

SUPER-POWERED BY
M&M



B
O
O
K
K
O
N
E

LEGACY OF
the
Masque

REQUIRES THE MUTANTS &
MASTERMIND'S HERO'S HANDBOOK BY GREEN RONIN PUBLISHING FOR USE.



CREDITS

WRITTEN BY:

Travis Legge

EDITED BY:

Travis Legge

ART DIRECTION BY:

Travis Legge

LAYOUT & TYPESETTING BY:

Travis Legge

INTERIOR ART:

Travis Legge

Deann Baker

SPECIAL THANKS TO:

Tammy Dupal and Gavin ap'Morrygan, without their faith and support, this dream never could have become a reality.

Super-Powered by M&M and its associated logo are Trademarks of Green Ronin Publishing and are used under the provisions of the Super-Powered by M&M Trademark License

(see www.mutantsandmasterminds.com/licensing for details).

Disclaimer: This book is a work of fiction!

If you are too incompetent to figure that out, you should seek professional help immediately.

Our apologies to the vast majority of people to whom this message does not apply.

LEGACY OF THE MASQUE contains Open Game Content in accordance with the Open Game License v1.0a. (Hereafter referred to as OGL) The text of the OGL can be found in Appendix A of this book.

All artwork and design elements, specific layout and trade dress and specific character and group descriptions are hereby defined as Product Identity in accordance with the OGL and are Copyright ©2012 Aegis Studios.

All charts, systems, and rules modifications are hereby designated as Open Game Content in accordance with the OGL.

LEGACY OF THE MASQUE Copyright © 2012 Aegis Studios. All Rights Reserved.

Miss Masque is a trademark of AC Comics/Nightveil Media, Inc, and used here with permission.

HELLO, AND THANK YOU FOR DOWNLOADING THE *LEGACY OF THE MASQUE RPG!*

IN THIS BOOK YOU WILL FIND A BRIEF OVERVIEW OF THE WORLD OF *LEGACY OF THE MASQUE* AS WELL AS HISTORY, BACKGROUND AND GAME STATISTIC INFORMATION FOR SOME OF THE MAIN CHARACTERS IN THE *LEGACY OF THE MASQUE* WEBSERIES.

LEGACY OF THE MASQUE RPG RUNS ON THE MUTANTS & MASTERMINDS 3RD EDITION SYSTEM AND REQUIRES THE USE OF THEIR CORE RULEBOOK TO UTILIZE THE GAME MECHANICS PRESENTED HEREIN. THE MUTANTS AND MASTERMINDS 3RD EDITION BOOK, AS WELL AS SEVERAL RESOURCES AVAILABLE FOR DOWNLOAD CAN BE FOUND ONLINE AT [HTTP://WWW.MUTANTSANDMASTERMINDS.COM](http://www.mutantsandmasterminds.com)

WE RELIED HEAVILY ON THE D20 HERO SRD WEBSITE TO CREATE THIS BOOK, AND WOULD LIKE TO OFFER A SPECIAL THANKS TO THE BRAVE, TIRELESS SOULS WHO CREATED AND MAINTAIN THE SITE. WE ENCOURAGE YOU TO VISIT THEM AT [HTTP://WWW.D20HEROSRD.COM/HOME](http://www.d20herosrd.com/home)

WE HOPE YOU HAVE AS MUCH FUN PLAYING THE *LEGACY OF THE MASQUE RPG* AS WE HAD CREATING IT! WE ENCOURAGE YOU TO CHECK OUT THE FIRST STORY ARC OF THE *LEGACY OF THE MASQUE* WEBSERIES, STARRING SIERRA HOLMES AS DIANA BOWMAN/THE MASQUE, TIM STOTZ AS ANDY BRYANT/ CAPTAIN FUTURE, ALEX RODRIGUEZ AS SPECTRO AND ELISE SCHULTZ AS SMOKE. A FULL LIST OF THE INCREDIBLE CAST AND CREW INVOLVED IN CREATING THE *LEGACY OF THE MASQUE* WEBSERIES (INCLUDING UPCOMING EPISODES) CAN BE FOUND AT [HTTP://WWW.IMDB.COM/TITLE/TT2186881/](http://www.imdb.com/title/tt2186881/) *LEGACY OF THE MASQUE* ARC 1 IS AVAILABLE FOR DOWNLOAD OR STREAMING AT AMAZON [HTTP://WWW.AMAZON.COM/LEGACY-MASQUE-ARC-1/DP/B008WGHDBS](http://www.amazon.com/LEGACY-MASQUE-ARC-1/dp/B008WGHDBS)



PLEASE VISIT THE *LEGACY OF THE MASQUE* FAN PAGE ON FACEBOOK TO KEEP UP WITH NEWS AND UPDATES ABOUT THE GAME AND WEBSERIES! [HTTP://WWW.FACEBOOK.COM/WHOISTHEMASQUE](http://www.facebook.com/whoisthemasque)

THANKS AGAIN FOR GRABBING THIS BOOK! PLEASE RATE AND REVIEW THIS AND ANY OTHER RPG PRODUCT YOU PICK UP FROM AEGIS STUDIOS! WE WOULD LOVE TO HEAR YOUR FEEDBACK!

NOW GRAB YOUR D20s AND GET READY TO BE A HERO!

(...OR, Y'KNOW, A VILLAIN IF IT SUITS YOU. WE DON'T JUDGE)

THANKS,
TRAVIS LEGGE

[HTTP://TWITTER.COM/TRAVISLEGGE](http://twitter.com/travislegge)
[HTTP://WWW.FACEBOOK.COM/TRAVISLEGGE](http://www.facebook.com/travislegge)
[HTTP://WWW.AEGISSTUDIOS.COM](http://www.aegisstudios.com)



LEGACY OF

THE MASQUE

THROUGHOUT HUMAN HISTORY, IN TIMES OF DARKNESS AND PAIN, HEROES HAVE RISEN FROM THE MASSES TO FIGHT FOR JUSTICE AND DEFEND THOSE WHO COULD NOT DEFEND THEMSELVES. PAST GENERATIONS REFERRED TO THESE HEROES AS GODS AND DEMI-GODS. POEMS WERE WRITTEN ABOUT THEIR BRAVE ACTS AND THEIR NAMES AND DEEDS BECAME LEGEND.

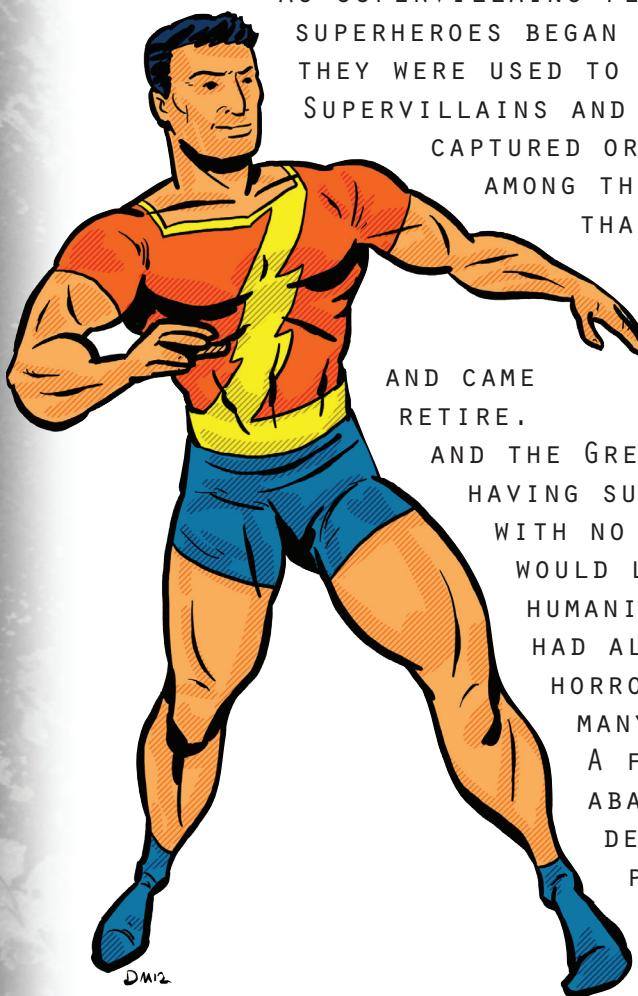
THE LATEST GROUP OF EXCEPTIONAL INDIVIDUALS TO COME TO HUMANITY'S AID CALLED THEMSELVES SUPERHEROES. IN THE 1930'S SEVERAL OF THESE SUPERHEROES, GAINING POWERS THROUGH SCIENCE, MYSTICISM AND SIMPLE GRIT, FOUGHT TO PRESERVE GOOD IN THE DARKEST ERA OF HUMAN HISTORY.

OF COURSE, HEROES POSSESSING POWERS BEYOND THE REALM OF MORTAL MAN OFTEN ATTRACT ENEMIES WHO ARE SIMILARLY GIFTED. WHETHER FIGHTING CRIMINAL ORGANIZATIONS OR FIENDS LOYAL TO THE AXIS, THE SUPERHEROES OF THE GOLDEN AGE OFTEN FOUND THEMSELVES SQUARING OFF AGAINST VILLAINS WHO LABORED IN THE SERVICE OF EVIL.

EVENTUALLY HITLER, HIROHITO, AND MUSSOLINI WERE DEFEATED. THE SUPERHEROES TURNED THEIR FULL ATTENTION TO ORGANIZED CRIME AFTER WWII, KNOCKING A MAJOR DENT IN THE GROWTH OF ORGANIZATIONS LIKE THE MAFIA. TIMES WERE GOOD.

AS SUPERVILLAINS FELL AND CARTELS CRUMBLED, SUPERHEROES BEGAN TO SEE THAT EVIL ON THE SCALE THEY WERE USED TO DEALING WITH HAD BEEN DEFEATED. SUPERVILLAINS AND MAD SCIENTISTS HAD ALL BEEN CAPTURED OR KILLED. THERE WERE NO EVIL EMPIRES AMONG THE WORLD'S GOVERNMENTS; AT LEAST NONE THAT HUMANITY COULDN'T HANDLE ON ITS OWN.

THE PREMIERE GROUP OF SUPERHEROES OF THE ERA GATHERED TO A DECISION: IT WAS TIME TO HEROES LIKE THE FIGHTING YANK AND THE GREEN LLAMA HAD STRONG CONCERNS THAT HAVING SUPER-POWERED BEINGS RUNNING AMOK WITH NO THREATS WORTHY OF THEIR ATTENTION WOULD LEAD DOWN DARK PATHS AND STUNT HUMANITY'S GROWTH. THE HEROES OF THE TIME HAD ALSO SEEN ENOUGH DARKNESS IN THE HORRORS OF WWII TO LAST A LIFETIME AND MANY WERE EAGER TO RETIRE. A FEW HEROES WERE RELUCTANT ABOUT ABANDONING HUMANITY TO ITS OWN DEVICES, BUT EVENTUALLY THEY WERE PERSUADED TO SEE THE WISDOM OF THE PLAN. THE VAST MAJORITY OF DEVICES, TRINKETS AND MYSTICAL OBJECTS THAT PROVIDED THESE HEROES WITH POWER



WERE DONATED TO THE WWII MUSEUM N NEW ORLEANS, LA. THE REST WERE HIDDEN IN SECRET, EITHER IN THE HIDEOUTS OR WITH THE FAMILIES OF THE HEROES.

FOR DECADES THINGS WERE RELATIVELY QUIET AND THE FEW SUPERBEINGS THAT STILL RETAINED POWER REMAINED OUT OF THE PUBLIC EYE. OCCASIONALLY A SUPERHERO WOULD ACT TO PREVENT A TRAGEDY OR SAVE LIVES, BUT IT WAS ALWAYS SWIFTLY, IN SECRET, AND WITH GREAT STEALTH.

IN THE EARLY 21ST CENTURY, A HORRIBLE HURRICANE HIT NEW ORLEANS. IN THE DEVASTATION, THE WWII MUSEUM WAS BADLY DAMAGED AND RANSACKED. MANY OF THE ARTIFACTS FROM THE GOLDEN AGE OF HEROES WERE STOLEN AND PLACED ON THE BLACK MARKET. OTHERS WERE KEPT BY THE LOOTERS WHO USED THEIR NEWFOUND POWERS FOR SURVIVAL IN THE NO-MANS LAND THAT NEW ORLEANS BECAME. MANY OF THESE NEWLY CROWNED SUPERVILLAINS TURNED TO ORGANIZED CRIME WHEN THE DUST SETTLED AND THE AUTHORITIES RETOOK THE CITY.

