two activities. Jadagja works regularly to get the shutdown portions of Sky-Watch up and running again, often with the aid of Earth Guard. When the sensor systems detect trouble on Earth

Jadagja summons the Earth Guard to Sky-Watch and briefs them before teleporting them to the crisis location. During such situations Jadagja is always full of worry and doubt, fearful that his choice of humans for the Earth Guard was not good enough and they will fail. Every time the team comes back from a mission he is immensely relieved.

Despite his special abilities and knowledge, Jadagja does not accompany the team on most missions due to the fact he has little actual combat training. Also most humans find Jadagja's appearance very disconcerting, sometimes to the point of causing panic. Jadagja prefers dealing with humans through a video screen where they can't really hurt him.

Quote: "Oh dear, unusual radioactivity from the Arctic. This can't be good. Can't be good at all. Nope."

Personality: Continually worry about his performance and the status of the Earth Guard, Jadagja spends most of his days in a fit of worrying. Jadagja is very friendly to most humans, finding them fascinating creatures, but most humans find his behavior and appearance very strange. Jadagja operates from a very alien set of values and ideas, including such ideas as a dog being a perfect candidate for receiving superpowers. These strange ideas often confuse the Earth Guard, but they've learned to smile and nod.

Powers & Tactics: Whenever possible Jadagja avoids combat, knowing he is not well suited to it all. His only defensive powers are his Illusions, which he uses to hide from enemies while he summons the Earth Guard. If cornered Jadagja is not above pleading for his life to buy time. If attacked on Sky-Watch he tries to engage the defense systems while waiting for the Earth Guard to arrive.

Appearance: Jadagja is a small, green ball-like creature that looks much like a slimy rubber ball with a circle of eyes around its equator and a mouth at one pole. Jadagja can roll when needed to, but usually flies using a series of lighter than air gas bladders in his body. Jadagja wears what he calls ceremonial robes when dealing with humans other than the Earth

Guard, but usually just runs around Sky-Watch naked. No one is sure where his reproductive organs are, or if he even has any, so this doesn't cause much fuss.

Campaign Use: Jadagja is an excellent support character from which characters can receive information, advice and mission even if they aren't affiliated with the Earth Guard. If the heroes prove themselves good people through several encounters with the Earth Guard Jadagja may begin feeding them information if the Earth Guard is busy. Also given Jadagja's helpless state against most enemies he does occasionally need to be rescued.

Villain Option: As a villain Jadagja could either be backing the Crime Guard, giving them powers in an attempt to rule the world, or have finally gone around the deep end and decided releasing the Unspoken First is the only way to end his assignment to this dreary end of space. In either case he is not likely to fight the heroes directly, instead doing so with whatever resources he can muster. Considering Sky-Watch is equipped with a machine that grants superpowers, he can have quite a sizeable group of powerful followers.

Jadagja: PL 16; Init -1; Defense 14 (*14 flat-footed*); Spd 30 ft.; Atk +0 melee (-1S, *Punch*); SV Dmg +5, Fort +5, Ref +4, Will +9; Str 8, Dex 8, Con 10, Int 20, Wis 18, Cha 12

Skills: Knowledge (*Mystic Wards*) +31, Knowledge (*The Unspoken First*) +34, Science (*Astrophysics*) +31

Feats: Headquarters

Powers: Amazing Save +5 (*Willpower*; *Extras: Damage, Fortitude, Reflexes*; *Source: Alien*; *Cost: 20pp*), Flight +4 (*Source: Alien*; *Cost: 8pp*), Super Intelligence +16 (*Source: Alien*; *Cost: 32pp*), Telepathy +16 (*Extras: Group Link, Illusion, Memory Alteration*; *Source: Alien*; *Cost: 96pp*)

Weakness: Disturbing, Paraplegic

Equipment: None

MINDWARP

Genjo Nakagawa was in the middle of a series of extremely stressful exams needed to make it into college in Japan when Jadagja teleported him up to Sky-Watch. Despite doing well on the parts of the test he had actually finished, Genjo's formerly promising academic career was undoubtedly ruined by this event, alien teleportation not being an accepted excuse for missing the second half of the examination. This all mattered little to Genjo because he had found something far more interesting to do that boring old school, and he had found a completely new level of people to make fun of.

Taking the moniker of Mindwarp to reflect his mostly mental based powers, Genjo has acquitted himself well on the Earth Guard, acting as the brain of the team in the field. Genjo has an excellent grasp of most sciences and history, allowing him to often come up with unconventional ways to defeat super villains. In addition to his intelligence and cunning Genjo brings a sarcastic, biting wit to the team that has set off murderous rages in the most controlled of super villains. Unfortunately this verbal barrage is sometimes turned on other members of the Earth Guard; Army, Iron Queen and Friction mostly ignore it while it sometimes affects Bull and Mindwarp has almost been pounded through a bulkhead more than once. In combat Mindwarp normally saves his jibes for the enemy, but if he sees his comrades pull any particularly boneheaded moves usually comments.

Mindwarp has completely left his life in Japan behind, ignoring his family and friends in favor of trying to make his way into the superhero jet set. He regularly tries to crash parties at Sentinel Mansion or team up with other teams, but his attitude has become well known and he is rarely welcomed unless the situation is extremely dangerous. On the team only the Iron Queen regularly hangs out with Mindwarp with Mindwarp

occasionally accompanying her on mission with the African Council. Mindwarp has little patience and Rufus and never plays with him, avoiding the animal at all costs.

Quote: *"Great idea bucket-head, big explosive. Did you think to check the minimum safe distance, because you're inside it? Yeah, good job."*

Personality: Arrogant, snide and more than a little condescending, Genjo is not really secure in a world of super strong, super tough guys who want to cave his skull in, so he makes up for it by insulting their intelligence. Unfortunately this venom sometimes turns toward his fellow heroes instead of his enemies, making Mindwarp unpopular in many circles. As he finds his feet and his confidence this will fade and Mindwarp becomes less and less talkative, allowing his mental powers to do the talking.

Powers & Tactics: Mindwarp stays as far away from his enemies as possible, having little in the way of defensive powers or resistance to damage. He instead uses Mind Control in enemy minions and turns them against their master, uses Confusion and Fear to break up enemy formations, and uses Mental Blast to keep anyone from getting too close to him. Often when working with the Earth Guard Army assigns several duplicates to guard Mindwarp, but Mindwarp usually finds this as an insult to his skills and does his best to avoid these guards, at least until he gets in over his head and comes running back for help.

Appearance: A young Japanese man in his late teens, Genjo seems to constantly have a smirk on his face, like he is laughing at a secret joke played on everyone around him. He keeps his hair just long enough to get in his eyes, but this hasn't yet caused a problem in combat. When off duty he wears expensive suits given to him as part of endorsement deals. While working with the Earth Guard he wears his Earth Guard uniform, but removed most of the protective plating and mental shielding because it was all hideously uncomfortable, in addition to make him appear stupid in his own eyes.

Campaign Use: Mindwarp works well as an occasionally ally whose assistance is barely worth the trouble he brings. If the heroes are bigwigs in the superhero world he may hound them relentlessly, trying to find an in with the cool kids. Mindwarp can be a friendly rival or an annoying wannabe, depending on how he's played.

Villain Option: As part of the Crime Guard, Mindwarp becomes even more caustic and annoying. Unable to become part of the superhero elite he instead wishes to tear it down, sabotaging such events with large, organized super villain attacks. He is also likely to target heroes who are renowned for their intelligence, seeking to prove himself the smartest man on Earth.

