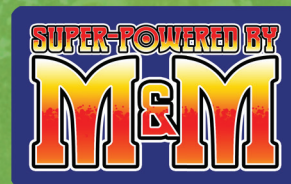


SUPERIOR SUPERHEROES

MONSTER MASH



REQUIRES THE MUTANTS &
MASTERMIND'S HERO'S HANDBOOK BY GREEN
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SUPERIOR SUPERHEROES

MONSTER MASH



**Disclaimer: This book
is a work of fiction!**

As depressing as this may be to some people (myself included) we simply do not live in a world with superpowers. I know. It's a shame.

This book is not real. Sorry.

CREDITS

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INTERIOR ART:

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Lynn - Missy Revels

Victoria - Kelsey Zukowski

El Diablo - Alex Rodriguez

Bitch #1 - Elise Schultz

Bitch #2 - Kat Hogan

SPECIAL THANKS TO:

Our horde of cultists, Lewis Harris II for stunt coordinating and being a badass, and all of YOU for checking out our crazy little project.

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Greetings!

SUPERIOR SUPERHEROES: MONSTER MASH is a new expansion for the Superhero Support line of products from Aegis Studios, available exclusively at DriveThruRPG (http://rpg.drivethrustuff.com/browse.php?cPath=559_8998)

Like the LEGACY of the MASQUE RPG and the VICIOUS VILLAINS group of supplements, SUPERIOR SUPERHEROES is meant to enrich your M&M game, providing you with superheroes that you can use as NPCs, antagonists or even as player characters!

SUPERIOR SUPERHEROES: MONSTER MASH contains five characters who make up the superhero team called Doc's Monsters. This book contains stats and background info on each character as well as information on their shared Base of Operations. Also included are statistics for the sworn enemies of Doc's Monsters: members of the Cult of El Diablo.

We hope you enjoy this .pdf! Please check out our other gaming materials, films and comics at <http://www.plasticageproductions.com>

Thank you for picking up SUPERIOR SUPERHEROES: MONSTER MASH!



SUPERIOR

SUPERHEROES



FRANKIE

Stitched together from the body parts of El Diablo's victims, Frankie was created by Doc to act as the team's leader and muscle. Her construction gives her superhuman strength, tireless endurance and preternatural toughness. In addition to her raw physical prowess, Frankie has begun to learn the basics of science and magic. Doc hopes that this knowledge will enable her to lead her group to a final, meaningful victory against the cult of El Diablo.

Frankie is a genuinely good hearted woman. She has a strong moral compass, but is willing to use violence and brutality if the need should arise. Unlike Lynn and Victoria, Frankie does not need to wrestle against instinct in order to keep her emotions in check. Situations that might throw her companions into a blind rage do not push Frankie's temper to an unmanageable level, which allows her to keep Lynn and Victoria in check. Upon first meeting her companions, Frankie was disturbed and a little scared, but the group has since bonded and she regards the other ladies as sisters.

FRANKIE (PP TOTAL: 120)

Gender	F	Height	6'	Identity	Public		
Age	Undead	Weight	145 lbs.	Base of Operations	Doc's Lab		
PL	8	Eyes	Blue	Group Affiliation	Doc's Monsters		
Abilities (98 PP)							
STR	8	AGI	8	FIG	8	AWE	5
STA	-	DEX	6	INT	3	PRE	6
Offense (0 PP)							
Unarmed	8			Initiative	8		
Defense (5 PP)							
Toughness (STA)		8		Dodge (AGL)		8	
Fortitude (STA)		Immune		Parry (FGT)		8	
Will (AWE)				10			
Skills (7 PP)							
Expertise (Magic)						2	
Intimidation						4	
Perception						6	
Technology						2	
Advantages (2 PP)							
Attractive, Leadership							
Powers & Devices (38 PP)							
Immunity (Fortitude Effects)						30	
Protection						8	
Complications (-30 PP)							
Motivation: Acceptance, Prejudice (the general public doesn't like undead beings), Construct (Undead. Stamina, Intellect & Presence Nonabilities. INT & PRE raised from -5)							
Equipment, Vehicles & Headquarters							
None.							