SLOWLY A NEW AGE OF SUPERS BEGAN TO RISE, BUT MOST OF THE PEOPLE POSSESSING POWERS WERE LESS THAN ETHICAL. HOWEVER, WHEREVER EVIL RISES, GOOD IS NOT OFTEN FAR BEHIND. A SMALL GROUP OF SUPERHEROES, STILL OPERATING IN SECRET, HAS RISEN UP TO TRY AND ONCE AGAIN FIGHT ON THE SIDE OF GOOD. AMONG THEM IS THE HEIR TO THE BOWMAN FORTUNE, A DEBUTANTE BY THE NAME OF DIANA BOWMAN.

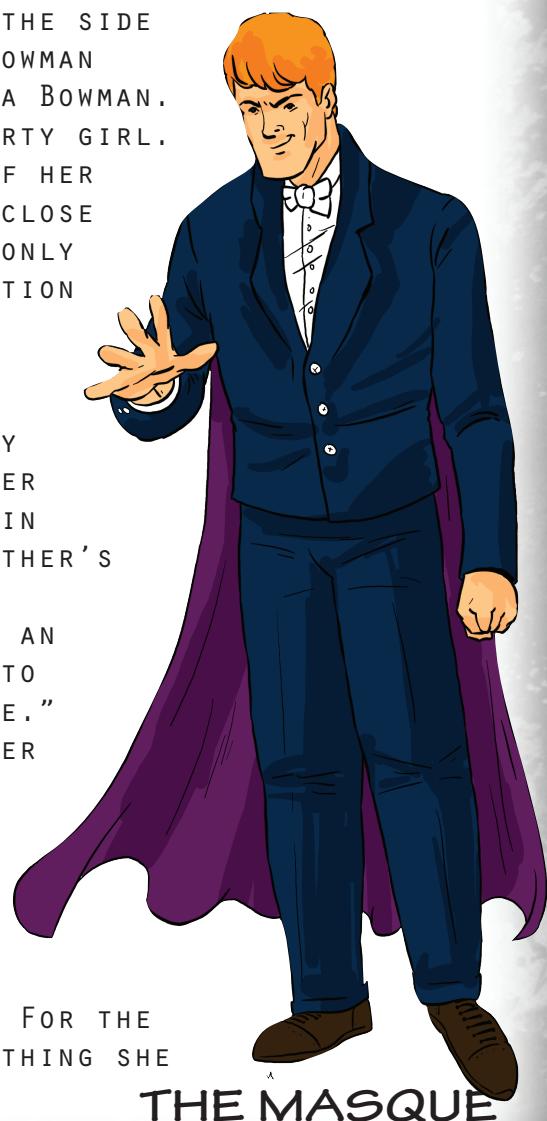
DIANA WAS SOMETHING OF A SPOILED PARTY GIRL. SHE GREW UP RICH, SPENT A GOOD PORTION OF HER YOUTH AT BOARDING SCHOOLS AND WAS NEVER CLOSE WITH HER PARENTS. OF HER ENTIRE FAMILY, ONLY HER GRANDMOTHER MAINTAINED A TRUE CONNECTION WITH HER.

DIANA'S GRANDMOTHER PASSED AWAY RECENTLY. HER DEATH WAS THE NATURAL RESULT OF OLD AGE AND SHE DIED PEACEFULLY IN HER BED. HEARTBROKEN BY THE LOSS OF HER GRANDMOTHER, DIANA RETURNED TO HER HOME IN ROCKFORD, ILLINOIS TO SETTLE HER GRANDMOTHER'S FINAL AFFAIRS.

DURING THIS PROCESS, SHE DISCOVERED AN OLD SCRAPBOOK THAT CONTAINED REFERENCES TO A GOLDEN AGE SUPERHERO CALLED "THE MASQUE." UPON INVESTIGATION, DIANA CAME TO DISCOVER THAT THE MASQUE HAD ACTUALLY BEEN HER GRANDMOTHER!

INSPIRED BY HER GRANDMOTHER'S USEFUL ACTIONS, DIANA DECIDED TO BECOME A SUPERHERO HERSELF. THE CITY OF ROCKFORD, ILLINOIS, HER NEW HOME, WAS A CESSPOOL OF CRIME AND LAWLESSNESS. FOR THE FIRST TIME IN HER LIFE, DIANA FOUND SOMETHING SHE

LEGACY OF



THE MASQUE

COULD CARE ABOUT.

THROUGH FURTHER INVESTIGATION, DIANA TRACKED DOWN AN OLD ASSOCIATE OF HER GRANDMOTHER'S: A FORMER SUPERHERO NAMED DR. ANDY BRYANT.

ALSO LIVING IN ROCKFORD, ANDY WAS ONCE KNOWN AS THE ADVENTURER CAPTAIN FUTURE. DIANA WAS SHOCKED TO DISCOVER THAT APART FROM SOME GRAYING HAIR, ANDY HAD NOT AGED MUCH IN THE DECADES SINCE HE WAS AN ACTIVE CRIMEFIGHTER. AFTER MUCH PERSUASION, DIANA CONVINCED ANDY TO ACT AS A MENTOR TO HER AND TEACH HER HOW TO BE AN EFFECTIVE CRIMEFIGHTER. AFTER SEVERAL MONTHS OF INTENSIVE TRAINING, THE MASQUE TOOK TO THE STREETS OF ROCKFORD, STANDING UP FOR THE INNOCENT AND FIGHTING CRIME.

DETAILS REGARDING THE MASQUE'S ABILITIES AND GAME STATS CAN BE FOUND IN THE CHARACTER ROSTER SECTION OF THIS BOOK.



CURRENT EVENTS

SINCE THE RAIDING OF THE WWII MUSEUM, RUMORS HAVE CIRCULATED ABOUT THE RETURN OF SUPER POWERED BEINGS. AS OF YET THERE HAVE BEEN NO MAJOR PUBLIC INCIDENTS INVOLVING SUPERHEROES OR SUPERVILLAINS, BUT IN TODAY'S WORLD OF CAMERA PHONES AND INSTANT UPLOADS, IT IS ONLY A MATTER OF TIME BEFORE THE WORLD KNOWS FOR CERTAIN THAT GODS ONCE AGAIN WALK AMONG MEN.

CERTAIN CITIES ARE HOTBEDS OF SUPERHUMAN ACTIVITY. NEW ORLEANS IS CERTAINLY THE DENSEST POPULATION, WHERE THE EXISTENCE OF SUPERHEROES AND VILLAINS IS ESSENTIALLY AN OPEN SECRET.

IN ROCKFORD, ILLINOIS, THE HOME BASE OF THE MASQUE, MOST OF THE HEROIC AND VILLAINOUS ACTIVITY HAS, TO DATE, BEEN UNALTERED

LEGACY OF

THE MASQUE

HUMANS USING STATE OF THE ART TECHNOLOGIES OR INTENSIVE TRAINING TO AUGMENT THEMSELVES. RUMORS SPREAD THROUGH THE UNDERWORLD ABOUT THIS VIGILANTE CALLED THE MASQUE AND IT IS ONLY A MATTER OF TIME BEFORE THOSE RUMORS BRING THE ATTENTION OF OTHER SUPERHUMANS TO ROCKFORD.

SURPRISINGLY, MOST OF THE MAJOR POPULATION CENTERS IN THE UNITED STATES SEEM TO BE NEARLY DEVOID OF SUPERHUMAN ACTIVITY. TOWNS LIKE MAUSTON, WISCONSIN AND TAMA, IOWA ARE MORE LIKELY TO HAVE A SUPERHUMAN PRESENCE THAN CITIES LIKE NEW YORK OR LOS ANGELES.

OUTSIDE THE U.S. SUPERHUMAN ACTIVITY IS PRACTICALLY NON-EXISTENT. THE MAJORITY OF INTERNATIONAL SUPERHUMANS ARE SURVIVORS FORM THE GOLDEN AGE (OR THEIR SUCCESSORS) WHO HAVE LIVED IN HIDING FOR NEARLY A CENTURY.



CHARACTER SECTION

NOW THAT YOU HAVE SEEN A BRIEF OVERVIEW OF THE WORLD OF *LEGACY OF THE MASQUE* YOU WILL NEED TO DETERMINE WHAT KIND OF CHARACTER YOU WOULD LIKE TO PLAY. THE M&M SYSTEM PROVIDES A VIRTUALLY UNLIMITED NUMBER OF CHARACTER CONCEPTS. HAVING SAID THAT, CERTAIN TEMPLATES/CONCEPTS FIT VERY WELL WITHIN THE WORLD OF *LEGACY OF THE MASQUE* WHILE OTHERS DO NOT.

LEGACY OF THE MASQUE IS A GRITTY, STREET-LEVEL SETTING. WHILE SOME CHARACTERS POSSESS INCREDIBLE POWER, THEY ARE EXCEEDINGLY RARE. THERE ARE NO COSMIC IMMORTALS WITH INFINITE ABILITY RUNNING AROUND THE WORLD OF *LEGACY OF THE MASQUE*. ULTIMATELY IT IS UP TO THE GAMEMASTER TO DECIDE WHAT POWERS ARE AND ARE NOT ACCEPTABLE IN A *LEGACY OF THE MASQUE* CAMPAIGN. WE RECOMMEND CAMPAIGNS BEGIN IN

LEGACY OF

THE MASQUE

THE PL8-PL10 RANGE.

WHEN CREATING CHARACTERS FOR *LEGACY OF THE MASQUE* UTILIZE THE STANDARD CHARACTER CREATION RULES AS LISTED IN THE M&M THIRD EDITION BOOK, IN ACCORDANCE WITH THE PL DETERMINED BY THE GAMEMASTER. IN THE FOLLOWING SECTION WE WILL EXAMINE EACH PHASE OF CHARACTER CREATION, WITH RECOMMENDATIONS TO HELP YOU CREATE A CHARACTER THAT FITS IN WITH THE FLAVOR OF THE SETTING.

1. SECRET ORIGINS

EACH OF THE CHARACTER TEMPLATE TYPES LISTED IN THE M&M CORE BOOK ARE POSSIBLE WITHIN THE SETTING OF *LEGACY OF THE MASQUE* THOUGH CONSTRUCTS AND PARAGONS ARE EXCEEDINGLY RARE.



2. ABILITIES

ABILITY SCORES IN *LEGACY OF THE MASQUE* FUNCTION NORMALLY. THE VAST MAJORITY OF CHARACTERS WILL HAVE ABILITY SCORES OF 7 OR LOWER (AS AN ABILITY SCORE OF 7 REPRESENTS THE PEAK OF HUMAN ACHIEVEMENT) THOUGH CHARACTERS WITH SUPERPOWERS, INCREDIBLY INTENSIVE TRAINING, OR ENHANCED ABILITIES DUE TO OUTSIDE FORCES SUCH AS SCIENCE OR MAGIC MAY HAVE HIGHER SCORES, SUBJECT TO THE NORMAL LIMITATIONS FOR THE CAMPAIGN'S PL.

3. SKILLS

SKILLS FUNCTION EXACTLY AS INDICATED IN THE M&M CORE RULES.