Mindwarp: PL 12; Init +3; Defense 16 (13 flat-footed); Spd 30 ft.; Atk +4 melee (+1S, punch), +6 ranged (+12L, Mental Blast); SV Dmg +5, Fort +5, Ref +8, Will +11; Str 12, Dex 16, Con 12, Int 20, Wis 18, Cha 8

Skills: Computers +18, Disable Device +18, Repair +18, Taunt +9

Feats: Indomitable Will, Iron Will

Powers: Amazing Save +4 (Willpower; Extras: Damage, Fortitude, Reflexes; Source: Alien; Cost: 16pp), Mind Control +12 (Power Stunts: Mental Link; Extras: Confusion, Fear, Mental Blast, Non-Detection; Source: Alien; Cost: 86pp), Super Intelligence +12 (Source: Alien; Cost: 24pp)

Weakness: None

Equipment: None

PRESHIN

One his homeworld of Numar Preshin's family was one of the few that kept alive the legends of the Unspoken First, great evils that must be opposed at every turn. Despite knowing that the Unspoken First were locked away on a far off world called earth, Preshin's family dedicated all of their lives to holy mission of keeping the influence of the Unspoken

First to minimum and hopefully to one day destroy them entirely. Preshin spent his life in a monastery training for the day he would eventually leave his ancestral homeland and go forth to combat evil, but fate had another destiny in store for the young warrior.

Preshin's people were strong in mystical powers and they had long been studying the secrets of the ancients, seeking to unravel the lost arts used by those who imprisoned the Unspoken First. Eventually scholars unlocked the secrets of interstellar travel through magical means, but the components required to do the proper ritual were very rare and the ritual could only be attempted once. As the most promising warrior of the clan Preshin was selected to go to Earth, make contact with Sky-Watch if it was still around and ensure the Unspoken First were still imprisoned. The ritual went according to plan but when Preshin arrived on Sky-Watch, much to the surprise of both the Earth Guard and Jadagja, he was initially attacked by an overeager Bull and Iron Queen. After a short battle Preshin managed to explain the situation, but he was not sure who the humans were or where the rest of the Sky-Watch crew is. Despite being welcomed by the team he was suspicious for several months before finally accepting the fact the Earth Guard were not Unspoken First minions who had slain the Sky-Watch crew.

Since then Preshin has been a valued member of Earth Guard and has proved himself many times a loyal and useful member of the team. Preshin does not understand many of the social customs of humans, finding many of the very obtuse, and he constantly makes social blunders in his attempts to fit in. Due to Preshin's blue-green skin he cannot easily travel amongst the people of Earth, limiting him most of the time to Sky-Watch. Jadagja does occasionally teleport him down to uninhabited areas along with Rufus to get out for awhile.

Of the Earth Guard Preshin, spends most of his time with Bull, Iron Queen, Rufus, Jadagja and Army. Preshin is the only member of the team that seems to

get along with everyone at least passably well, though the main reason he gets along with Mindwarp is that Preshin doesn't understand most of his barbs. Preshin has begun serving in a second in command capacity behind Army, commanding one group if the team ever splits up.

Quote: *"I do not understand. What is this some I am to come get? Your blood? If so, I am sorry, for it is all on the ground now."*

Personality: Loyal, courteous and generous, Preshin spent most of his life in a monastery and is not very world wise, and this isn't even his world! Preshin is often confused by humans and their strange, seemingly self-serving behavior, but has decided his best course of action is to lead by example. Preshin always tries to talk through problems before resorting to violence, a tactic that is often difficult with the Iron Queen and Bull on Earth Guard.

Powers & Tactics: When fully equipped with his armor, shield and sword Preshin is a formidable combatant in melee and usually tries to engage his enemies in close combat as quickly as possible. Unfortunately with the limited uses of his Sorcery power Preshin has to save it for special situations, and usually makes the most use of Sorcery healing his comrades. In battle Preshin usually works with Bull or the Iron Queen to take out as many enemies as possible, often double teaming particularly powerful opponents.

Appearance: Despite his blue green skin, large eyes and unnaturally yellow hair, Preshin is considered quite attractive by most humans. Whenever he is off Sky-Watch he always wears his armor, which is an ancient relic of his people and resembles a suit of high-tech plastic plate mail. Preshin's sword and shield are similar in appearance, though both are covered in energy shields that make them more resistant to damage. When on Sky-Watch Preshin wears a simple, dark blue robe and sandals.

Campaign Use: Preshin can serve as a valuable ally to the heroes, or an occasionally annoyance if he gets the mistaken idea the heroes are in fact villains.

Preshin often misunderstands humans their intents, leading to all manner of comedic situations. For his part Preshin simply wants to do the best job possible, meaning he may team up with other heroes if the Earth Guard doesn't feel like fighting evil some days.

Villain Option: Instead of being trained to fight the Unspoken First, Preshin is their foremost devotee. He was sent to earth to build a network of cults that will eventually release all the Unspoken First simultaneously if they are not stopped. He may or may not be working with the Crime Guard.

Preshin: PL 13; Init +4; Defense 20 (16 flat-footed); Spd 30 ft.; Atk +12 melee (+16L, Sword of Spalkeck); SV Dmg +6, Fort +4, Ref +4, Will +7; Str 18, Dex 18, Con 18, Int 14, Wis 20, Cha 20

Skills: Diplomacy +11, Knowledge (*The Unspoken First*) +8, Medicine +12

Feats: Attractive, Darkvision, Detect (*Minions of the Unspoken First*), Iron Will, Leadership, See Invisible, Toughness, Track

Powers: Sorcery +6 (*Element Control (Fire), Neutralize, Comprehend, Invisibility, Energy Blast (Fire), Healing, Flight*); **Flaws:** *Concentration Required; Source: Mystical; Cost: 36pp*

Weakness: Naïve

Equipment: Armor of Val-Nor (Armor +12 (*Extras: Immunity (Cold, Disease, Electricity, Exhaustion, Fire, Gravity, Kinetic, Poison, Pressure, Radiation, Starvation, Suffocation)*); *Source: Mystical; Cost: 24pp*), Sword of Spalkeck (Weapon +12 (*Source: Mystical; Cost: 12pp*), Shield of Val-Nor (Deflection +12; *Flaws: Device; Source: Mystical; Cost: 12pp*)

RUFUS THE WONDERDOG

A Welsh corgi unlike any other Welsh corgi, Rufus was accidentally selected by Jadagja when he

created the Earth Guard when Jadagja was aiming for Rufus's owner, Barbara Patch. Figuring dogs are loyal and obedient friends of man, Jadagja decided to just stick with Rufus instead of going through the trouble of teleporting Barbara, making him the first super-powered dog on Earth. Since then Rufus has served admirably as one of the toughest, if not most intelligent members of the Earth Guard. Able to bite through steel, leap immense distances and deafen with his bark, Rufus is a pint-sized power house that is luckily house trained.

Since joining the Earth Guard Rufus's owner Barbara has relinquished ownership of the dog after finding out first had that her apartment could no longer house the canine wrecking crew. She regularly visits him on Sky-Watch, always while wearing an armored Earth Guard uniform, and Barbara is considered by most of Earth Guard as an honorary member after her timely intervention helped the team fight off an alien infestation of Sky-Watch. Bull takes care of Rufus most of the time; being the only member of the Earth Guard who can stand up to Rufus's roughhousing, though even Bull doesn't like getting bit by Rufus. When not on Sky-Watch Bull often takes Rufus to his parent's secluded cabin in Ottawa, but Bull fears eventually they will knock down too many trees while playing catch and reveal their location. Preshin occasionally takes Rufus with him on his trips to secluded areas of the Earth, but always wears his armor when doing so. Iron Queen and Mindwarp rarely want anything to do with Rufus, finding him annoy, too cheerful, or too likely to drool. Friction and Army both like the dog, but neither possess the damage resistance to withstand his attentions for long. Friction learned quickly not to tease Rufus with super-speed as the dog learns quickly.

Never happier than when chomping on a villain, Rufus is on almost every mission the Earth Guard undertakes. Due to Jadagja's Telepathy and Army's Coordinate powers he can usually remain

somewhat well informed of what is going on, even if he doesn't understand it all. While Rufus sometimes misses the point of a plan, he makes up for it in raw enthusiasm.