LYNN (PP TOTAL: 120)							
Gender	F	Height	5'6	Identity		Public	
Age	21	Weight	120 lbs.	Base of Operations		Doc's Lab	
PL	8	Eyes	Brown	Group Affiliation		Doc's Monsters	
Abilities (64 PP)							
STR	4	AGI	4	FIG	4	AWE	4
STA	4	DEX	4	INT	4	PRE	4
Offense (0 PP)							
Unarmed		4 (7)		Initiative		4 (7)	
Defense (0 PP)							
Toughness (STA)		4(7)		Dodge (AGL)		4(7)	
Fortitude (STA)		4(7)		Parry (FGT)		4(7)	
Will (AWE)				4			
Skills (2 PP)							
Close Combat (Claws)							2
Perception							2
Advantages (5 PP)							
Diehard, Great Endurance, Prone Fighting, Takedown x2							
Powers & Devices (51 PP)							
Alternate Form (Half-Wolf)							
-Damage (Bite/Claw)							4
-Feature (Insulating Fur: Immune to cold environments)							1
-Enhanced Trait (STR +3, AGI +3, FIG +3, STA +3)							12
-Regeneration (Persistent)							2
-Senses Acute (Auditory, Olfactory, Visual - 6), Analytical (Olfactory - 2), Counters							18
Concealment (Olfactory - 5), Counters Illusion (Olfactory - 2), Danger Sense (Olfactory -1), Low-							
Light Vision (Visual - 1), Tracking (Olfactory - 1)							
Complications (-2 PP)							
Motivation: Acceptance, Alternate Form (Activation, 1 Standard Action -2 points), Temper							
Equipment, Vehicles & Headquarters							
None.							

LYNN

Lynn was a library sciences student at Rockford University before the curse. She was something of a wallflower, preferring the company of a good book and her iPod to the parties her peers would frequently indulge in. One fateful full moon, when Lynn was returning late from the library, she was attacked by a werewolf. Despite suffering intense injuries, Lynn survived. She was found by Doc, who had been actively hunting the lycanthrope. Knowing that Lynn would likely suffer the werewolf's curse, Doc took her to his lab and nursed her back to health.

Once Lynn had recovered, she helped Doc track down the werewolf who bit her. Ever since, Lynn has worked alongside Doc to keep the world safe from supernatural threats.



VICTORIA (PP TOTAL: 120)

Gender	F	Height	5'7	Identity	Public		
Age	Undead	Weight	120 lbs.	Base of Operations		Doc's Lab	
PL	8	Eyes	Blue	Group Affiliation		Doc's Monsters	
Abilities (52 PP)							
STR	6	AGI	3	FIG	3	AWE	3
STA	-	DEX	3	INT	1	PRE	2
Offense (0 PP)							
Unarmed		4		Initiative		7	
Defense (4 PP)							
Toughness (STA)		6		Dodge (AGL)		3	
Fortitude (STA)		Immune		Parry (FGT)		5	
Will (AWE)				5			
Skills (1 PP)							
Persuasion						2	
Advantages (3 PP)							
Attractive, Close Combat, Improved Initiative							
Powers & Devices (90 PP)							
Damage (Bite)						4	
Immunity (Fortitude Saves)						30	
Immortality (Limited: Decapitation, sunlight or a stake through the heart)						10	
Protection (Impervious, Limited: Ineffective vs. Sunlight or blessed weapons)						6	
Quickness						4	
Regeneration (Persistent)						10	
Speed (Movement)						6	
Weaken (Stamina. Persistent, Limited: After successful bite attack)						10	
Complications (-30 PP)							
Motivation: Acceptance, Construct (Undead. Stamina, Intellect & Presence Nonabilities. INT & PRE raised from -5).							
Weakness: Suffers Damage 15 each minute of exposure to sunlight.							
Equipment, Vehicles & Headquarters							
None.							



VICTORIA

Victoria was a young gypsy girl in rural Romania in the late 1800's when she was found by Dracula himself, Vlad Tepes. Tepes was taken with the young woman, who reminded him of a lover from his youth. For years, Victoria traveled the world with her creator. After a few decades, Dracula tired of Victoria's company and simply abandoned her in the United States.

On her own for the first time, Victoria found it hard to survive. As technology and communication improved, Victoria found it increasingly difficult to avoid attention from the authorities. Fortunately for her, Doc found her before the police did. When Doc and Lynn found Victoria, she was the target of a statewide manhunt. Realizing that she had run out of options, Victoria begged Doc for mercy. Doc agreed to offer Victoria asylum and a new identity, so long as she agreed to stop hunting and feed only from blood banks and the dead. In the months since joining up with Doc, Victoria has grown close with Lynn.