LEGACY OF

THE MASQUE

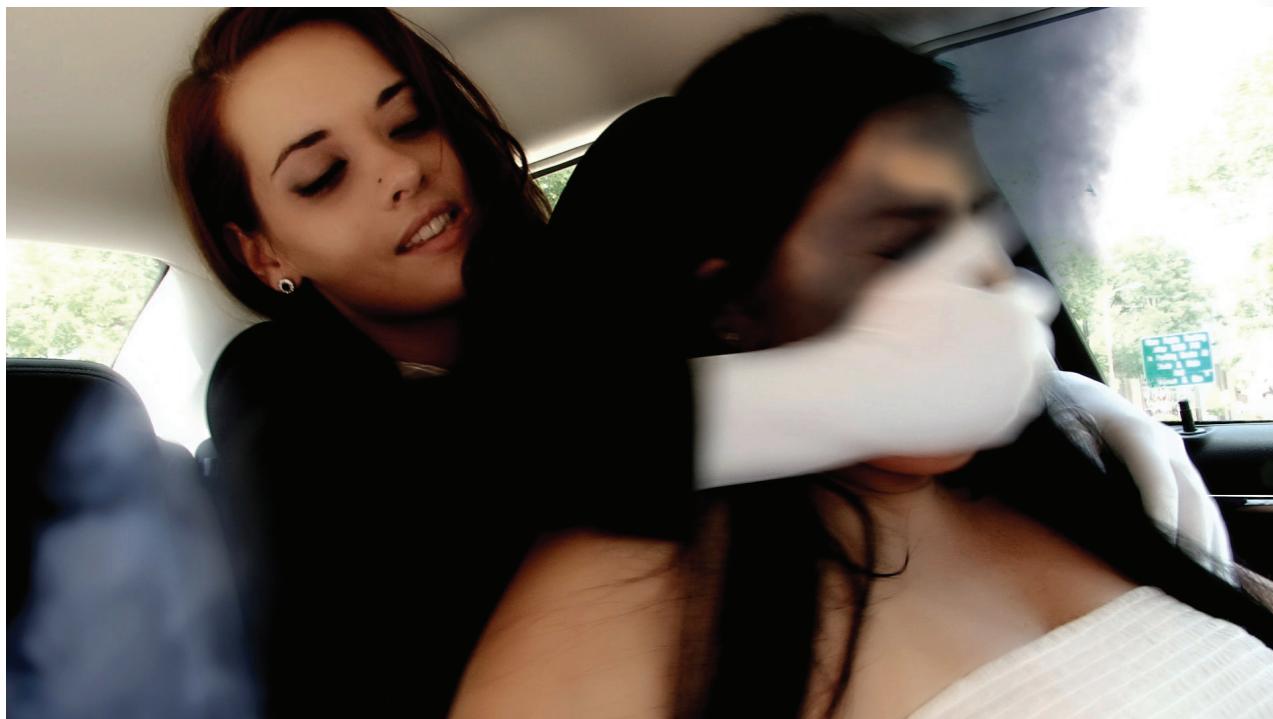
KNOWLEDGE REGARDING THE GOLDEN AGE OF SUPERHEROES FALLS UNDER EXPERTISE (SUPERHEROES), THOUGH PARTICULARLY PUBLIC EVENTS CAN ALSO BE COVERED BY EXPERTISE (HISTORY).

4. ADVANTAGES

ADVANTAGES HAVE NO CHANGES OR RECOMMENDED RESTRICTIONS IN *LEGACY OF THE MASQUE*.

5. POWERS

AS NOTED ABOVE, THERE ARE NO COSMIC ENTITIES WANDERING THE



EARTH IN *LEGACY OF THE MASQUE*. GAMEMASTERS AND PLAYERS SHOULD WORK TOGETHER TO ENSURE THAT THE SCOPE OF A CHARACTER'S POWERS FIT WITHIN THE SETTING AND THE STORY THAT EACH TROUPE WANTS TO TELL. IT IS HIGHLY RECOMMENDED THAT POWERS ARE THOROUGHLY DEFINED (AND LIMITED) BY MODIFIERS AND DESCRIPTORS. MANY OF THE SUPERHEROES AND SUPERVILLAINS IN *LEGACY OF THE MASQUE* RELY UPON TECHNOLOGY FOR THEIR POWERS, BRINGING THOSE SUPERHUMAN ABILITIES INTO THE REALM OF GADGETS & DEVICES.

DESCRIPTORS ARE ALSO VERY IMPORTANT IN *LEGACY OF THE MASQUE*. ENSURE ALL POWERS HAVE A DESCRIPTOR THAT EXPLAINS THE ORIGIN OF THE POWER. THIS WILL HELP CEMENT THE BACKSTORY OF THE PLAYER'S CHARACTERS AND HELP KEEP CHARACTER CONCEPTS IN LINE WITH THE SETTING.



6. GADGETS AND GEAR

AS INDICATED ABOVE, GADGETS AND GEAR PLAY A VERY LARGE ROLE IN *LEGACY OF THE MASQUE*. TECHNOLOGY AND MAGICAL ARTIFACTS ARE THE SOURCE OF VIRTUALLY ALL SUPERPOWERS, BE IT THROUGH A REMOVABLE DEVICE, A SUPER-SOLDIER EXPERIMENT, OR A TRINKET IMBUED WITH MYSTICAL POWER, MOST SUPERHEROES (AND SUPERVILLAINS) RELY ON SOME SORT OF EXTERNAL SOURCE TO BECOME MORE THAN HUMAN.

WITH REGARDS TO PERSONAL GADGETS AND DEVICES: GO WILD. UTILITY BELTS, LIGHTNING GLOVES, GRAPPLING GUNS, SUPERPOWER SERUMS, MAGICAL CLOAKS AND POWERED ARMOR ARE ALL WELL WITHIN THE BOUNDS OF THE SETTING.

HEADQUARTERS CAN BE ELABORATE, TRICKED OUT FORTRESSES FULL OF STATE OF THE ART TECHNOLOGY AND MAGICAL ENCHANTMENTS. THEY DO, HOWEVER, TEND TO BE WELL-HIDDEN, VERY SECRETIVE AND SUBTLE FROM THE EXTERIOR. FLYING FORTRESSES AND ENORMOUS SKULL-SHAPED TOWERS ARE UNHEARD OF IN THE WORLD OF *LEGACY OF THE MASQUE*.

THE SAME IS TRUE FOR VEHICLES. MOST SUPER-VEHICLES IN *LEGACY OF THE MASQUE* APPEAR PERFECTLY NORMAL UPON CURSORY EXTERIOR INSPECTION. CARS DON'T FLY AS A GENERAL RULE. WEAPON SYSTEMS TEND TOWARD THE RETRACTABLE AND CONCEALABLE.



GAMEMASTER SECTION

IF YOU ARE READING THIS SECTION, WE ASSUME THAT YOU INTEND TO ACT AS GAMEMASTER FOR A *LEGACY OF THE MASQUE* CAMPAIGN. IF YOU DON'T WISH TO DO SO, FEEL FREE TO SKIP THIS SECTION.

THE HISTORY OF THE SETTING IN *LEGACY OF THE MASQUE* IS A RICH AND FULL STORY DRAWN LARGELY FROM THE PUBLIC DOMAIN SUPERHEROES OF THE 1930'S AND 1940'S. THERE ARE A FEW TWISTS AND SURPRISES PLANNED FOR FUTURE SUPPLEMENTS INVOLVING THE HEROES OF THE PAST, BUT SUFFICE IT TO SAY THAT PLENTY OF 'HISTORICAL' DATA CAN BE DRAWN FROM OLD COMICS FEATURING CAPTAIN FUTURE, THE FIGHTING YANK, MISS MASQUE, THE BLACK TERROR, THE SILVER STREAK AND MANY OTHERS. WE RECOMMEND THE PUBLIC DOMAIN SUPER HEROES WIKI ([HTTP://PDSH.WIKIA.COM/WIKI/PUBLIC DOMAIN SUPER HEROES](http://pdsh.wikia.com/wiki/Public_Domain_Super_Heroes)) AS A RESOURCE FOR FINDING INFORMATION AND INSPIRATION FROM THE GOLDEN AGE.

THIS GAME IS SET AT THE BEGINNING OF THE *LEGACY OF THE MASQUE* WEBSERIES, IN THE FIRST MOMENTS OF WHAT PROMISES TO BE A NEW GOLDEN AGE OF HEROES AND VILLAINS. SUPERPOWERS ARE OUT OF THE PUBLIC EYE, BUT THIS WILL NOT LAST LONG. PERHAPS THE CHARACTERS IN YOUR GAME WILL BE AMONG THE FIRST TO GO PUBLIC TO THE PRESS. THERE ARE DEFINITELY PLANS IN THE WORKS FOR HOW THE DAWNING OF THE NEW, GRITTIER, GOLDEN AGE WILL PLAY OUT IN THE *LEGACY OF THE MASQUE* WEBSERIES, BUT AS A GAMEMASTER, YOU DON'T NEED TO FEEL BEHOLDEN TO THE CANON OF THE WEBSERIES. THE STORIES YOU TELL WITH THE *LEGACY OF THE MASQUE* RPG ARE YOURS AND YOURS ALONE. THIS BOOK (AND FUTURE SUPPLEMENTS IN THE LINE) IS JUST HERE TO PROVIDE A BIT OF FLAVOR AND A FEW IDEAS FOR RUNNING YOUR GAMES.

FOR SYSTEM CONCERNS, WE HIGHLY RECOMMEND THE M&M 3RD EDITION

LEGACY OF

THE MASQUE



CORE BOOK AND THE D20HERO SRD ([HTTP://WWW.D20HEROSRD.COM/HOME](http://www.d20herosrd.com/home)) BOTH RESOURCES ARE PUT TOGETHER EXTREMELY WELL AND ARE FULL OF GUIDANCE ON HOW TO CRAFT YOUR STORY USING SUPERHEROES AND SUPERVILLAINS.

LASTLY, TELL THE STORIES THAT YOU AND YOUR TROUPE WANT TO TELL. IF YOUR TROUPE PREFERENCES PL 12 TO PL8, GO FOR IT. ENJOY! IF THEY WOULD RATHER PLAY VILLAINS THAN HEROES, BY ALL MEANS, LET THEM! HAVE FUN WITH IT! THAT'S THE POINT, AFTER ALL.

SUPPORTING CHARACTERS

IN THE FOLLOWING SECTION IS A COLLECTION OF SUPPORTING CHARACTERS FOR USE IN ALL GAMES. THE CHARACTERS RANGE FROM THE AVERAGE MAN-ON-THE-STREET (BYSTANDER) TO HIGHLY TRAINED SOLDIERS AND CRIMINALS. MANY OF THESE CHARACTERS FIT INTO SUPPORT ROLES, SCIENTISTS, REPORTERS, AND STREET INFORMANTS THE HEROES MAY GO TO IN ORDER TO GET QUESTIONS ANSWERED, WHILE OTHERS ARE COMBATANTS. NONE OF THESE CHARACTERS WILL BE A THREAT TO THE AVERAGE PLAYER CHARACTER, BUT THEY'RE OFTEN ENCOUNTERED IN GROUPS, WHICH MAKES THEM MORE OF A THREAT.

THESE CHARACTERS ARE INTENDED TO BE USED WHEN THE GM NEEDS A FAIRLY COMMON TYPE OF CHARACTER THAT'S EITHER AROUND TO HELP OR HARM THE CHARACTER IN SOME WAY DEPENDING ON YOUR SERIES. THEY'RE ALSO MEANT TO REPRESENT A WIDE RANGE OF CHARACTERS OF THAT TYPE. SO, YOU CAN USE THE POLICE OFFICER TO REPRESENT AN ACTUAL POLICE OFFICER, BUT IT COULD ALSO BE USED AS THE BASIS FOR A DETECTIVE, HIGHLY-TRAINED SECURITY PROFESSIONAL, OR BODYGUARD. IF YOU DON'T SEE EXACTLY THE ARCHETYPE YOU NEED, FIND SOMETHING CLOSE AND MAKE A FEW CHANGES.

CIVILIANS

BYSTANDER PLO

STR 0, STA 0, AGL 0, DEX 0, FGT 0, INT 0, AWE 0, PRE 0. EQUIPMENT: CELL PHONE. ADVANTAGES: EQUIPMENT 1. SKILLS: EXPERTISE: CHOOSE ONE 4 (+4), EXPERTISE: CURRENT EVENTS 2 (+2), EXPERTISE: POP CULTURE 2 (+2). OFFENSE: INIT +0, UNARMED +0 (DAMAGE 0). DEFENSE: DODGE 0, PARRY 0, FORT 0, TOU 0, WILL 0. TOTALS: ABILITIES 0 + POWERS 0 + ADVANTAGES 1 + SKILLS 4 + DEFENSES 0 = 5

THE BYSTANDER REPRESENTS THE EVERYDAY PEOPLE THAT POPULATE THE WORLD. THE SORT OF CHARACTER A SUPERVILLAIN OR OTHER CRIMINAL MIGHT TAKE HOSTAGE OR OTHERWISE ENDANGER. CUSTOMIZE THE BYSTANDER BY CHOOSING AN EXPERTISE SUCH AS A PROFESSION OR TRADE SKILL.