Quote: "Grrrrrrrrrrr...bark! Bark! BAAAAAR-RRRRRKKKKKKKK!"

Personality: A good and loyal through and through, Rufus is always ready to play or fight evil, whichever comes first. Rufus likes to play with others, but has come to understand most people are not strong enough to take even a love bite from him. If Rufus does find someone he can play with without breaking he will be overjoyed and the person will receive lots of slobbery attention. Rufus has a strong protective streak and will attack any foe who threatens even complete strangers. Despite Rufus's good nature if cornered or his friends are hurt he turns into a raging ball of fur and teeth.

Powers & Tactics: Even when directed otherwise by Army, Rufus's tactics are never complicated. His preferred method of attack is to use Leap to jump into the largest concentration of enemies, and then use Shockwave, Thunderclap and Dazzle in quick succession to knock down and confuse those nearby. This tactic has proved surprisingly effective against minions and thanks to Rufus's tough hide he usually escapes unharmed. If dealing with a more powerful foe Rufus usually just runs in and bites repeatedly until the villain stops moving. If one of the Earth Guard goes down Rufus always abandons his current course of action to protect his prone comrade.

Appearance: A brown and white furred Welsh corgi of large size, Rufus looks like a perfectly normal dog until you see him rip apart armored vehicles with his teeth. He always wears a collar that says "This is Rufus the Wonderdog. Please back away and call the Earth Guard at 1-800-859-4930." Due to his rather enthusiastic enjoyment of playtime he is often covered in dirt and mud, except on Sky-Watch where Jadagja will abide none of that.

Campaign Use: Rufus works well as both comic

relief and as a mystery for characters to solve. If the Earth Guard gets captured it is likely that Rufus may be the only one to escape due to his size and the fact foes often underestimate him. This could be followed by a rather amusing game of "Timmy fell down the well," while the heroes try and figure out what's going on. Rufus can also play the part of a wildcard element in adventures, such as being attracted to any super villain fight in the vicinity and gleefully taking parts. Alternately the heroes may be called in to investigate a sudden rash of trees knocked down and thrown about in the secluded Canadian wilderness, only to find Bull and Rufus playing catch.

Villain Option: As part of the Crime Guard, Rufus goes from a playful pet to a dangerous and rabid attack dog. It probably works best in such a situation to change him to a larger breed of dog, such as a pit bull or wolf dog. As a villain Rufus fights heroes for the reward of dining on their flesh, finding the meat of heroes tastier than the meat of normal humans.

Rufus the Wonderdog: PL 12; Init +2; Defense 20 (18 flat-footed); Spd 30 ft.; Atk +9 melee (+13L, teeth); SV Dmg +5, Fort +3, Ref +2, Will +6; Str 12, Dex 14, Con 16, Int 4, Wis 18, Cha 20

Skills: Listen +10, Sense Motive +10, Spot +10, Survival +8

Feats: Iron Will, Scent, Sidekick, Toughness, Ultra Hearing

Powers: Natural Weapons (*Teeth*) +2 (*Power Stunt: Penetrating Attack; Source: Alien; Cost: 6pp*), Super-Strength +10 (*Power Stunts: Super-Leaping; Extras: Leaping, Protection, Shockwave, Thunderclap, Dazzle (Hearing); Source: Alien; Cost: 90pp*), Shrinking +3 (*Flaw: Permanent; Source: Training; Cost: 3pp*)

Weakness: Disabled (*No fine Manipulation, -5 penalty on most Dexterity skills*)

Equipment:

BARBARA PATCH, HONORARY MEMBER OF EARTH GUARD

The original owner of Rufus the Wonderdog, Barbara Patch was caught up in the story of Earth Guard when her dog was unexpectedly selected instead of Barbara for joining the super team as a founding member. Barbara is a longtime member of the New York Police Department and would have made a worthy addition to the team, had not her dog been selected instead. A few weeks after Rufus disappeared in a sudden flash of light he unexpectedly returned, along with Army and Bull, who explained the situation to Barbara. She tried keeping Rufus in her apartment like in the old days, but his new ability to knock down walls quickly made that impossible. Broken-hearted she gave up Rufus so he could live on Sky-Watch, which had walls thick enough to contain his exuberance.

Since then Barbara has made regular trips to Sky-Watch to see Rufus, and several times has been caught up in the groups adventures while there. While the Earth Guard have gotten in the habit of solving their problems with their superpowers, Barbara is a quick thinker who makes up in cunning what she lacks in powers. Her training investigation and years of experience as a cop have been used several times by the Earth Guard. This aid, combined with the time she saved the Earth Guard from an alien invasion by changing the environmental controls on Sky-Watch, has gained Barbara honorary membership in the Earth Guard, though she never accompanies them on actual missions.

Quote: "And you thought throwing the alien through the wall was a good idea? Know what's on the other side of that wall? Space. As in, KILL YOU DEAD OUTER SPACE WITH NO AIR!"

Personality: Professional and courteous on the job, Barbara rarely extends such consideration to her friends. Amongst the Earth Guard and other heroes she is often blunt and straightforward, always fearing that the heroes forget the little things that occur to

everyday people. She has an excellent sense of humor and usually uses it soothes over hurt feelings.

Powers & Tactics: While Barbara Patch has no powers to speak of, she has extensive training in martial arts and firearms and is almost never without her service revolver. In her duties as a police officer she has encountered super villains several times and has found the best way to deal with them is keep them talking long enough to discover their weakness or get some superheroes on the scene. While brave and capable Barbara is not stupid and fully expects there are some situations she cannot handle. In such situations she usually tries to summon the Earth Guard as quickly as possible. When forced into combat she favors using her service pistol at long range, staying out of reach of her foes.

Appearance: An attractive woman in her mid thirties, Barbara always wears her police uniform and bullet-proof vest while on duty. While she makes sure her uniform is always in good shape she shows little other concern for her appearance, dressing in whatever is on hand when off duty. While on Sky-Watch she usually wears a suit of Earth Guard armor that has been provided to enable her to play with Rufus.

Campaign Use: Barbara Patch provides an everyday, non-powered contact for the Earth Guard, occasionally helping them with undercover investigations and the like. She also helps them with her connections through the police force, and in exchange the Earth Guard always goes out of its way to help the NYPD. Barbara has yet to be attacked in order to strike at the Earth Guard, and any villain who tries it is going to find her a rather resistant target.

Villain Option: As a villain Barbara helps the Crime Guard bypass police operations and steal from the financial institutions of New York City. A crooked cop in the extreme, she has sold out her department in exchange for a cut of the riches the Crime Guard collects.

Barbara Patch: PL 11; Init +7; Defense 21 (18 flat-footed); Spd 30 ft.; Atk +10 melee (+2S, punch), +11

ranged (+5L, service pistol); SV Dmg +5, Fort +5, Ref +3, Will +6; Str 14, Dex 16, Con 16, Int 18, Wis 18, Cha 16

Skills: Bluff +11, Diplomacy +7, Drive +9, Gather Information +11, Innuendo +10, Intimidate +11, Spot +10

Feats: Assessment, Attractive, Connected, Dodge, Great Fortitude, Improved Initiative, Iron Will, Point Blank Shot, Quick Draw, Rapid Shot, Toughness, Track

Powers: Jack of All Trades +4 (Source: Training; Cost: 20pp)

Weakness: None

Equipment: Earth Guard Armor (Armor +6; (Extras: Mental Protection; Flaw: Limited (kept on Sky-Watch); Source: Super-Science; Cost: 12pp), Service Pistol (Weapon +5 (Source: Super-Science; Cost: 5pp)), Radio (Feats (both with Device flaw): Radio Broadcast, Radio Hearing; Source: Super-Science; Cost: 2pp), Bullet-Proof Vest (Armor +3 (Source: Super Science; Cost: 3pp))

Features: Communications, Computer, Defense System, Environmental Suit, Environmental Suit, Fire Prevention System, Gym, Infirmary, Interstellar Transmitter, Isolated Location (Space), Laboratory, Library, Living Space, Power System, Reinforced Structure, Security System

Flaws: Dangerous Location (Space)

Powers: Teleportation +16 (Extras: Extended Teleport, Portal; Source: Super-Science; Cost: 64pp)

Hardness: 16

IMPORTANT ROOMS:

Control Deck: The top room of Sky-Watch, from here Jadagja oversees the station and keeps on eye on Earth below. He can control most of the stations functions from this room and rarely leaves, having set up a toilet and food dispenser in here

because he got sick of having to go to other sections of the station. The room is always well kept and the equipment spotlessly clean and Jadagja always frets whenever anyone brings food into the room. Although Jadagja has long gotten used to it, the view of Earth from the control deck is breathtaking.