Doc (PP TOTAL: 105)							
Gender	M	Height	5'8	Identity		Public	
Age	35	Weight	205 lbs.	Base of Operations		Doc's Lab	
PL	7	Eyes	Brown	Group Affiliation		Doc's Monsters	
Abilities (58 PP)							
STR	3	AGI	3	FIG	3	AWE	3
STA	3	DEX	3	INT	8	PRE	3
Offense (0 PP)							
Unarmed		3		Initiative		3	
Defense (0 PP)							
Toughness (STA)		3		Dodge (AGL)		3	
Fortitude (STA)		3		Parry (FGT)		3	
Will (AWE)				3			
Skills (26 PP)							
Close Combat (Unarmed)							2
Expertise (Magic)							6
Expertise (Science)							6
Insight							4
Investigation							4
Perception							4
Persuasion							4
Technology							10
Treatment							10
Vehicles							2
Advantages (21 PP)							
Artificer, Benefit (Wealth) x3, Eidetic Memory, Equipment x4, Sidekick x8, Inventor, Ritualist, Teamwork, Well-Informed							
Powers & Devices (0 PP)							
None							
Complications (0 PP)							
Motivation: Justice, Enemy (El Diablo)							
Equipment, Vehicles & Headquarters							
Doc's Lab (Large Warehouse. Toughness: 12, Communications, Computer, Concealed x3, Fire Prevention System, Gym, Infirmary, Laboratory, Library, Living Space, Secret x4, Workshop, Workshop: Artificer							

Doc

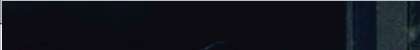
Doc was once a lowly research scientist, until his wife was killed by El Diablo's cult. Dedicating his exceptional mind to learning the truth about the occult, Doc swore to eliminate El Diablo and all of his followers. To this end, he has been building (in at least one case, literally) a team to fight against the forces of darkness.

Doc maintains the team's headquarters where he conducts experiments, trains his team, and plans his crusade against the villainous forces of El Diablo.



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IGOR (PP TOTAL: 40)							
Gender	M	Height	5'8	Identity		Public	
Age	30	Weight	275 lbs.	Base of Operations		Doc's Lab	
PL	3	Eyes	Blue	Group Affiliation		Doc's Monsters	
Abilities (32 PP)							
STR	2	AGI	2	FIG	2	AWE	2
STA	2	DEX	2	INT	2	PRE	2
Offense (0 PP)							
Unarmed		3		Initiative		2	
Defense (0 PP)							
Toughness (STA)		2		Dodge (AGL)		2	
Fortitude (STA)		2		Parry (FGT)		2	
Will (AWE)				2			
Skills (5 PP)							
Close Combat (Unarmed)						1	
Expertise (Magic)						1	
Expertise (Science)						1	
Insight						1	
Investigation						1	
Perception						1	
Persuasion						1	
Technology						1	
Treatment						1	
Vehicles						1	
Advantages (3 PP)							
Artificer, Inventor, Teamwork							
Powers & Devices (0 PP)							
None.							
Complications (0 PP)							
Motivation: Thrills, Obsession: pop culture.							
				Equipment, Vehicles & Headquarters			
				None.			



IGOR

Doc's lab assistant and trusty sidekick has been with him since El Diablo's cult killed Doc's wife. At the time, Igor was simply a part time student worker, cleaning beakers in Doc's lab at the University and picking up Doc's dry cleaning. Igor was on such an errand when Doc's wife was killed and he was the second person on the scene when Doc discovered her body. Seeing the horror and pain Doc was experiencing, Igor knew he had to help. That night Igor swore to help Doc do whatever he could to avenge his wife and to prevent the other good people of the world from suffering a similar fate.

Igor is a competent lab technician and has a rudimentary knowledge of the basics of magic theory. This skill set makes him an invaluable asset in assisting Doc with his various experiments.