REPORTER PL1

STR 0, STA 0, AGL 0, DEX 0, FGT 0, INT 2, AWE 2, PRE 1 EQUIPMENT: CAMERA, COMPUTER, DIGITAL RECORDER, SMART-PHONE. ADVANTAGES: CONTACTS, EQUIPMENT 1. SKILLS: DECEPTION 4 (+5), EXPERTISE: CURRENT EVENTS 4 (+6), EXPERTISE: POP CULTURE 2 (+4), EXPERTISE: STREETWISE 2 (+4), EXPERTISE: WRITING 4 (+6), INVESTIGATION 2 (+4), PERCEPTION 4 (+6), PERSUASION 4 (+5), STEALTH 4 (+4), VEHICLES 2 (+2). OFFENSE: INIT +0, UNARMED +0 (DAMAGE 0). DEFENSE: DODGE 0, PARRY 0, FORT 0, TOU 0, WILL 2. TOTALS: ABILITIES 10 + POWERS 0 + ADVANTAGES 2 + SKILLS 16 + DEFENSES 0 = 28

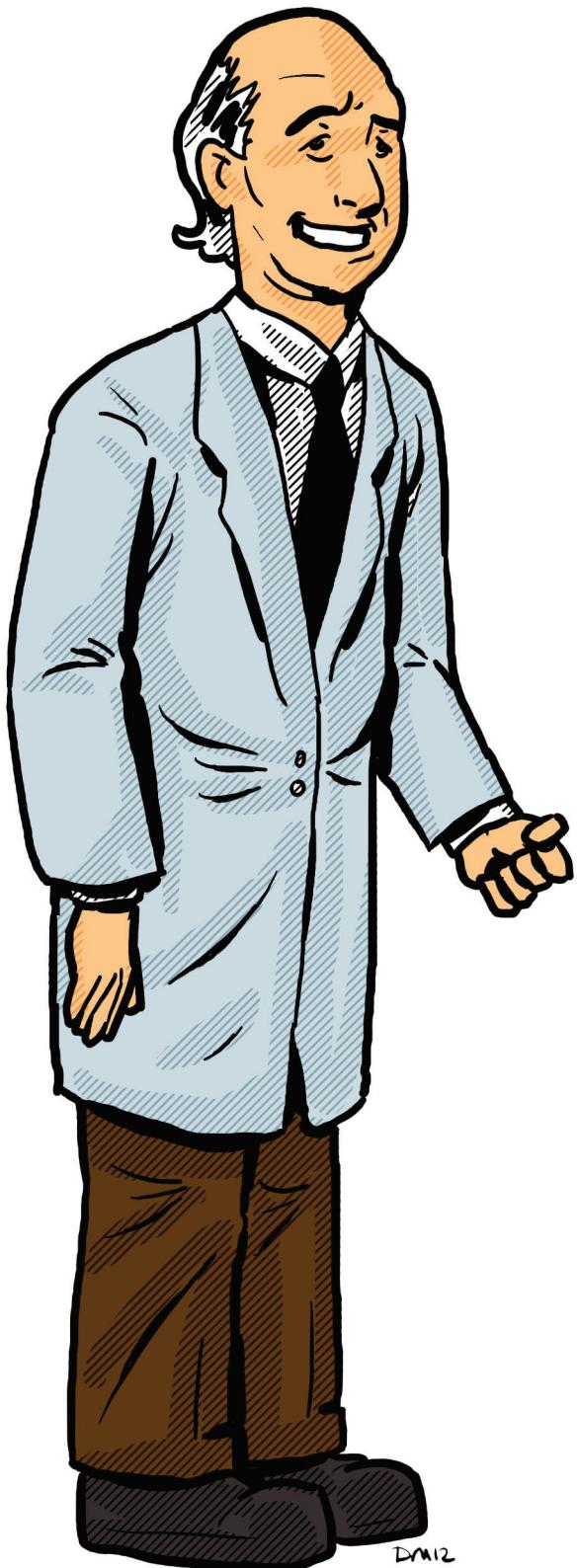
IN A WORLD FILLED WITH SUPERHEROES AND SUPERVILLAINS, THERE ARE ALWAYS REPORTERS AROUND TO GET THE LATEST STORY—OR JUST GET IN THE WAY. THE REPORTER ARCHETYPE CAN ALSO BE USED FOR

LEGACY OF



THE MASQUE

ANY OTHER TYPE OF PROFESSIONAL BY SWAPPING OUT THE EXPERTISE SPECIALTIES FOR OTHERS.



SCIENTIST PL1

STR 0, STA 0, AGL 0, DEX 1,
FGT 0, INT 4, AWE 1, PRE 0

EQUIPMENT: CAMERA, SMARTPHONE. ADVANTAGES: EQUIPMENT 1. SKILLS: EXPERTISE: CURRENT EVENTS 2 (+6), EXPERTISE: POP CULTURE 2 (+6), EXPERTISE: SCIENCE 6 (+10), TECHNOLOGY 6 (+10), VEHICLES 2 (+3).

OFFENSE: INIT +0, UNARMED +0 (DAMAGE 0). DEFENSE: DODGE 0, PARRY 0, FORT 0, TOU 0, WILL 2. TOTALS: ABILITIES 12 + POWERS 0 + ADVANTAGES 1 + SKILLS 9 + DEFENSES 1 = 23

SCIENTISTS ARE SPECIALISTS IN THEIR CHOSEN FIELD. THIS ARCHETYPE CAN BE USED AS ANYTHING FROM AN ARCHAEOLOGIST TO ZOOLOGIST, OR FOR ANYTHING WITH A LOT OF KNOWLEDGE ABOUT A PARTICULAR SUBJECT, SUCH AS A PROFESSOR.

PUBLIC SERVANTS

GOVERNMENT AGENT PL4

STR 1, STA 2, AGL 1, DEX 1,
FGT 3, INT 2, AWE 2, PRE 2

EQUIPMENT: LIGHT PISTOL, CAMERA, CELL PHONE, COMPUTER, HANDCUFFS. ADVANTAGES: DEFENSIVE ROLL, EQUIPMENT 2.

SKILLS: ATHLETICS 4 (+5), DECEPTION 2 (+4), EXPERTISE: BEHAVIORAL SCIENCES 3 (+5), EXPERTISE: CIVICS 2 (+4), EXPERTISE: CURRENT EVENTS 2 (+4), EXPERTISE: GOVERNMENT AGENT 3 (+5), EXPERTISE: STREETWISE 2 (+4), INTIMIDATION 4 (+6), INVESTIGATION 6 (+8), PERCEPTION 3 (+5), PERSUASION

LEGACY OF

THE MASQUE

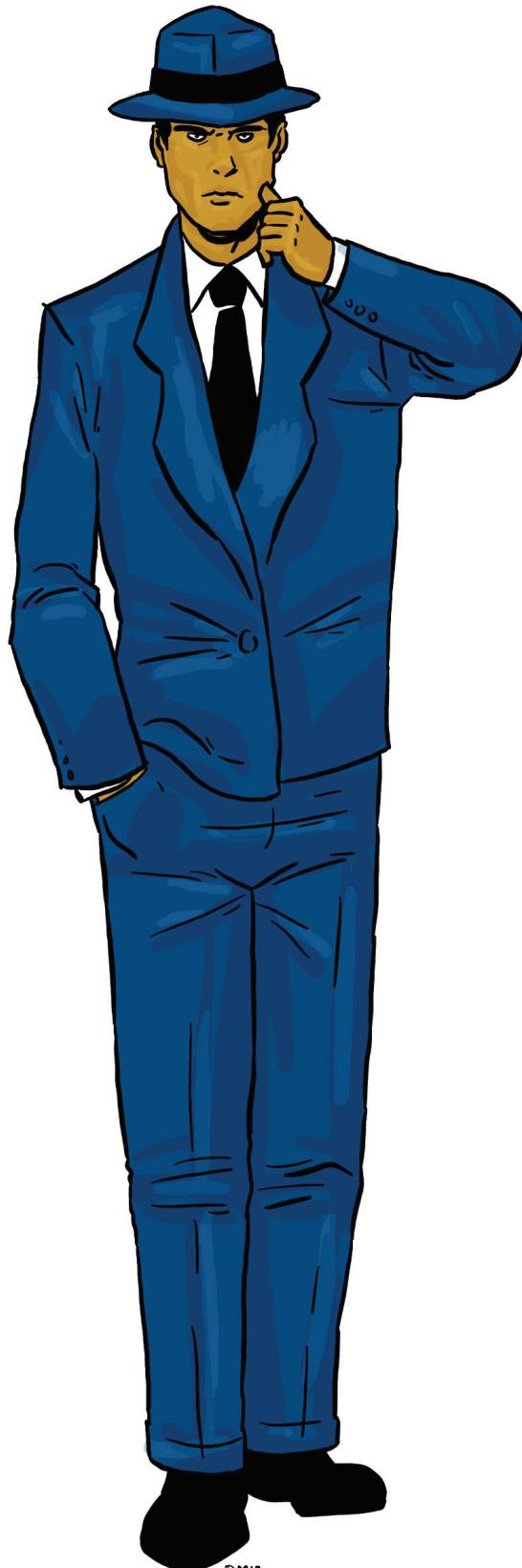
3 (+5), RANGED COMBAT: CHOSEN WEAPON 4 (+5), TECHNOLOGY 2 (+4), VEHICLES 4 (+5). OFFENSE: INIT +1, UNARMED +3 (DAMAGE 1), PISTOL +5 (RANGED DAMAGE 3). DEFENSE: DODGE 5, PARRY 5, FORT 3, TOU 3/2, WILL 3. TOTALS: ABILITIES 28 + POWERS 0 + ADVANTAGES 3 + SKILLS 22 + DEFENSES 8 = 61

GOVERNMENT AGENTS INCLUDE MEMBERS OF ORGANIZATIONS LIKE THE FBI, CIA, DEA, ATF, AND EVEN THE DEO. GOVERNMENT AGENTS ARE WELL-ROUNDED WITH A GOOD SELECTION OF SKILLS AND COMBAT ABILITIES.

POLICE CHIEF PL3

STR 0, STA 0, AGL 0, DEX 1, FGT 1, INT 2, AWE 2, PRE 3
EQUIPMENT: LIGHT PISTOL, CELL PHONE, HANDCUFFS. **ADVANTAGES:** CONNECTED, EQUIPMENT 2.
SKILLS: ATHLETICS 2 (+2), EXPERTISE: STREETWISE 6 (+8), EXPERTISE: CURRENT EVENTS 4 (+6), EXPERTISE: POLICE OFFICER 6 (+8), INSIGHT 8 (+10), INTIMIDATION 4 (+7), INVESTIGATION 6 (+8), PERCEPTION 6 (+8), RANGED COMBAT: PISTOL 2 (+3), TREATMENT 2 (+4), VEHICLES 4 (+5). **OFFENSE:** INIT +0, UNARMED +1 (DAMAGE 0), PISTOL +3 (RANGED DAMAGE 3). **DEFENSE:** DODGE 3, PARRY 3, FORT 2, TOU 0, WILL 4. **TOTALS:** ABILITIES 18 + POWERS 0 + ADVANTAGES 3 + SKILLS 25 + DEFENSES 9 = 55

THE POLICE CHIEF CAN BE A HERO'S GREATEST ALLY OR WORST ENEMY. POLICE CHIEFS MAY BE DEDICATED PUBLIC SERVANTS OR CORRUPT POLITICIANS ON THE TAKE, DEPENDING ON THE LOCATION AND THE STYLE OF YOUR SERIES.





LEGACY OF

POLICE OFFICER PL4
STR 2, STA 2, AGL 1, DEX 1, FGT 3, INT 0, AWE 1, PRE 1 EQUIPMENT: BULLETPROOF VEST (+4 TOUGHNESS VS. BALLISTIC), LIGHT PISTOL, TONFA, CELL PHONE, HANDCUFFS. ADVANTAGES: EQUIPMENT 3. SKILLS: ATHLETICS 3 (+5), EXPERTISE: CURRENT EVENTS 2 (+2), EXPERTISE: STREETWISE 3 (+3), EXPERTISE: POLICE OFFICER 4 (+4), INSIGHT 4 (+5), INTIMIDATION 2 (+3), INVESTIGATION 2 (+2), PERCEPTION 4 (+5), RANGED COMBAT: PISTOLS 4 (+5), TREATMENT 2 (+2), VEHICLES 4 (+5). OFFENSE: INIT +1, UNARMED +3 (DAMAGE 2), TONFA +3 (DAMAGE 3), PISTOL +5 (RANGED DAMAGE 3). DEFENSE: DODGE 2, PARRY 4, FORT 4, TOU 6/2, WILL 2. TOTALS: ABILITIES 22 + POWERS 0 + ADVANTAGES 3 + SKILLS 17 + DEFENSES 5 = 47

THIS ARCHETYPE FOCUSES PRIMARILY ON UNIFORMED BEAT COPS. DETECTIVES, UNDERCOVER. AND PLAINCLOTHES OFFICERS HAVE MORE RANKS IN INVESTIGATE AND OFTEN IN OTHER SOCIAL SKILLS LIKE PERSUASION AND INTIMIDATION.