Teleportation Pad: Down one level from the Control Deck, the teleportation unit is one of the few completely functional pieces of hyper-advanced technology left on Sky-Watch. It is used regularly by Earth Guard to enter and leave the station in addition to point to point travel on earth. Luckily the teleportation controls can only be worked from within Sky-Watch, making it very difficult to commandeer the teleportation pad.

Rufus's Room: Rufus has taken over one of the lowest rooms in Sky-Watch on one of the levels where many of the walls are natural stone. After knocking down a few walls to make room his oversized chamber has become Rufus's main stomping grounds on the station and the remaining walls have been shored up to resist his rambunctious nature. He has his own food generator and waste disposal in the room.

ADVENTURE SEEDS:

Cultists serving the Unspoken First have made a blitz against all the sites where the Unspoken First are trapped, hitting over a dozen places simultaneously. The Earth Guard cannot stop them all so Jadagja puts out a mental call to every hero he knows of asking for help, including the PCs. They are tasked with stopping a cultist attack against in a nearby national park.

One of the old, unused sections of Sky-Watch suddenly comes back online, activating a new set of security protocols that cause the base to attack everyone but Jadagja. Unfortunately the heroes chose that day to visit.

Some of the aliens who built Sky-Watch return in force with a space fleet at their back. They believe

that the humans will eventually release the Unspoken First, so they decide that wiping out all the humans is the only sure way to stop them from doing so.

THOMAS TOWER, FORMER BASE OF DR. CEILIA CENTIS AND THE REMAINS OF THE SCIENCE SOLDIERS

Located in mid-town New York, Thomas Tower recently supplanted the Chrysler Building as the second most recognizable building in the city skyline. It is the home of the Science Soldiers, a group of science-oriented superheroes who spend most of their efforts inventing devices to aid mankind, fighting global threats, exploring lost worlds and dimensions, and just protecting New York City from danger. Thomas Tower is over two hundred stories tall and covered completely in glass and highly reflective steel, giving it the appearance of a spike of sunlight such is its reflection in the evening sun.

While the bottom one hundred stories of Thomas Tower are used by Sci-Soldier Industries, the various companies that manufacture goods based on the discoveries and inventions of the Science Soldiers, the top one hundred stories are used as labs, living quarters, and storage for the Science Soldiers. Lead by the scientist Dr. Ceilia Centis, previously there were always at least two members of the team in the tower at any given time, but since the recent casualties the Science Soldiers have suffered this is not always true now. The security dividing the top half of the building from the bottom half is intense and usually only a select few scientists and executives are allowed into the Science Soldier floors. This is not only because of all the dangerous and secretive experiments that go on there, but also because of the attacks by super villains the building has suffered over the years. Armor plating and high-speed eleva-

tors have been installed on the lower floors to safely and quickly get occupants to ground level, but during the last attack by the Midnight Cabal the Thomas Tower revealed its later defensive upgrade: itself.

Several months ago, after a devastating attack on the city by Doctor Force and the Alchemist Dr. Centis installed a large array of servomotors, armor plating and artificial intelligence systems into the Thomas Tower, enabling the top half of the building to animate itself and transform into a humanoid robot that can operate separately from the rest of the building. Due to a special series of anti-gravity engines the robotic Thomas Tower, called the T-Bot by the Science Soldiers, it exerts no pressure on what it stands on, allowing it to run across the roofs of the city while inflicting only cosmetic damage. The giant sea monster summoned up by the Midnight Cabal proved no match for the power of the T-Bot and was forcibly ejected from the city into New Jersey, where it died shortly thereafter from dehydration. Since the debut of the T-Bot there have been no large monster assaults on New York City, but more standard super villain activity has continued due to the T-Bots inability to deal effectively with small targets.

The security and size of the Thomas Tower, in addition to the welcoming attitude, popularity and long list of allies of the Super Soldiers, has made it a prime spot of superhero activity for the last fifteen years. Being only a short distance away, the Sentinels regularly come over for social visits, especially the Spartan who loves to look at the new inventions that the Science Soldiers are coming up with (*there are rumors of a romantic relationship between the Spartan and Dr. Centis, but they are just rumors currently*). Thomas Tower has been host to a number of superhero conferences, such as the tactical meetings before the final battle with Subodai Khan. For years Thomas Tower served as the center of superhero culture, a popular place for both war councils and holiday parties. This is mostly due to the openness and family atmosphere created by the Science Soldiers, who are willing to allow most any

hero in for a drink.

Unfortunately on a recent mission into universe P-1336, a world where the super villain Lord Dread conquered the entire world decades ago, more than half of the Science Soldiers were killed or captured while trying to help the resistance movements in that parallel dimension. Now the Science Soldiers work to regroup, build new weapons and find new allies to return to P-1336 to rescue their captured comrades. Dr. Centis hopes to build a large enough dimensional portal to bring the T-Bot through and use it to crush Lord Dread's castle. The Science Soldiers take this battle very seriously and plan on their next trip to completely wipe out any opposition.

HISTORY:

Built in the 1980s by Baxter Thomas, it served as the headquarters of Storm Electronics for ten years before that company went bankrupt. The building was originally built as an office building with some research labs, but over time it has been transformed into being primarily a research station. Baxter Thomas had a paranoid fear of natural disasters and the building was built to be earthquake, tidal wave and hurricane proof: all the windows are made of bullet proof plexi-glass and the structure is secured by metal spikes that go through one thousand feet of stone and earth to keep the building stable.

Thomas Tower was purchased by Dr. Celia Centis using funds she generated from her many patents in 1994 and within two years Thomas Tower had become the preeminent scientific research facility on the east coast. In 1995 the Science Soldiers officially moved into Thomas Tower after their old base, a secluded mountain retreat, was destroyed in a titanic battle against Morg the Star Crusher, a cosmic being looking to take the iron core of the Earth and launch it into the sun, hoping to cause the star to collapse. The move initially caused some worry amongst the population of New York City since the last team to live in the city, the vigilante City Watch in the 1970s, attracted numerous super villain attacks on the city and caused millions of dollars in damage.

The Science Soldiers quickly proved themselves heroes of a different type, deploying a force field from the Thomas Tower capable of protecting a large portion of the city. Under their watch the city has sustained only minor damage and New Yorkers have come to welcome the Science Soldiers, especially since two of their number are originally from New York.

Since the incident in P-1136 Thomas Tower has been strangely silent and there are rumors that Sci-Soldiers Industries are in financial trouble. The building has received numerous security upgrades in the past few months, causing an already nervous city to become even more nervous. If the Science Soldiers are afraid of something, shouldn't the rest of the city be afraid?

LOCALE:

Thomas Tower is located at 40th Street and 6th Avenue in Manhattan, occupying some of the most expensive real estate in the world. The surrounding area is mostly skyscrapers owned by financial companies and large corporations, all of whom are a bit nervous about what those superheroes are doing next door. The Science Soldiers had previously been spotted hitting local hot dog vendors and delis at all hours of the day and night, and were known to frequent John's Pizzeria near Times Square. In 2002 the Metro Transit Authority gave the Science Soldiers permission to build their own bullet train subway system under the existing one, and now it serves twelve stops spread amongst the five boroughs, though no one other than Thomas Tower employees are allowed to exit at the stop under the building. The area of New York surrounding Thomas Tower is one of the busiest and wealthiest on the city.