EL DIABLO (PP TOTAL: 150)

Gender	M	Height	6'	Identity	Public		
Age	Timeless	Weight	185 lbs	Base of Operations	Mobile		
PL	10	Eyes	Brown	Group Affiliation	Hell		
Abilities (42 PP)							
STR	0	AGI	1	FIG	4	AWE	6
STA	0	DEX	3	INT	3	PRE	4
Offense (0 PP)							
Spellcasting	8			Initiative	1		
Unarmed	4						
Defense (19 PP)							
Toughness (STA)		9		Dodge (AGL)		8	
Fortitude (STA)		6		Parry (FGT)		6	
Will (AWE)				13			
Skills (14 PP)							
Expertise (Magic)						10	
Insight						6	
Intimidation						4	
Perception						4	
Sleight of Hand						4	
Advantages (39 PP)							
Artificer, Benefit (Wealth) x3, Fearless, Languages (Spanish, Latin, Sanskrit, Sumerian) x 3, Minions (Cultists) x18							
Ranged Attack x5, Ritualist, Sidekick (Blitches) x6, Trance							

Powers & Devices (36 PP)	
Mystic Senses (Magical Awareness, Radius)	2
Spellcasting (Ranged Damage, Mystic Blast)	12
-Enhanced Strength (Dynamic Alternate Effect)	10
- Enhanced Stamina (Dynamic Alternate Effect)	8
- Regeneration (Persistent, Dynamic Alternate Effect)	10
- Summon (Dynamic Alternate Effect)	10
- Summon (Horde, Dynamic Alternate Effect)	5
Complications (0 PP)	
Motivation: Rule the world, Temper	
Equipment, Vehicles & Headquarters	
None.	

EL DIABLO

El Diablo is an honest-to-badness demon from the fiery pits of hell. He was summoned to earth a decade ago by a group of cultists who were seeking power and fortune. El Diablo promised his summoners everything they desired if they would simply release him from their bondage. Blinded by greed, the cultists agreed and El Diablo slaughtered them for their reward. Once freed, El Diablo set about building a cult of loyal followers who wouldn't try to control or compel him with magic.

El Diablo is a hedonist and an egomaniac. Despite being a relatively low-ranking demon, he feels that he should run the world. He is a lustful creature and wants women to throw themselves at him. Those who reject his advances ear his ire, which can be deadly. If El Diablo cannot have what he desires, he will seek its destruction. Such was the case with Doc's wife.

EL DIABLO'S CULT

El Diablo has assembled a cult of nine members, all willing to lie, steal and kill for their demonic master. In exchange for their service, El Diablo offers the cult power (typically by doling out minor Artifacts to cult members) and a sense of belonging. El Diablo's cultists are all Minions and use the appropriate rules.

GAMEMASTER NOTE:

The cultists are not given individual game statistics here as their individual capabilities are left up to the Gamemaster to determine. Each sultist is a rank 2 Minion (see the Minion Advantage.) If the



Gamemaster prefers, a sinige set of statistics can be created to represent the cultists, or each cultist can have individual traits assigned. Feel free to give these cultists the Equipment advantage to represent mystical Artifacts that have been granted to them by El Diablo as a reward for services rendered.

It is important to note that the cultists should be relatively ignorant about actual occult practices. El Diablo shies away from courting followers with any real knowledge of magic, as they can easily become a threat.

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BITCHES (PP TOTAL: 15)							
Gender	F	Height	5'8	Identity		Public	
Age	22	Weight	110 lbs.	Base of Operations		Mobile	
PL	3	Eyes	Blue	Group Affiliation		El Diablo's Cult	
Abilities (12 PP)							
STR	1	AGI	1	FIG	2	AWE	-1
STA	1	DEX	0	INT	0	PRE	2
Offense (0 PP)							
Sword	3			Initiative	0		
Unarmed	3						
Defense (0 PP)							
Toughness (STA)		2		Dodge (AGL)		1	
Fortitude (STA)		1		Parry (FGT)		2	
Will (AWE)				-1			
Skills (0 PP)							
None.							
Advantages (3 PP)							
Attractive, Close Combat, Equipment							
Powers & Devices (0 PP)							
None.							
Complications (0 PP)							
Motivation: Thrills, Obsession (The Mummies are completely in El Diablo's thrall)							
Equipment, Vehicles & Headquarters							
Desecrated Wraps (Protection 1), Sword (Damage 3, Slashing)							

EL DIABLO'S BITCHES

El Diablo's personal bodyguards are a pair of sword-wielding psychotic women who he refers to only as his "Bitches." The Bitches are utterly brainwashed and will gleefully fulfill any request made by El Diablo, including mass murder or self-destructive acts. Whatever history the Bitches may have had, whoever they may have once been, has long since been overwritten by El Diablo's infernal magic.



SUPERIOR

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