SWAT OFFICER PL5
STR 2, STA 2, AGL 2, DEX 2, FGT 4, INT 0, AWE 1, PRE 1 EQUIPMENT: SUBMACHINE GUN, RIOT GEAR (+4 TOUGHNESS), TONFA, CELL PHONE, HANDCUFFS. ADVANTAGES: CLOSE ATTACK 2, EQUIPMENT 4. SKILLS: ATHLETICS 3 (+5), EXPERTISE: CURRENT EVENTS 2 (+2), EXPERTISE: STREETWISE 4 (+4), EXPERTISE: POLICE OFFICER 5 (+5), EXPERTISE: TACTICS 5 (+5), INTIMIDATION 4 (+5), PERCEPTION 2 (+3), RANGED COMBAT: SUBMACHINE GUN 4 (+6), STEALTH 4 (+6), TREATMENT 3 (+3). OFFENSE: INIT +2, UNARMED +6 (DAMAGE 2), TONFA +6 (DAMAGE 3), SMG +6 (RANGED DAMAGE 4,

THE MASQUE

MULTIATTACK). DEFENSE: DODGE 4, PARRY 4, FORT 6, TOU 6/2, WILL 3.

TOTALS: ABILITIES 28 + POWERS 0 + ADVANTAGES 6 + SKILLS 18 +

DEFENSES 8 = 60

SWAT (SPECIAL WEAPONS AND TACTICS) SQUADS ARE MADE UP OF POLICE OFFICERS WITH SPECIAL TRAINING IN SQUAD-LEVEL TACTICS AND WEAPON-USE. THEY DEAL WITH SERIOUS CRIMINAL THREATS, INCLUDING MUTANT CRIMINALS.

TRAINED COMBATANTS

MILITANT PL4

STR 1, STA 1, AGL 1, DEX 1,

FGT 1, INT 1, AWE 1, PRE 1

EQUIPMENT: LIGHT PISTOL, 9

POINTS OF EQUIPMENT AS NEEDED.

ADVANTAGES: EQUIPMENT 3. SKILLS:

CLOSE COMBAT: UNARMED 4 (+5),

DECEPTION 4 (+5), EXPERTISE:

CHOOSE ONE 3 (+4), EXPERTISE:

DEMOLITIONS 6 (+7), INTIMIDATION 3 (+4), RANGED COMBAT: PISTOL

4 (+5), TECHNOLOGY 4 (+5),

VEHICLES 4 (+5). OFFENSE:

INIT +1, UNARMED +5 (DAMAGE 1), PISTOL +5 (RANGED DAMAGE 3).

DEFENSE: DODGE 4, PARRY 4,

FORT 4, TOU 1, WILL 2.

TOTALS: ABILITIES 16 + POWERS 0 + ADVANTAGES 3 + SKILLS 16 +

DEFENSES 10 = 45

THIS ARCHETYPE REPRESENTS ANY SORT OF MILITANT FROM MILITIA MEMBERS TO TERRORISTS—ANYONE WHO'S TRAINED AND READY TO KILL OR DIE FOR THEIR CAUSE. MORE CAPABLE MILITANT LEADERS ARE SUPERVILLAINS IN THEIR OWN RIGHT, OFTEN POSSESSING ADVANCED EQUIPMENT OR POWERS.

SOLDIER PL5

STR 1, STA 2, AGL 1, DEX 1,

FGT 5, INT 0, AWE 0, PRE 0

EQUIPMENT: ASSAULT RIFLE, BODY ARMOR (+3 TOUGHNESS), 17 POINTS OF

LEGACY OF



DM12

THE MASQUE

OTHER EQUIPMENT. ADVANTAGES: EQUIPMENT 7, RANGED ATTACK 4. SKILLS: ATHLETICS 4 (+5), EXPERTISE: SOLDIER 4 (+4), EXPERTISE: TACTICS 4 (+4), INTIMIDATION 2 (+2), PERCEPTION 2 (+2), VEHICLES 2 (+3). OFFENSE: INIT +1, UNARMED +5 (DAMAGE 1), ASSAULT RIFLE +5 (RANGED DAMAGE 5, MULTIATTACK). DEFENSE: DODGE 5, PARRY 5, FORT 5, TOU 5/2, WILL 1. TOTALS: ABILITIES 20 + POWERS 0 + ADVANTAGES 11 + SKILLS 9 + DEFENSES 8 = 48

THIS ARCHETYPE COVERS THE TYPICAL INFANTRYMAN OR ENLISTED SOLDIER. SPECIALISTS AND OFFICERS HAVE APPROPRIATE ADDITIONAL TRAINING (AND SKILLS).



UNDERWORLD ARCHETYPES

CRIME LORD PL4

STR 0, STA 1, AGL 1, DEX 0, FGT 2, INT 3, AWE 2, PRE 4 EQUIPMENT: BULLETPROOF VEST (+4 TOUGHNESS VS. BALLISTIC), HEAVY PISTOL, CELL PHONE. ADVANTAGES: BENEFIT 5 (MILLIONAIRE, STATUS: CRIME LORD), CONNECTED, EQUIPMENT 3, WELL-INFORMED. SKILLS: EXPERTISE: CRIMINAL 8 (+11), EXPERTISE: STREETWISE 6 (+9), EXPERTISE: CURRENT EVENTS 2 (+5), INTIMIDATION 6 (+10), PERCEPTION 2 (+4), PERSUASION 4 (+8), RANGED COMBAT: PISTOLS 4 (+4). OFFENSE: INIT +1, UNARMED +2 (DAMAGE 0), HEAVY PISTOL +4 (RANGED DAMAGE 4). DEFENSE: DODGE 3, PARRY 3, FORT 3, TOU 5/1, WILL 5. TOTALS: ABILITIES 26 + POWERS 0 + ADVANTAGES 10 + SKILLS 16 + DEFENSES 8 = 60

SITTING ON TOP OF THE CRIMINAL UNDERWORLD ARE THE CRIME LORDS. THESE ARE MEN AND WOMEN WHO'VE COME UP THROUGH THE RANKS AND NOW RUN THE SHOW. PHYSICALLY A CRIME LORD IS NO MATCH FOR A HERO, BUT THEIR CONNECTIONS, RESOURCES, AND KNOWLEDGE OF THE

LEGACY OF

THE MASQUE

UNDERWORLD CAN BE PROBLEMATIC. THE CRIME LORD PRESENTED HERE IS A FAIRLY SMALL FISH; GAMEMASTERS SHOULD MAKE ANY CHANGES NEEDED TO INCREASE THE CRIME LORD'S POWER AND INFLUENCE FOR THE SERIES.

CRIMINAL PL2

STR 1, STA 0, AGL 2, DEX 1, FGT 1, INT 1, AWE 0, PRE 1 EQUIPMENT: LEATHER JACKET (+1 TOUGHNESS), LIGHT PISTOL, KNIFE, CELL PHONE.

ADVANTAGES: EQUIPMENT 2. SKILLS: ATHLETICS 4 (+5), EXPERTISE: CHOOSE ONE 4 (+5), EXPERTISE: STREETWISE 4 (+5), EXPERTISE: CURRENT EVENTS 2 (+3), PERCEPTION 4 (+4), STEALTH 6 (+8),



TECHNOLOGY 4 (+5), VEHICLES 4 (+5). *OFFENSE: INIT +2, UNARMED +1 (DAMAGE 1), KNIFE +1 (DAMAGE 2, CRIT. 19-20), PISTOL +1 (RANGED DAMAGE 3). DEFENSE: DODGE 3, PARRY 3, FORT 2, TOU 1/0, WILL 0. TOTALS: ABILITIES 14 + POWERS 0 + ADVANTAGES 2 + SKILLS 16 + DEFENSES 5 = 37*

THIS ARCHETYPE REPRESENTS RUN-OF-THE-MILL CAREER CRIMINALS. GAMEMASTERS SHOULD SHUFFLE THE CRIMINAL'S SKILL RANKS AROUND TO SPECIALIZE AS NEEDED.

GANG LEADER PL2

STR 1, STA 0, AGL 2, DEX 1, FGT 1, INT 1, AWE 0, PRE 1 EQUIPMENT: LEATHER JACKET (+1 TOUGHNESS), LIGHT PISTOL, KNIFE, CELL PHONE.

ADVANTAGES: EQUIPMENT 2. SKILLS: ATHLETICS 4 (+5), DECEPTION 4 (+5), EXPERTISE: CHOOSE ONE 4 (+5), EXPERTISE: STREETWISE 4 (+5), EXPERTISE: CURRENT EVENTS 2 (+3), PERCEPTION 4 (+4), STEALTH 6 (+8), TECHNOLOGY 4 (+5), VEHICLES 4 (+5). OFFENSE: INIT +2, UNARMED +1 (DAMAGE 1), KNIFE +1 (DAMAGE 2, CRIT. 19-20), PISTOL

LEGACY OF

THE MASQUE

20

+1 (RANGED DAMAGE 3). *DEFENSE: DODGE 3, PARRY 3, FORT 2, Tou 1/0, WILL 0. TOTALS: ABILITIES 14 + POWERS 0 + ADVANTAGES 2 + SKILLS 18 + DEFENSES 5 = 39*

USEFUL AS THE LEADER OF A SMALL GANG OF CRIMINALS OR THUGS. GIVE THE GANG LEADER MORE RANKS IN DECEPTION, EXPERTISE, AND PERSUASION IF HE LEADS A LARGER GANG. FOR AN EVEN MORE INFLUENTIAL GANG LEADER, USE THE CRIME LORD ARCHETYPE.

STREET INFORMANT PL2

STR 0, STA 0, AGL 1, DEX 1, FGT 1, INT 1, AWE 1, PRE 1 EQUIPMENT: LEATHER JACKET (+1 TOUGHNESS), KNIFE, LIGHT PISTOL, CELL PHONE. ADVANTAGES: CONTACTS, EQUIPMENT 2. SKILLS: ATHLETICS 4 (+4), EXPERTISE: CRIMINAL 4 (+5), EXPERTISE: STREETWISE 6 (+7), EXPERTISE: CURRENT EVENTS 4 (+5), PERCEPTION 4 (+5), STEALTH 2 (+3), VEHICLES 4 (+5). OFFENSE: INIT +1, UNARMED +1 (DAMAGE 0), KNIFE +1 (DAMAGE +1, CRIT. 19-20), PISTOL +1 (RANGED DAMAGE 3). DEFENSE: DODGE 3, PARRY 3, FORT 2, Tou 1/0, WILL 1. TOTALS: ABILITIES 12 + POWERS 0 + ADVANTAGES 3 + SKILLS 14 + DEFENSES 6 = 35

STREET INFORMANTS ARE THE EYES AND EARS OF THE UNDERWORLD. THEY AREN'T NECESSARILY INVOLVED IN ANYTHING ILLEGAL, BUT THEY KNOW WHAT'S GOING ON. THEY'RE NOT THE MOST PHYSICALLY CAPABLE OR VIOLENT MEMBERS OF THE CRIMINAL ELEMENT, BUT THEY'RE USEFUL CONTACTS AND CAN FILL THE ROLE OF STREET TOUGHS AND GANG MEMBERS.

THUG PL3

STR 2, STA 2, AGL 1, DEX 1, FGT 2, INT 0, AWE 0, PRE -1 EQUIPMENT: LEATHER JACKET (+1 TOUGHNESS), LIGHT PISTOL, CELL PHONE. ADVANTAGES: EQUIPMENT 2. SKILLS: ATHLETICS 4 (+6), EXPERTISE:



CHOOSE ONE 4 (+4), EXPERTISE: CRIMINAL 2 (+2), EXPERTISE: STREETWISE 4 (+4), EXPERTISE: CURRENT EVENTS 2 (+2), INTIMIDATION 4 (+3), STEALTH 2 (+3), VEHICLES 4 (+5). OFFENSE: INIT +1, UNARMED +2 (DAMAGE 2), PISTOL +1 (RANGED DAMAGE 3). DEFENSE: DODGE 2, PARRY 2, FORT 4, TOU 3/2, WILL 0. TOTALS: ABILITIES 14 + POWERS 0 + ADVANTAGES 2 + SKILLS 13 + DEFENSES 3 = 32

THUGS CAN BE USED AS MUGGERS, GANGSTERS, GANG MEMBERS, AND HENCHMEN FOR SUPERVILLAINS. THEY CAN ALSO BE USED AS ANY TYPE OF HIRED MUSCLE FROM A BODYGUARD TO SECURITY GUARDS.