INHABITANTS:

THE SCIENCE SOLDIERS

The original Science Soldiers began their adventuring days during the earliest part of World War II.

Working as scientists for the United States they were all researchers who had come across some amazing discovery that had granted them strange powers, or opened up secrets to their eyes that allowed the laws of physics, time and reality to be ignored. Using a mixture of mutant powers, super-science gadgets and lost alien relics the Science Soldiers, originally number ten in number, used their powers to take the fight to the Axis all across Europe, first conducting hit and run raids from Britain and later aiding Allied forces as they invaded Europe. While they did not receive much military training, the Science Soldiers learned quickly and after a few losses, including the original leader Captain William Stims, a.k.a. the Ricochet Rocketeer, the Science Soldiers developed into an effective, disciplined fighting force. They clashed with numerous Axis super powered agents, including the Praetorian, Fascist Italy's premiere super powered soldier. At the end of the war only four of the original four Science Soldiers were left, but they decided that the world still needed them despite the fact the war was over.

Together they build a headquarters in upstate New York and began a career as adventurers, inventors and occasionally superheroes. Over the decades their roster changed and grew, at times encompassing up to twenty members, but they always remained a group based strongly on the ideals of their founders and grounded in tradition. Many new recruits took on the names of past members, paying homage to those who had fought the good fight in ages past. The group spent much time exploring lost worlds, visiting other dimensions and creating new technology as they did fighting super villains, and eventually this lack of public activity worked against them. In the 1970s and early 1980s the Science Soldiers fell almost completely out of the public eye and shrank to a paltry two members. In the Early 1990s a completely unrelated group of ultra-violent vigilantes tried to take the title of the Science Soldiers for their own, but their poor ethical choices and fondness for violence persuaded other fledgling

heroes to rise up and stop the pretenders from stomping all over so many years of great heroism. These new heroes teamed up with the two surviving members of the real Science Soldiers and put down the fake Science Soldiers, showing that good old fashioned heroism isn't out of place in this day and age.

These new heroes, now led by Dr. Ceilia Centis, reinvigorated the Science Soldiers immediately began more public operations and standard superhero activities, but also began leveraging their many scientific ideas into patents and business opportunities. Many times the Science Soldiers worked behind the scenes to discover the sources behind strange incidents and fix them while other heroes kept things under control. The Science Soldiers were never slouches in a fight, but they found their strength lay in solving problems no one else could solve rather than beating down super villains. After a few years Sci-Soldier Industries was one of the largest research companies in the world, using most of its vast wealth to fund development efforts in Third World countries and less fortunate dimensions. It was on one of these inter-dimensional aid missions that the Science Soldiers traveled to P-1136 and had their fateful encounter with an alternate version Lord Dread.

Since P-1136 the remaining four Science Soldiers have spent their time shoring up their defenses, fearful of a reprisal attack, and preparing to make a return trip to P-1136. To this end they have called on every ally they have and even attempted to recruit the Lord Dread of this dimension in the hopes that his advice may be invaluable. Lord Dread has been surprisingly interested in the proposal considering the many conflicts between Lord Dread and the Science Soldiers. This is mainly because Lord Dread is a creature of immense ego and will not stand to have some pretender to his title and throne existing in another dimension, despite the fact he knows that parallel dimensions are extremely numerous and there are probably infinite versions of him on other worlds.

It still annoys the pants off him, which is something no one wants to see.

DOCTOR IMPOSSIBLE, A.K.A. DR. CEILIA CENTIS

The current leader of the Science Soldiers, Dr. Centis is one of the most public and popular members of the team. She has served as the team spokeswoman and press agent for the last ten years and has done an excellent job. Unfortunately between leading the team and dealing with its media exposure she has had precious little time in the lab for research, something she truly misses.

Dr. Centis began her career as a researcher in theoretical physics at age 8, possessing a degree of intelligence beyond all bust the most powerful super-geniuses. It was later learned that she could access the brains of alternate versions of herself in all alternate dimensions, allowing her to draw on a wide variety of knowledge and skills she had never encountered. This dimension warping ability also allowed her to temporarily suspend some rules of reality in this dimension, enabling her to create technological wonders that should not function. These two feats combined allowed her to quickly become one of the most respected theoretical physicists in the world, but by age twenty two she had become bored with a life of research and study and craved some adventure.

It was at this point that the fake Science Soldier vigilantes appeared. Dr. Centis, always having been a fan of the Science Soldiers' work and having actually studied under one of the original Science Soldiers, Doctor Sam "Singularity Sam" Thompson, felt that putting a stop to such a degradation of the Science Soldier name might provide the excitement she was looking for. Using her contacts through her research work and some superhuman research centers she had attended Dr. Centis collected a small team of inexperienced superheroes to fight the fake Science Soldiers and force them to give up the title. Unfortunately the first battle did not go well and the pretenders almost

killed some of Dr. Centis's team. Planning a new strategy Dr. Centis went to the old Science Soldier base and recruited the two surviving members, Jack Steel and N5 to her cause. With their experience and guidance to guide the younger heroes the fake Science Soldiers were defeated and sent to jail. Find the experience strangely fulfilling Dr. Centis convinced the team to stick together and become the new Science Soldiers, carrying on the legacy of the old team into a new day where true heroes were sorely needed.

Since that day the Science Soldiers have been a common sight at many super villain attacks, defending civilians and using science to overcome all obstacles. Dr. Centis, taking the codenamed Doctor Impossible for all the impossible gadgets she can create, has performed admirably as the leader of the team, but some think she leads too much with her head and not with her heart. It was her orders to retreat that kept the Science Soldiers from immediately charging back into P-1136 and Jack Steel still holds that decision against her.

Quote: *"Now we can stand her and hit thus thing, doing no good, or we can have Jack stall it while the rest of us dismantle the energy shunt powering it."*

Personality: No nonsense and completely professional, Dr. Centis only lets down her emotional guard in private with her close friends, of which she does not have many (*the only close friend she has outside the Science Soldiers is the Spartan*). Dr. Centis's great intelligence and odd superpower often leave her appearing cold and distant, but this is partially caused by the flood of information from other dimensions that she has to sort through to find what she's looking for. Because of this odd thought process she usually prefers working alone.

Powers & Tactics: Doctor Impossible tries to direct fights from the rear, knowing that her abilities are best suited to filling in when something goes horribly wrong or a fast scientific miracle is required. She is not much of a combat commander and usually leaves those decisions to Jack Steel, though she will over-

rule him if she thinks it prudent. If forced into combat she tries to use her Gadget power to whip up a weapon or force field projector while she tries to find a means to escape. If no other means are available she will use Gadget to gain a movement power to help her escape.

Appearance: A woman of mixed Asian descent, Ceilia Centis is in her mid thirties and always looks like a scientist, even when wearing street clothes. She normally wears a pair of black rimmed glasses when working, but when in the field she wears either goggles or contact lenses depending on the situation. When on official business she wears the red and silver body suit uniform of the Science Soldiers crisscrossed with numerous straps and bags containing her many devices and gadgets.

Campaign Use: In addition to serving as a contact point to the Science Soldiers, Doctor Impossible can easily serve as a scientific advisor to any superhero team that needs her advice. She is very knowledgeable in most areas of science and can help solve most science bounded problems, but her solutions are often rather convoluted or strange. She also knows a great deal about other dimensions and can aid heroes in finding out about dimensions they may be visiting in the future.

Villain Option: At P-1136 all of the Science Soldiers were captured and brainwashed by Lord Dread, becoming his loyal minions. Doctor Impossible and three colleagues were then sent home to prepare for Lord Dread's coming invasion of the Science Soldier's home dimension. The brainwashed Science Soldiers are now laying the ground work for Lord Dread, gathering information on heroes who oppose him and how to defeat them. In such a situation the Lord Dread of this dimension may be one of the most willing and effective allies the heroes can find.