TEMPLATES

THE FOLLOWING PREGENERATED CHARACTERS ARE RECOMMENDED FOR USE AS NPCs IN YOUR *LEGACY OF THE MASQUE* CAMPAIGN (THOUGH SOME TROUPES MAY WISH TO RUN A SERIES IN WHICH PLAYERS ADOPT THE IDENTITIES OF THESE CHARACTERS.) THESE CHARACTERS ALL APPEAR IN ARC 1 & ARC 2 OF THE *LEGACY OF THE MASQUE* WEBSERIES (ARC 1 IS CURRENTLY AVAILABLE THROUGH AMAZON STREAMING AT [HTTP://WWW.AMAZON.COM/LEGACY-MASQUE-ARC-1/dp/B008WGHDBS](http://www.amazon.com/LEGACY-MASQUE-ARC-1/dp/B008WGHDBS)) AND THE STATISTICS LISTED HERE REFLECT THESE CHARACTERS AS THEY ARE PRESENTED IN THOSE EPISODES.

EACH CHARACTER TEMPLATE INCLUDES A BRIEF WRITE UP ON THE CHARACTER'S HISTORY, MOTIVATIONS AND GAME STATISTICS. WE HAVE ATTEMPTED TO KEEP THESE WRITE-UPS FAIRLY SPOILER FREE FOR THOSE WHO HAVE NOT YET WATCHED THE WEBSERIES, WHILE ADDING IN SOME ADDITIONAL FLAVOR FOR FANS OF THE SHOW WHO WOULD LIKE EXTRA BACKSTORY ON THE CHARACTERS INVOLVED.



LEGACY OF

THE MASQUE

THE MASQUE (PP TOTAL: 150)						
Gender	F	Height	5'5"	Identity (Secret)	Diana Bowman	
Age	25	Weight	130 lbs.	Base of Operations	Rockford, IL	
PL	10	Eyes	Brown	Group Affiliation	None	
Abilities (90 PP)						
STR	4	AGI	5	FIG	10	AWE
STA	5	DEX	5	INT	6	PRE
Offense (0 PP)						
Unarmed	15			Initiative	5	
Melee	13			Thrown	7	
Defense (20 PP)						
Toughness (STA)		5	Dodge (AGL)		12	
Fortitude (STA)		8	Parry (FGT)		15	
Will (AWE)					10	
Skills (32 PP)						
Acrobatics					6 (11)	
Athletics					4 (8)	
Close Combat					2 (12)	
Deception					4 (9)	
Expertise (Science)					4 (10)	
Insight					4 (9)	
Intimidation					6 (11)	
Investigation					2 (8)	
Perception					4 (9)	
Persuasion					2 (7)	
Ranged Combat (Thrown)					2 (7)	
Sleight of Hand					8 (13)	
Stealth					8 (13)	
Technology					4 (10)	
Treatment					4 (10)	
Advantages (8 PP)						
Benefit (Wealth, 3 ranks), Close Attack 3, Equipment 2						
Powers & Devices (0 PP)						
None						
Complications (0 PP)						
Motivation: Doing Good, Identity: Secret						
Equipment, Vehicles & Headquarters						
Audio Recorder, Cell Phone, Computer, Costume (Protection Rank 3), Collapsible Club (Damage 2, Bludgeoning Critical: 20), Concealable Microphone, Sap Gloves (Damage 1, Bludgeoning Critical: 20), Parabolic Microphone, Binoculars						

DIANA BOWMAN IS THE GREAT-GRANDDAUGHTER OF THE GOLDEN AGE COSTUMED CRIMEFIGHTER KNOWN AS *THE MASQUE*. BEING A CHILD OF PRIVILEGE (DIANA'S FAMILY HAS BEEN INCREDIBLY WEALTHY FOR GENERATIONS), DIANA SPENT THE MAJORITY OF HER YOUTH IN BOARDING SCHOOLS. DIANA HAD NEVER BEEN CLOSE WITH HER PARENTS, WHO SHE FELT TREATED HER MORE LIKE AN INCONVENIENCE THAN A CHILD. HER GRANDMOTHER WAS THE ONLY MEMBER OF HER FAMILY THAT DIANA FELT A CLOSE BOND WITH. WHILE DIANA'S PARENTS WERE JET-SETTING ACROSS THE GLOBE, BARELY TAKING TIME TO TRANSPORT DIANA BACK AND FORTH BETWEEN HOME AND SCHOOL DURING VACATIONS, DIANA'S GRANDMOTHER TOOK THE TIME TO PLAY AT THE PARK, COOK TOGETHER, TELL BEDTIME

LEGACY OF

THE MASQUE

STORIES AND BUILD A RELATIONSHIP. WHEN DIANA'S GRANDMOTHER PASSED AWAY, SHE HURRIED HOME FROM HER APARTMENT IN NEW YORK CITY TO SEE TO IT THAT HER GRANDMOTHER'S FINAL AFFAIRS WERE HANDLED ACCORDING TO HER WISHES.

WHILE MOURNING, DIANA BEGAN GOING THROUGH HER GRANDMOTHER'S PRIVATE THINGS, FINDING OLD SCRAPBOOKS, PHOTO ALBUMS AND FILM REELS. AS SHE STARTED READING SHE SOON DISCOVERED THAT HER GRANDMOTHER HAD LED A DOUBLE LIFE IN HER YOUTH.

INSPIRED BY HER GRANDMOTHER'S HEROIC ADVENTURES, DIANA DECIDED TO PUT HER NEW FORTUNE TO GOOD USE AND FUND HER OWN FORAY INTO COSTUMED CRIMEFIGHTING. USING HER GRANDMOTHER'S SCRAPBOOKS AS A GUIDELINE, DIANA STARTED SEARCHING FOR ANY HEROES FROM THE GOLDEN AGE WHO MIGHT STILL BE ALIVE. HER SEARCH LED HER TO DR. ANDY BRYANT, A.K.A. CAPTAIN FUTURE.

NOW, WITH ANDY ACTING AS HER MENTOR, DIANA HAS TAKEN UP THE CALLING OF COSTUMED CRIMEFIGHTING. DECIDING TO REMAIN IN HER GRANDMOTHER'S HOME CITY OF ROCKFORD, ILLINOIS (ONCE OF THE MOST DANGEROUS CITIES IN THE USA, ACCORDING TO CRIME STATISTICS) DIANA SPENDS HER NIGHTS PROWLING THE STREETS, PROTECTING THE INNOCENT AND FIGHTING AGAINST THOSE WHO WOULD BREAK THE LAW.

FOR THE MOST PART HER ENCOUNTERS HAVE DEALT WITH STREET THUGS AND DRUG DEALERS. DIANA IS AWARE THAT SUPERPOWERED PEOPLE EXIST (IN HER MIND ANDY IS PRACTICALLY GOD-LIKE IN HIS ABILITIES) BUT SHE HAS YET TO ENCOUNTER ANY VILLAIN OR LAWBREAKER WITH SUPERPOWERS.

COMBINING INTENSIVE TRAINING UNDER THE TUTELAGE OF CAPTAIN FUTURE AND A NEAR-LIMITLESS FORTUNE WITH WHICH TO BUY CRIMEFIGHTING TOOLS AND SUPPLIES, DIANA IS PREPARED TO HANDLE VIRTUALLY ANY MUNDANE CRIMINAL THREAT. UNFORTUNATELY SHE WILL SOON DISCOVER THAT THERE IS A MUCH BIGGER WORLD AWAITING HER, FILLED WITH THREATS THAT ARE ANYTHING BUT MUNDANE.

LEGACY OF

THE MASQUE



CAPTAIN FUTURE (PP TOTAL: 442)						
Gender	M	Height	5'8"	Identity	Dr. Andy Bryant	
Age	112	Weight	160 lbs	Base of Operations	Rockford, IL	
PL	20	Eyes	Brown	Group Affiliation	None Currently	
Abilities (100 PP)						
STR	12	AGI	3	FIG	8	AWE
STA	12	DEX	3	INT	10	PRE
Offense (0 PP)						
Unarmed	23			Initiative	27	
Blast	18			Melee	23	
Defense (35 PP)						
Toughness (STA)	20		Dodge (AGL)		3	
Fortitude (STA)	20		Parry (FGT)		8	
Will (AWE)					20	
Skills (92 PP)						
Deception					19 (20)	
Expertise (Criminal)					10 (20)	
Expertise (History)					10 (20)	
Expertise (Magic)					2 (12)	
Expertise (Superheroes)					10 (20)	
Expertise (Science)					20 (30)	
Insight					19 (20)	
Intimidation					10 (11)	
Investigation					19 (20)	
Perception					19 (20)	
Sleight of Hand					6 (9)	
Technology					20 (30)	
Treatment					10 (20)	
Vehicles					10 (13)	
Advantages (52 PP)						
Accurate Attack, All-out Attack, Benefit (Wealth) x2, Close Attack x 15, Connected, Fearless, Improved, Critical (Blast) x 3, Improved Critical (Unarmed) x3, Inspire, Inventor, Leadership, Power Attack, Ranged Attack x 15, Seize Initiative, Skill Mastery (Expertise: Science), Skill Mastery (Technology), Uncanny Dodge, Well-Informed						
Powers & Devices (143 PP)						
Blast (Gamma Rays, Mutant, Penetrating 20)					20	
Flight (Mutant)					10	
-Space Travel (Flight Alternate)					3	
-Swimming (Flight Alternate)					10	
Immunity (Aging (Limited, VERY slow), Life Support, Mutant)					11	
Impervious Toughness (Mutant)					20	
Penetrating Strength (Mutant)					12	
Super-Speed (Mutant)					6	
Complications (0 PP)						
Motivation: Greater Good, Miscellaneous (There is a SERIOUS complication coming In the near Future for the Captain...but we don't want to spoil anything for you!! You'll Just have to watch Legacy of the Masque!) Secret Identity (Captain Future still Maintains his Secret Identity.						
Equipment, Vehicles & Headquarters (20 PP)						
Bryant Manor (SIZE Large, Toughness: 20, Features: Communications, Computer, Concealed, Fire Prevention System, Garage, Grounds, Laboratory, Living Space, Workshop, Power System, Secret. COST: 19)						

ANDY WAS A HERO IN HIS YOUTH. AFTER THE GOLDEN AGE, HE SPENT DECADES IN RETIREMENT, QUIETLY WATCHING THE WORLD GO BY AND FIGHTING HIS INSTINCTS TO RUN OUT AND SOLVE HUMANITY'S PROBLEMS FOR THEM. HE WAS NEVER QUITE COMFORTABLE SITTING ON THE SIDELINES. WHEN DIANA FOUND HIM, HE TRIED TO TELL HIMSELF THAT HE WANTED NOTHING TO DO WITH HER "CRAZY QUEST TO PLAY SUPERHERO" BUT, IN REALITY HE WAS EAGER TO GET INVOLVED IN THE FIGHT AGAINST EVIL, EVEN IF ONLY FROM THE SIDELINES.

SO FAR, ANDY HAS BEEN VERY "HANDS OFF" IN DIANA'S NIGHTLY CRIMEFIGHTING ROUTINE. HE ADVISES, TEACHES AND PREPARES HER, BUT HE HAS YET TO INTERVENE ON HER BEHALF. HE FEARS THAT A TIME IS COMING SOON WHERE HE WON'T HAVE A CHOICE BUT TO PUT THE COSTUME BACK ON AND GET INVOLVED. HE ALSO FEARS THAT ONCE HE STARTS HE WON'T WANT TO STOP.

GM NOTE: CAPTAIN Future IS ONE OF THE FEW REMAINING HEROES FROM THE GOLDEN AGE. HE IS INCREDIBLY POWERFUL AND UTTERLY INAPPROPRIATE TO BE PLACED IN PLAYER CONTROL. HE IS, HOWEVER, A SUITABLE MENTOR OR PLOT DEVICE.

WE HAVE BIG PLANS FOR CAPTAIN Future IN THE *LEGACY OF THE MASQUE* WEBSERIES, WHICH WE HAVE NOT YET EVEN BEGUN TO HINT AT. NEEDLESS TO SAY, THE CAPTAIN HAS A SKELETON OR TWO IN HIS CLOSET (HENCE THE MISCELLANEOUS COMPLICATION) THAT WILL COME TO LIGHT AS THE SERIES PROGRESSES. AS WITH ANY GOD-LIKE NPC IT IS BEST IF HIS PRESENCE IS BARELY FELT, IF AT ALL.

HOWEVER IF YOU NEED AN NPC TO SET THE CHARACTERS ON THE STRAIGHT AND NARROW, PROVIDE SOME OBSCURE INTELLIGENCE OR INFORMATION, OR PULL THE CHARACTERS FROM THE BRINK OF CERTAIN DOOM, CAPTAIN Future SERVES THE PURPOSE PERFECTLY.



LEGACY OF

THE MASQUE

SILVER STREAK (PP TOTAL: 150)						
Gender	F	Height	5'7	Identity	Mary Grey	
Age	25	Weight	125 lbs.	Base of Operations	New Orleans	
PL	10	Eyes	Blue	Group Affiliation	None	
Abilities (48 PP)						
STR	2	AGI	4	FIG	4	AWE
STA	2	DEX	3	INT	2	PRE
Offense (0 PP)						
Unarmed	7			Initiative	64	
Defense (0 PP)						
Toughness (STA)		2	Dodge (AGL)		16	
Fortitude (STA)		6	Parry (FGT)		16	
Will (AWE)					8	
Skills (0 PP)						
Expertise (Criminal)					6	
Expertise (Streetwise)					6	
Investigation					6	
Perception					6	
Stealth					6	
Advantages (3 PP)						
Close Combat x3						
Powers & Devices (52 PP)						
Super-Speed (Multi-Attack Strength x4, Mutant)					16	
Complications (0 PP)						
Motivation: Responsibility of Power, Enemy: The entire criminal underworld of New Orleans sees the Silver Streak as an enemy.						
Equipment, Vehicles & Headquarters						
Costume (Immune to Super-Speed effects), Eye goggles						

AT AGE EIGHTEEN, MARY GREY WAS A PARTY GIRL FRESH OUT OF HIGH SCHOOL. SHE AND SOME FRIENDS HAD BEEN ON A ROAD TRIP WHEN TRAGEDY STRUCK. MARY'S SISTER, WHO HAD BEEN DRINKING, HIT A TREE, KILLING EVERYONE ELSE IN THE CAR AND MORTALLY WOUNDING MARY.

AS MARY LAY BLEEDING TO DEATH ON THE SIDE OF THE ROAD, SHE WAS HAPPENED UPON BY AN ELDERLY MAN NAMED LEV BINDER. IN HIS YOUTH, LEV HAD BEEN THE SUPERHERO KNOWN AS THE SILVER STREAK. GIVEN HIS TRAINING IN MEDICINE, BINDER QUICKLY DETERMINED THAT MARY WAS GOING TO DIE IF SHE DID NOT IMMEDIATELY RECEIVE A BLOOD TRANSFUSION. DEEMING IT TOO DANGEROUS TO MOVE MARY, BINDER RAN TO A NEARBY HOSPITAL ART SUPER-SPEED, ACQUIRED THE NECESSARY EQUIPMENT, AND TRANSFUSED SOME OF HIS OWN BLOOD TO THE DYING GIRL.

THE BLOOD TRANSFUSION NOT ONLY SAVED MARY'S LIFE, BUT GRANTED HER ACCESS TO SUPER-SPEED POWERS ON PAR WITH BINDER'S. ONCE MARY HAD RECOVERED FROM HER WOUNDS, BINDER MADE HER PROMISE TO USE HER POWERS FOR GOOD AND BEGAN ACTING AS HER MENTOR.

SHORTLY INTO MARY'S TRAINING, HURRICANE KATRINA STRUCK NEW ORLEANS. BINDER AND MARY RAN DOWN TO THE BIG EASY TO SEE WHAT THEY COULD DO TO HELP. UPON ARRIVING IN THE CITY THEY DISCOVERED THAT LOOTERS HAD INVADED THE WWII MUSEUM AND WERE MAKING OFF WITH VARIOUS ARTIFACTS FROM THE GOLDEN AGE.

FEARING WHAT WOULD HAPPEN IF THESE ITEMS FELL INTO THE WRONG HANDS, BINDER RUSHED INTO THE MUSEUM AND WAS KILLED BY THE NEWLY EMPOWERED ERIK HENRY.

SEEING HER MENTOR STRUCK DOWN BEFORE HER, MARY VOWED TO CONTAIN THE THREAT PRESENTED BY THE LOOTING OF THE MUSEUM AND PROTECT THE PEOPLE OF NEW ORLEANS. ADOPTING THE IDENTITY OF THE SILVER STREAK, MARY HAS BEEN THE RESIDENT SUPERHERO OF NEW ORLEANS EVER SINCE.

OF ALL THE SUPERHEROES PRESENTLY ACTIVE, THE SILVER STREAK HAS THE MOST EXPERIENCE (WITH THE OBVIOUS EXCEPTION OF CAPTAIN FUTURE) DESPITE SEVERAL YEARS OF ACTIVITY IN NEW ORELANS SHE HAS MANAGED TO STAY OUT OF THE PUBLIC EYE, THOUGH SHE IS WELL KNOWN TO MEMBERS OF THE CRIMINAL UNDERWORLD IN NEW ORLEANS.

THE SILVER STREAK IS PAINFULLY AWARE OF ERIK HERNY'S ROLE IN BINDER'S DEATH AND HIS RISE TO POWER AMONG THE CRIMINAL FACTIONS IN NEW ORLEANS. SHE CONSIDERS HIM THE GREATEST DANGER AMONG THE CURRENT CROP OF SUPERVILLANS AND REGARDS HIM AS HER ARCH-NEMESIS. HER DESIRE TO BRING ERIK IN, WHILE GREAT, DOES NOT OUTWEIGH HER REGARD FOR INNOCENT LIFE, A FACT THAT ERIK HAS USED TO HIS ADVANTAGE ON NO LESS THAN THREE SEPERATE OCCASIONS.

THE SILVER STRAK IS BRASH, CYNICAL, SMART-MOUTHED AND IMPATIENT. THIS IS PARTIALLY DUE TO EXPERIENCING LIFE AT SUCH INCREDIBLE SPEEDS THAT IT MAKES EVERYONE SHE OBSERVES SEEM PAINFULLY SLOW AND INCOMPETENT, BUT ALSO DUE TO HER OWN INSECURITIES. IN LIGHT OF HER SELF-APPOINTED TASK TO REIN IN ALL OF THE LOOSE ARTIFACTS FROM THE WWII MUSEUM (WHICH SHE IS NOT EVEN SURE WHAT SHE WOULD DO WITH IF SHE WERE TO BE ABLE TO TRACK THEM ALL DOWN) IT'S NO SURPRISE THAT SHE FEELS OVERWHELMED.



SPECTRO (PP TOTAL: 175)									
Gender	M	Height	5'7"	Identity		Max Braxton			
Age	30	Weight	180 lbs.	Base of Operations		Mobile			
PL	10	Eyes	Brown	Group Affiliation		None			
Abilities (70 PP)									
STR	2	AGI	4	FIG	3	AWE	5		
STA	-1	DEX	8	INT	8	PRE	6		
Offense (0 PP)									
Unarmed	3			Initiative	4				
Melee	3			Wand	10				
Defense (15 PP)									
Toughness (STA)		-1		Dodge (AGL)		4			
Fortitude (STA)		-1		Parry (FGT)		3			
Will (AWE)						20			
Skills (30 PP)									
Deception						8 (14)			
Expertise (Magic)						8 (16)			
Insight						14 (20)			
Intimidation						6 (11)			
Persuasion						6 (12)			
Ranged Combat (Wand)						2 (10)			
Sleight of Hand						8 (16)			
Stealth						8 (12)			
Advantages (3 PP)									
Artificer, Ritualist, Ultimate Effort: Expertise Magic									
Powers & Devices (57 PP)									
Variable (Affects Others or Self, Check Required x3, Removable, Slow, Magic)							10		
Complications (0 PP)									
Motivation: Megalomania (Spectro believes he is ENTITLED to success and power)									
Secret: If his criminal activities came to light Spectro's entertainment career would suffer.									
Equipment, Vehicles & Headquarters									
Stage costume, Cape, Spellbooks, stage magic props, candles, amulets									

MAX BRAXTON HAS ALWAYS BEEN A HUCKSTER AND A CON ARTIST. PLYING HIS TRADE THROUGHOUT THE WEST COAST AND WORKING HIS WAY EASTWARD, MAX LEFT A TRAIL OF ANGRY MARKS AND ABANDONED ALIASES SCATTERED ACROSS THE SOUTHWESTERN STATES. IT WAS DURING THESE TRAVELS THAT MAX MET HIS CURRENT PARTNER IN CRIME, TIANNA KIRBY.

TIANNA WAS VERY YOUNG WHEN SHE AND MAX BEGAN WORKING TOGETHER, BUT SHE WAS A QUICK STUDY AT THE CON GAME AND HER INCREDIBLE BEAUTY MADE IT EASY FOR HER TO TAKE ADVANTAGE OF MOST MEN. WORKING TOGETHER, THE DUO PERFECTED THEIR CRAFT, SWINDLING, FORGING AND STEALING THOUSANDS OF DOLLARS IN THE SPAN OF A FEW MONTHS.

WHEN KATRINA STRUCK AND THE ARTIFACTS FROM THE WWII MUSEUM MADE THEIR WAY TO THE BLACK MARKET, MAX CAUGHT WIND THAT A COLLECTION OF BOOKS, ALLEGEDLY CONTAINING KNOWLEDGE OF THE MYSTIC ARTS, WAS UP FOR GRABS. MAKING THEIR WAY TO NEW ORLEANS AND USING THEIR PARTICULAR SKILLS TO CURRY FAVORS, MAX AND TIANNA WERE ABLE

TO GAIN ACCESS TO A SECRET AUCTION IN WHICH NEW ORLEANS CRIME BOSS LANCE LANGTRY WAS SELLING SEVERAL GOLDEN AGE ARTIFACTS, INCLUDING THE SPELLBOOKS AND JOURNALS OF SPECTRO, THE MIND-READING MAGICIAN.

MAX HAD ALWAYS HAD A KNACK FOR PERFORMANCE AND A FLAIR FOR THE THEATRICAL, SO THE IDEA OF POSING AS A STAGE MAGICIAN TO FACILITATE A MOBILE CRIMINAL ENTERPRISE CAME TO HIM ALMOST IMMEDIATELY. EXPECTING TO FIND A FEW PARLOR TRICKS THAT COULD HELP HIM, MAX BEGAN PORING OVER SPECTRO'S BOOKS.

THOUGH INITIALLY VERY SKEPTICAL, MAX SOON DISCOVERED THE TRUE POWER OF MAGIC. IT WAS REAL! MAX COULD WORK ACTUAL SPELLS AND READ MINDS! BEYOND THAT, HE COULD CRAFT ENCHANTMENTS THAT WOULD GIVE SUPERPOWERS TO OTHERS. HE GRANTED TIANNA THE ABILITY TO TRANSFORM HER BODY INTO SMOKE TO HELP WITH THEIR STAGE SHOW AS WELL AS THEIR BURGEONING CAREERS AS BURGLARS.

IN THE INTERVENING YEARS SINCE THAT AUCTION, MAX HAS BECOME AN AUTHORITY ON MAGIC. HIS PERCEPTIONS HAVE OPENED, ALLOWING HIM TO READ MINDS AND HE IS ACUTELY AWARE THAT THERE IS MUCH MORE TO THE WORLD THAN SIMPLE SCIENCE CAN EXPLAIN. SOME OF THE ENTITIES AND POWERS MAX HAS READ ABOUT IN SPECTRO'S BOOKS GENUINELY FRIGHTEN MAX. AS A RESULT, MAX HAS DEDICATED A SIGNIFICANT AMOUNT OF TIME TO PREPARING CONTINGENCY PLANS, MASTERING WARDS AND ENSURING THAT HE IS PREPARED FOR VIRTUALLY ANY ENEMY TO ATTACK.