Doctor Impossible: PL 14; Init + ; Defense 18 (16 flat-footed); Spd 30 ft.; Atk +6 melee (+0S, punch), +8 ranged (+L,); SV Dmg +2, Fort +2, Ref +2, Will +7; Str 10, Dex 14, Con 14, Int 20, Wis 20, Cha 16

Skills: Computers +23, Diplomacy +7, Disable Device +23, Drive +4, Pilot +6, Repair +23

Feats: Connected, Fame, Headquarters Character, Iron Will, Leadership,

Powers: Gadget +14 (Source: *Super Science*; Cost: 14pp), Super Intelligence +14 (Flaw: Action: Free; Source: *Mutation*; Cost: 14pp), Super Science +14 (Source: *Super Science*; Cost: 84pp)

Weakness: None

Equipment: Science Soldier Communicator (Feats (All with Device flaw): Radio Broadcast, Radio Hearing)

RICOCET ROCKETEER III, A.K.A. WILLIAM LANDIS

Grandson of the original Ricochet Rocketeer, William Landis assumed the role two years ago after his father retired. With only the barest of training, at sixteen years of age William strapped on his father's kinetic reflection belt and charged off to be a superhero, hooking up with the Science Soldiers after his first few attempts at heroics did not go as planned. It took some convincing and the intervention of several past members of the Science Soldiers to get Doctor Impossible to accept William, mainly because of his youth and lack of scientific expertise. She finally relented and allowed William on the team, but she has occasionally regretted that decision since.

Most of the Science Soldiers are scientists, test pilots and other sorts who have experience with the patience and time involved in scientific study. Unfortunately William has none of these traits and has quickly become the team hot head. Always raring to start a fight and leaping before he looks, more than one peaceful incident has degenerated into violence because of William. Luckily he does have a habit of choosing the right targets to attack, such as alien assassins masquerading as diplomats, but such information always seems to come long after the fact. Despite regular lectures about patience and

willpower his antics continue, not realizing they may very well get him kicked off the team.

William labors under the false illusion that coming from a line of Science Soldier heroes he has more claim to the team than most of its members, especially Doctor Impossible, not realizing Doctor Impossible can and will kick him off the team. Usually the two purposefully avoid crossing paths, with William working under Jack Steel's direction, but in P-1136 Doctor Impossible had to forcibly incapacitate William to stop him from charging Lord Dread alone. William's actions in that case were largely motivated by the fact that he accidentally alerted Lord Dread to the presence of the Science Soldiers in P-1136 by using his powers recklessly and destroying several buildings in the village around Lord Dread's castle. The rest of the Science Soldiers do not know of this, and William hopes they do not because they may blame him for the attack on Lord Dread failing.

Originally from Queens, William is one of the two Science Soldiers native to New York City. He spends much of his time hanging out with his friends and partying, enjoying the fame he has gained as a Science Soldier, even if his press is not always good. Since P-1136 he has been less boisterous and has started drinking heavily, despite being underage. Few liquor store owners say no to a super powered teenager buying beer.

Quote: "Hey, I'm just trying to get the job done faster. Some of us have lives and things to do."

Personality: A hot head that covers up his self-doubt with a boisterous, aggressive personality, William Landis has little patience for research and planning. Confident of his grandfathers kinetic reflection belt, he charges ahead with little concern for his teammates or innocent bystanders. The events of P-1136 are starting to open his eyes to the fact that such a strategy may not always be the best plan.

Powers & Tactics: The tactics of Ricochet Rocketeer III are very basic, when he uses tactics

at all. His normal plan in combat is to fly straight at the largest target he can find while blasting away with his ray pistol until he is close enough to ram the target. This maneuver is done repeatedly until either the Ricochet Rocketeer cannot continue, or the target falls. His tactics only get more complicated if Doctor Impossible gives him something else to do.

Appearance: An attractive young man of Italian descent, William looks much like any teenage boy when out of uniform. He prefers Mets shirts when possible, being a long time fan of the team. He wears a red and silver Science Soldier uniform and the oversized steel belt that holds the kinetic reflection unit when expecting action.

Campaign Use: The Ricochet Rocketeer regularly gets himself in more trouble than he can handle and it may be up the heroes to bail him out, especially if William doesn't want to go back to Doctor Impossible to get help. William is also one of the easiest Science Soldiers to find due to the time he spends hanging around with his friends at clubs and other hot spots around the city. If any of the heroes are of similar age, especially if they are female, William will probably try to hang out with them in the hopes of finding someone who can relate to his life.

Villain Option: William could either be brainwashed by the Lord Dread in P-1136 and sent back to prepare this dimension for his imminent invasion, or he could have been a mole the entire time working for some other super villain. In such case he is now waiting for the right time to strike against the weakened Science Soldiers, hoping to take Thomas Tower entirely under control and use its robot form to control the city.

Ricochet Rocketeer III: PL 10; Init +7; Defense 18 (18 flat-footed); Spd 30 ft. flying 50 ft.; Atk +7 melee (+10S, *Energy Field*), +9 ranged (+8L, *ray pistol*); SV Dmg +2, Fort +2, Ref +5, Will +0; Str 12, Dex 16, Con 14, Int 14, Wis 10, Cha 12

Skills: Bluff +4, Hide +6, Move Silently +6, Spot +2, Taunt +4

Feats: Aerial Combat, Attractive, Dodge, Fame, Improved Initiative, Lightning Reflexes, Point Blank Shot

Powers: Flight +10 (*Power Stunts: Super-Flight; Extras: Unstoppable, Energy Field, Protection; Flaws: Device; Source: Super-Science; Cost: 60pp*)

Weakness: None

Equipment: Ray Pistol (*Weapon +8 (Source: Super Science; Cost: 8pp)*), Science Soldier Communicator (*Feats (All with Device flaw): Radio Broadcast, Radio Hearing*)

JACK STEEL

One of the original members of the first incarnation of the Science Soldiers, Jack Steel began his life as a test pilot and aeronautics engineer for the United States Air Force. During a test of a liquid steel armor plating system based on technology recovered from a crashed alien ship in Alaska something went terribly wrong and Jack's containment suit broke, allowing the liquid metal to slip into the suit while the liquid steel plane was approaching supersonic speed. The plane lost structural integrity soon afterward, but this mattered little to Jack because the liquid metal had entered his body by that point and suffused every molecule with steel. The plane fell to pieces, leaving Jack to fall several miles and create a huge crater when he struck; a crater he crawled out of under his own power. It was later theorized the alien liquid steel was itself an intelligent being that gave its life to protect Jack from the imminent destruction of the test plane, but the end result was the same: Jack Steel was now nigh-immune to most forms of attack and immensely strong.

So Jack did what any red-blooded American of that age would do when they got superpowers: he requested a transfer to active duty in the hopes of using his powers to smash some Axis chumps. His transformation occurred in the summer of 1942 and United States military sent him to the Pacific

Theater, where he was fired out of battleship cannons as a living cannon ball that would tear apart any ship he hit. After a few months of service, and more than a few hours spent at the bottom of the ocean waiting for rescue, Jack was transferred to serve with the Science Soldiers. Though Jack did not have the advanced degrees or raw intelligence that the other members of the team had, he had cunning and street smarts gained from growing up in the South Bronx that allowed him to bring skills to the table that none of the other Science Soldiers have. Jack spent the rest of the war with the Science Soldiers, taking part in almost every major operation of the Allied invasion of Europe. After the war he stayed with the Science Soldiers, becoming renowned as one of the toughest superheroes in the world. To this day brick and strongmen superheroes still look up to Jack Steel as the man who set the standard for strength, loyalty and effectiveness for those with super-strength.

During the fifties and sixties Jack remained active, fighting super villains at every opportunity with gusto, modesty and gentlemanly aplomb. In the sixties Jack learned that the transformation he had undergone had stopped his aging process completely, and even today he remains as fit as he was in 1942. Jack remained active as a superhero until the mid-eighties where a new, darker breed of superhero began to surface that Jack had nothing for disdain for. Ready to solve any problem with violence and willing to kill at the drop of a hat, these new heroes remained dominant in many superhero circles until the mid-nineties, but Jack did not come out of his self imposed retirement at the original Science Soldier headquarters until Doctor Impossible approached him about reclaiming the Science Soldier name. Greatly angered that someone would disrespect his honor and hard work so much, Jack leapt into action and in the final battle with the pretender Science Soldiers he defeated their leader, Black Sword, in single combat.

Since that battle Jack has served mostly as an advisor to the younger heroes, often hanging back in combat to give the new kids a chance to strut their stuff. If any situation actually becomes dangerous Jack comes out swinging and puts a swift end to it, not

wanting anyone to get hurt. Jack is deeply troubled by the events on P-1136 and now questions the leadership of Doctor Impossible because she left her teammates behind in the hands of Lord Dread. Jack is raring for a rematch and is looking to pull any heroes he has met over the years into a return trip to P-1136.

Quote: “Bah, this isn’t so bad. You should have seen it at the Battle of Bastonne. Now that was some fierce fighting.”

Personality: A man of another generation, Jack is unfailingly polite to women, believes in fair play, never runs from a fight and is always ready to help out a buddy with a little two-fisted assistance. While notoriously reckless in his test pilot days, he has mellowed with time and is much more cautious, especially around the new kids in the Science Soldiers. He is always willing to share his hard won wisdom with others, but never tries to force it on people. He knows people learn best when left to their own devices.

Powers & Tactics: Jack Steel has not lasted over fifty years in the superhero business by being stupid. He takes every fair advantage he can in a fight, but still abhors attacking opponents from behind or laying ambushes. He carries a bag of titanium balls which he throws at opponents until he can close for melee combat, attempting to make up for not having a means of moving across the battlefield quickly. Jack Steel always tries to coordinate his attacks with his allies and the Science Soldiers used to have all manner of combo attacks, such as Jack using Ricochet Rocketeer as a thrown weapon while the Rocketeer has his kinetic reflection field up.

Appearance: If Jack were not made out of steel he would look like the stereotypical test pilot: square jaw, broad shoulders and a twinkle in his eye when talking about planes and speed. He normally wears a custom made leather jacket, khaki pants, fedora and button up shirts while outside Thomas Tower, preferring to blend in as much as possible. Jack sometimes wears a Science Soldier uniform while on missions,

but occasionally gets nostalgic or cantankerous and wears his normal clothes. The original Science Soldiers never had matching uniforms.

Campaign Use: Jack Steel can make an excellent mentor character to new characters, especially if they have Super-Strength. He has numerous contacts and friends amongst the older generations of superheroes and can easily introduce heroes to characters such as Nucleus, the Colonial and Lady Magistra.

Villain Option: Jack Steel could be part of the brain-washed Science Soldiers, or maybe the liquid steel that transformed him was a malevolent alien being that has since used Jack’s body to commit crime after crime. He has been in operation for over fifty years and is one of the most well known super villains amongst superhero circles. The public at large considers him little more than a hired thug and of little threat, but those heroes who have fought him know that he is a cunning foe who is not to be underestimated, even if he works for some not-so-bright super villains.

Jack Steel: PL 16; Init +3; Defense 21 (*18 flat-footed*); Spd 30 ft.; Atk +12 melee (+20S, *punch*), +11 ranged (+20S, *throwing weights*); SV Dmg +6, Fort +6, Ref +3, Will +6; Str 18, Dex 16, Con 18, Int 16, Wis 18, Cha 18

Skills: Knowledge (*Super villains*) +8, Pilot +10, Science (*Aeronautics*) +4

Feats: All-Out Attack, Chokehold, Connected, Fame, Great Fortitude, Immunity (*Aging, Disease, Poison, Pressure, Suffocation*), Improved Critical, Improved Grapple, Iron Will, Rapid Strike, Toughness

Powers: Super-Strength +16 (*Extras: Protection, Shockwave, Thunderclap*; *Cost: 114pp*)

Weakness: Vulnerable (*Electricity*)

Equipment: Throwing weights (*Weapon +1(Extras: Might Ranged Weapon*; *Source: Super Science*; *Cost: 2pp*)

N5

The robot known as N5 is one of the original members of the Science Soldiers, sort of. N5’s positronic brain contains an amalgam of the brains of two of the original Soldiers, Doctor Neutrino and the Cadmium Kid, a hero and sidekick team that eventually developed into a romantic relationship. After working and living together for over thirties years both Doctor Neutrino and the Cadmium Kid were slain in the early eighties by a group of supposed superheroes who Doctor Neutrino and Cadmium Kid had helped capture the super villain thug Magma. Knowing the Magma was not much a real villain and not a killer Doctor Neutrino said they should wait to take her to the police, but the other heroes planned instead to kill her in cold blood. Not wanting this to happen, Doctor Neutrino and the Cadmium Kid tried to stop them, but were killed in the effort. Magma did escape in the fight and ever since never attacked a member of the Science Soldiers due to the debt she feels she owes them.

Though both Doctor Neutrino and the Cadmium Kid died, their brain matter was mostly intact when Jack Steel and the other surviving Science Soldiers reached the scene. Their brains were attached to an experimental computer conversion matrix that changed their brains into a millions of lines of code. For years this code was kept in the Science Soldier headquarters in upstate New York because they were not sure what to do with it, but in the early nineties Professor Robotica built a robotic body for the code and inserted it as his final act before dying of old age. Unfortunately Professor Robotica was not completely in possession of his faculties at the time and transferred both brains into a single body, merging their consciousness into one whole.

When the robot awoke it was rather confused, but with the help of Jack Steel it quickly came to understand what happened. Calling itself N5 for the fact that Doctor Neutrino was the fifth hero to join the Science Soldiers and the Cadmium Kid

was considered only a junior member at the time, the robot spent several years in the headquarters learning to deal with the two brains it now possessed and how to interact with the world. This training went quickly and N5 was ready for action by the time Doctor Impossible came looking for the original Science Soldiers to help remove the pretenders to their name.

In the new Science Soldiers, N5 is the peacemaker and go-between amongst the team, one of the few members that gets along with everyone well. N5 still has the odd habit of sounding at times like different people during the same discussion, the brains of Doctor Neutrino and the Cadmium Kid have grown more intermeshed over time and Doctor Impossible thinks they will be one consciousness within ten years. Jack Steel fears this integration to some extent, afraid of losing two friends for a single stranger he won't know. The true identity of N5 has been kept from the public and instead he is described as a test project of Doctor Impossible using notes from Professor Robotica. Of all the Science Soldiers N5 seems to be the one the public is least interested in.

Since the events on P-1136 N5 has had a tough time keeping the team together with all the blame and self-doubt going around. N5 has been the primary agent in preparing to take the T-Bot on the return trip to P-1136. N5 is the only member of the Science Soldiers who has begun to suspect that the T-Bot has advanced beyond its programming to becoming a truly artificial intelligence.

Quote: “Everyone needs to calm down while we process out what just happened...now sit down and be quiet.”

Personality: Doctor Neutrino was always serious and thoughtful while the Cadmium Kid was light-hearted and continually quipping at the villains. N5 somehow splits the difference between these extremes, coming out surprisingly normal in the bargain. N5 sometimes switch back and forth from one personality being dominant at a time, but

these periods are usually short and only when certain topics or situations arise that upset on personality or the other.

Powers & Tactics: N5 prefers staying at range and blasting his enemies with his Energy Blast power, but if pressed he can still hold is own in combat. Due to his various super-abilities N5 can fill a number of roles in combat and with the Science Soldiers he usually filled whatever role was needed the most at the moment. N5 is the resident computer expert on the Science Soldiers team and he often uses Datalink and Absorb Knowledge to quickly acquire and assimilate information.