TO DATE, THE ONLY PERSON IN HIS LIFE THAT MAX HAS NOT OPENLY SCREWED OVER IS TIANNA. HE LIKES TO THINK THAT THIS IS BECAUSE HE HAS DEVELOPED A BOND WITH HER OVER THEIR YEARS OF PARTNERSHIP, BUT IN REALITY, THE SIMPLE FACT IS THAT HE HAS NOT YET HAD A REASON TO BETRAY HER. MAX IS ULTIMATELY SELF SERVING, SEEING PEOPLE AS TOOLS TO BE USED. THE MOMENT TIANNA OUTLIVES HER USEFULNESS, MAX WILL CAST HER ASIDE WITHOUT A SECOND THOUGHT.



SMOKE (PP TOTAL: 151)							
Gender	F	Height	5'8"	Identity		Tianna Kirby	
Age	24	Weight	115 lbs.	Base of Operations		Mobile	
PL	10	Eyes	Brown	Group Affiliation		None	
Abilities (74 PP)							
STR	1	AGI	7	FIG	7	AWE	4
STA	3	DEX	7	INT	4	PRE	4
Offense (0 PP)							
Unarmed	14			Initiative	15		
Melee	7			Ranged	7		
Defense (6 PP)							
Toughness (STA)		7		Dodge (AGL)		7	
Fortitude (STA)		3		Parry (FGT)		7	
Will (AWE)						6	
Skills (43 PP)							
Acrobatics						9 (16)	
Athletics						9 (12)	
Close Combat (Unarmed)						7 (14)	
Deception						11 (15)	
Expertise (Magic)						8 (12)	
Insight						8 (12)	
Perception						8 (12)	
Persuasion						8 (12)	
Sleight of Hand						9 (16)	
Stealth						9 (16)	
Advantages (10 PP)							
Artificer, Attractive x2, Eidetic Memory, Grabbing Finesse, Improved Grab, Improved Hold, Improved Initiative x2, Ritualist							
Powers & Devices (18 PP)							
Alternate Form (Smoke, Move Action, Magic Descriptor)							
- Affliction (Grab-Based, Dazed, disabled, asleep)						4	
- Concealment (Partial, Visual)						2	
- Insubstantial (Affects Others, Continuous)						2	
Complications (0 PP)							
Motivation: Greed. Secret: The public believes Smoke to be simply an entertainer. If her actions as a criminal were to become exposed it would certainly end her entertainment career.							
Equipment, Vehicles & Headquarters							
Costume, Stage magic props							

TIANNA KIRBY WAS A PICKPOCKET AND A THIEF WHEN MAX BRAXTON CAME INTO HER LIFE. AS AN ORPHAN ON THE STREETS OF LOS ANGELES, TIANNA HAD LEARNED TO LIE, SWINDLE, STEAL AND DO WHATEVER IT TOOK TO SURVIVE. MAX OFFERED HER A LUXURIOUS (IF NOT NECESSARILY STABLE) LIFE IF SHE WOULD SIMPLY JOIN HIM IN HIS CRIMINAL EXPLOITS. TIANNA HAPPILY AGREED AND BEGAN STUDYING THE ART OF THE CON FROM ONE OF IT'S MASTERS.

NOW, SEVERAL YEARS LATER, TIANNA SERVES AS MAX'S ASSISTANT IN HIS TRAVELLING MAGIC SHOW. THE SHOW IS SIMPLY A COVER FOR THE DUO'S CRIMINAL ACTIVITIES (THOUGH TIANNA IS CERTAIN THAT PART OF MAX'S MOTIVATION FOR DOING THE STAGE SHOWS IS TO MASSAGE HIS

LEGACY OF

THE MASQUE

ENORMOUS EGO.)

TIANNA DOES HAVE A STRONG FONDNESS FOR MAX AND IS INCREDIBLY GRATEFUL FOR HIM RESCUING HER FROM THE STREETS OF LA. SHE HAS ALSO GROWN TO LOVE SORCERY AND THE POWER IT PROVIDES. TIANNA SPENDS NEARLY AS MUCH TIME AS MAX PORING OVER DUSTY TOMES FILLED WITH MYSTICAL SECRETS.

TIANNA IS GROWING WEARY OF HER DOUBLE LIFE AND THE PURSUIT OF CRIME. IN HER MIND, THEY MAKE PLENTY OF MONEY FROM THE STAGE SHOW. SHE ALSO THINKS THAT USING THE MYSTIC ARTS FOR SOMETHING AS SIMPLE AS BURGLARY IS A WASTE OF POWER. TIANNA HAS BIG DREAMS OF SHIFTING OVER TO A BUSINESS BASED ENTIRELY ON ENTERTAINMENT, BUT SHE RARELY BRINGS IT UP TO MAX. IN THE PAST HE HAS BEEN LESS THAN RECEPTIVE TO SUCH IDEAS.

TIANNA IS FIERCELY LOYAL TO MAX AND WILL FIGHT VICIOUSLY TO DEFEND HIM. SHE FEELS THAT SHE OWES HIM HER LIFE. SHE SUSPECTS THAT IF THE CHIPS WERE TRULY DOWN, MAX WOULD FEEL THE SAME WAY. SHE HAS NO CLUE HOW WRONG SHE IS.



ERIK HENRY (PP TOTAL: 150)							
Gender	M	Height	6'1	Identity		Erik Henry	
Age	35	Weight	175 lbs.	Base of Operations		New Orleans	
PL	10	Eyes	Brown	Group Affiliation		Underworld	
Abilities (64 PP)							
STR	4	AGI	4	FIG	4	AWE	4
STA	4	DEX	4	INT	4	PRE	4
Offense (0 PP)							
Unarmed	8			Initiative	16		
Melee	4			Energy Control	8		
Ranged	8			Firearms	12		
Defense (12 PP)							
Toughness (STA)		4 (16)		Dodge (AGL)		4	
Fortitude (STA)		4		Parry (FGT)		4	
Will (AWE)					16		
Skills (32 PP)							
Close Combat (unarmed)						4 (8)	
Deception						8 (12)	
Expertise (Criminal)						10 (14)	
Expertise (Streetwise)						10 (14)	
Intimidation						14 (18)	
Perception						2 (6)	
Persuasion						2 (6)	
Ranged Combat (firearms)						4 (8)	
Sleight of Hand						2 (6)	
Stealth						6 (10)	
Vehicles						2 (6)	
Advantages (10 PP)							
All-Out Attack, Connected, Improved Initiative x3, Ranged Attack x4, Startle							
Powers & Devices (32 PP)							
Energy Control (Blast, Dynamic Array, Electricity)						12	
-Flight (Dynamic Alternate)						12	
-Force Field (Dynamic Alternate, Impervious)						12	
-Nullify (Area, Dynamic Alternate, Electronics)						12	
Complications (0 PP)							
Motivation: Greed, Psychological instability: Erik is a complete sociopath and places zero value on human life.							
Equipment, Vehicles & Headquarters							
None							

ERIK HENRY IS A MONSTER. MURDER, TORTURE AND EXTORTION ARE SIMPLY TOOLS TO HIM AND HUMAN LIVES ARE WORTH POCKET CHANGE AT BEST TO HIM. ERIK IS RUTHLESS, FEARLESS AND KNOWN THROUGHOUT THE UNDERWORLD AS A BRUTAL KILLER. HOWEVER, THIS WASN'T ALWAYS THE CASE.

ERIK WAS A LOW-LEVEL HOOD WHO JOINED A STREET GANG FOR PROTECTION, RUNNING THE STREETS OF NEW ORLEANS WAS DANGEROUS AND ERIK KNEW THAT IF HE WAS PART OF AN ESTABLISHED CREW HIS CHANCES OF SURVIVAL WOULD INCREASE CONSIDERABLY. NOT ESPECIALLY BRAVE NOR COWARDLY, ERIK SPENT MOST OF HIS YOUTH BEING AN AVERAGE MEMBER OF THE GANG, AS CLOSE TO A WALLFLOWER AS A GANGBANGER COULD BE.

THEN HURRICANE KATRINA CHANGED EVERYTHING.

WHEN THE HURRICANE WAS COMING, ERIK'S FRIENDS ABANDONED HIM. WITHOUT ANY METHOD OF GETTING OUT OF THE CITY, ERIK WAS TRAPPED DEALING WITH THE LIVING HELL THAT HIT THE BIG EASY WHEN THE LEVEES BROKE.

SEEKING SHELTER IN THE WWII MUSEUM, ERIK WAS CAUGHT IN THE BLAST WHEN PYROMAN'S ELECTRON ACCELERATOR EXPLODED. THIS SHOWERED ERIK WITH RADIATION THAT GRANTED HIM CONTROL OVER ELECTRICITY. SHORTLY AFTER THE EXPLOSION, LEV BENDER, THE ORIGINAL SILVER STREAK ARRIVED ON THE SCENE. IN HIS CONFUSION AND FEAR, ERIK STRUCK OUT WITH HIS NEWFOUND POWERS, KILLING BENDER. REALIZING THE POWER AT HIS FINGERTIPS, ERIK DECIDED HE WAS DONE BEING A WALLFLOWER AND CLINGING TO OTHERS FOR SURVIVAL.

AFTER THE HURRICANE, ERIK MADE A NAME FOR HIMSELF IN THE CRIMINAL UNDERWORLD AS AN ASSASSIN AND THUG FOR HIRE, EVENTUALLY COMING INTO THE EMPLOY OF CRIME BOSS LANCE LANGTRY. ERIK'S POWER AND CUNNING HAVE SPED HIM UP THE RANKS OF LANGTRY'S ORGANIZATION AND ERIK IS NOW LANGTRY'S RIGHT HAND MAN. FOR A TIME ERIK ENJOYED THE POSITION, BUT LATELY HIS RELATIONSHIP WITH LANGTRY HAS BEEN REMINDING HIM MORE AND MORE OF HIS TIME WITH THE GANG. ERIK EXPECTS THAT LANGTRY WOULD THROW HIM UNDER THE BUS AND ABANDON HIM IN A SECOND IF THE NEED AROSE. AS A RESULT, ERIK IS LOOKING INTO POSSIBLE PLANS FOR REMOVING LANGTRY AND SIEZING CONTROL OF HIS ORGANIZATION.

ERIK HAS HAD NUMEROUS RUN-INS WITH SUPERHEROES, EXPECIALLY THE CURRENT SILVER STREAK. ERIK FINDS THE SUPER-POWERED DO-GOODERS LITTLE MORE THAN AN ANNOYANCE. HE PREFERS TO KILL THEM QUICKLY WHEN POSSIBLE TO PREVENT THEM FROM BECOMING A PROBLEM LATER.



LEGACY OF

THE MASQUE



CAST:

SIERRA HOLMES AS DIANA BOWMAN/THE MASQUE
TIM STOTZ AS ANDY BRYANT/CAPTAIN FUTURE
ALEJANDRO RODRIGUEZ AS SPECTRO
ELISE SCHULTZ AS SMOKE
HOLLAND ZANDER AS THE SILVER STREAK
LEWIS HARRIS III AS ERIK HENRY
QUINN LEVANDOWSKI AS TONY
RANDY BOUCHER AS JOEY

WRITTEN & DIRECTED BY
TRAVIS LEGGE

DIRECTOR OF PHOTOGRAPHY
TRAVIS LEGGE

CAMERA
TRAVIS LEGGE
DEANN BAKER

OPEN GAME LICENSE Version 1.0a

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

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

used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

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

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

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

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

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

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

not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

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

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

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

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

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

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

15. COPYRIGHT NOTICE

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

System Reference Document, Copyright 2000, Wizards of the Coast, Inc., Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document, Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Mutants & Masterminds, Copyright 2002, Green Ronin Publishing; Author Steve Kenson.
Advanced Player's Manual, Copyright 2005, Green Ronin Publishing; Author Skip Williams.
Silver Age Sentinels d20, Copyright 2002, Guardians of Order, Inc.; Authors Stephen Kenson, Mark C. Mackinnon, Jeff Mackintosh, Jesse Scoble.
Mutants & Masterminds, Second Edition, Copyright 2005, Green Ronin Publishing; Author Steve Kenson.

DC Adventures Hero's Handbook, Copyright 2010, Green Ronin Publishing; Author Steve Kenson.
Mutants & Masterminds Hero's Handbook, Copyright 2011, Green Ronin Publishing; Author Steve Kenson.
Legacy of the Masque, Copyright 2012 Aegis Studios