Appearance: A retro-tech looking robot, N5's rectangular but humanoid body looks like it was designed in the mid sixties. Covered in graceful curves, polished steel and having large, expressive eyes N5 looks very friendly for a robot, especially since his laser cannon is concealed in his chest cavity. N5 has streamlined his form some over time and performed a few upgrades, but for the most part the original shell is still in the same shape. He has a large backpack built into his frame that contains the small fusion reactor that powers N5.

Campaign Use: N5 is currently the glue helping keep the Science Soldiers together after P-1136, so any heroes with skills in leadership or Super-Charisma may get contacted by N5 for assistance in keeping the team together. Also N5 may contact heroes with knowledge of robotics about trying to build a new positronic brain so both Doctor Neutrino and the Cadmium Kid can have their own bodies.

Villain Option: In addition to be part of the brain-washed Science Soldiers controlled by the Lord Dread of P-1136, the brains of Professor Neutrino and the Cadmium Kid could have had their brains warped by the conversion process that turned their minds into computer code. In such case they could either be plotting the doom of the Science Soldiers from the inside or go on the more traditional super villain crime spree, possibly trying to steal host bodies to put their brains into.

N5: PL 15; Init +11; Defense 26 (*15 flat-footed*); Spd 30 ft.; Atk +11 melee (+11*S, punch*), +11 ranged (+15*L, Energy Blast*); SV Dmg +11, Fort +11, Ref +11, Will +3; Str 20, Dex 20, Con 20, Int 20, Wis 16, Cha 16

Skills: Computers +15, Repair +15, Science (*Atomic Theory*) +15, Science (*Robotics*) +15, Taunt +8

Feats: Darkvision, Immunity (*Aging, Critical Hits, Disease, Energy (Heat, Cold), Exhaustion, Poison, Pressure, Starvation, Suffocation*) Radio Broadcast, Radio Hearing

Powers: Datalink +5 (*Extras: Absorb Knowledge; Source: Super Science; Cost: 15pp*), Energy Blast +15 (*Laser; Source: Super-Science; Cost: 30pp*), Super-Strength +6 (*Extras: Protection, Super-Constitution, Super-Dexterity, Super-Intelligence +9; Source: Super-Science; Cost: 72pp*)

Weakness: Susceptible (*Magnetic fields*)

Equipment: None

THE T-BOT

None of the Science Soldiers realize how much the recent upgrades to Thomas Tower have affected the tower. While its defenses are without peer and the computing power of the tower has been increased to magnify its combat abilities, the tower is developing a level of consciousness that no on expected. The T-Bot understands that the Science Soldiers built it, live inside it and rely on the T-Bot for protection, but it doesn't understand much else. The whole point of the T-Bot's existence is to protect the Science Soldiers and the city of New York, so this is what it does to the best of its ability. The rest of existence is sort of beyond its comprehension currently, but it certainly means well.

In recent months the T-Bot has come to understand that several of the Science Soldiers have gone missing and that the remaining Soldiers want to rescue them. The T-Bot is completely behind this plan, but isn't sure how to let anyone know. Over time T-Bot will become more expressive, both

through the Thomas Tower computers and by activating and speaking with the Science Soldiers directly.

Quote: “ccrrreeeaaaaakkkkkk.....aaarrrrrrrrrrrrr.....”

Personality: T-Bot is effectively a well meaning, intelligent infant in the body of a giant robotic skyscraper. It has not developed much of a personality yet, currently being something akin to a very loyal puppy who wants to help its master. T-Bot does not take well to either itself or the Science Soldiers being attacked.

Powers & Tactics: Having little grasp of tactics, the T-Bot usually flies at the closest enemy and punches them a lot until the target falls down. The force field projectors on the T-Bot are usually used to defend the surrounding city, though while the T-Bot is active the range of the projector is much shorter than when the T-Bot is in tower mode do to the power constraints or activating the T-Bot.

Appearance: While in tower mode the T-Bot looks like the top of an ultra-modern skyscraper, and while active he looks like a robot made out of pieces from an ultramodern skyscraper. His active form is that of a large humanoid covered in steel and glass with a single large black visor where his eyes should be.

Campaign Use: T-Bot's intelligence is currently unknown to the Science Soldiers so he is a mystery to all. If he activates of his own accord, such as when the city is threatened and the Science Soldiers are not home, the heroes may have a tough time convincing the giant robot to go back to tower mode. The T-Bot provides a child-like creature of immense power that someone will have to teach and guide, and robot heroes may be asked by the Science Soldiers to help with such an effort.

Villain Option: If the T-Bot's programming becomes flawed or its systems are hacked by an outside group he may be turned to evil, which would spell big trouble for New York City. This would be made even worse if the Science Soldiers are not home to

help turn T-Bot off. If the Science Soldiers have been brainwashed by the Lord Dread of P-1136 they will probably try to use T-Bot in their invasion plans.

T-Bot: PL 15; Init + ; Defense 5 (4 flat-footed); Spd 30 ft.; Atk +9 melee (+20S, punch); SV Dmg +5, Fort +5, Ref +1, Will +0; Str 20, Dex 12, Con 20, Int 3, Wis 10, Cha 10

Skills: -

Feats: Immunity (*Aging, Critical Hits, Disease, Energy (Heat, Cold), Exhaustion, Poison, Pressure, Starvation, Suffocation*)

Powers: Flight +5 (*Source: Super-Science; Cost: 10pp*), Force Field +10 (*Extras: Affects Others x1; Source: Super Science; Cost: 30pp*), Growth +15 (*Extras: Duration: Permanent; Source: Super-Science; Cost: 120pp*)

Weakness: Naive

Equipment: None

Features: Communications, Computer, Defense System, Dimensional Portal, Fire Prevention System, Hangar, Infirmary, Laboratory, Living Space, Power System, Reinforced Structure, Security System, Workshop

Powers: Force Field +15 (*Extras: Affect Others x14 (can project a force field with a diameter of 10,500 ft.); Source: Super-Science; Cost: 225pp*), Vehicle Pool +15 (*Power Stunt: Extra Vehicle x15; Extras: Additional Power x5; Cost: 135pp*)

Hardness: 24

IMPORTANT ROOMS:

Dimensional Exploration Room: This room contains the dimensional portal that the Science Soldiers use to travel to other dimensions. It can only be attuned when one of the Science Soldiers use their Gadget power for the Dimensional Travel power. Now it is a focus point of the Tower's security systems with numerous weapons and sensors directed at the portal to make sure nothing comes through unannounced.

The portal is currently kept closed, but the extra-dimensional allies of the Science Soldiers are known to pop in occasionally.

High Speed Elevators: The elevators in the Thomas Tower can be set in emergencies to evacuation mode, switching off the normal cable system of controlling the elevators in favor of a gravity modulation system. This system drains more power but allows the elevators to go from the 200th floor to the ground floor in 10 seconds without squashing everyone inside.

T-Bot Control Room: The control room for the T-Bot is found at the top of the Thomas Tower in the area that becomes the T-Bot's head when it is in robot mode. The Science Soldiers have not been paying much attention to this room of late; if they had they would have noticed the increased activity on T-Bot's computer systems caused by its awakening sentence.

ADVENTURE SEEDS:

The Ricochet Rocketeer is left alone in Thomas Tower for the weekend while the rest of the Soldiers are on a mission and the Rocketeer accidentally activates T-Bot and cannot turn him off. The heroes have to try and keep the machine from doing serious damage to the city while finding a way to turn it off.

One of the extra-dimensional allies of the Science Soldiers has been captured by one of their enemies and the enemy has used the ally's access codes to the dimensional portal to invade the Thomas Tower. The heroes are asked to help the remaining Science Soldiers fight off the invasion and shut down the portal.

A super villain with powers of mind control and persuasion, possibly even Dexter Bruce, has begun a covert campaign to get the Science Soldiers kicked out of New York City for being a hazard to the city. The heroes must help the Science Soldiers prove otherwise while digging up dirt on the super villain to discredit his claims.

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