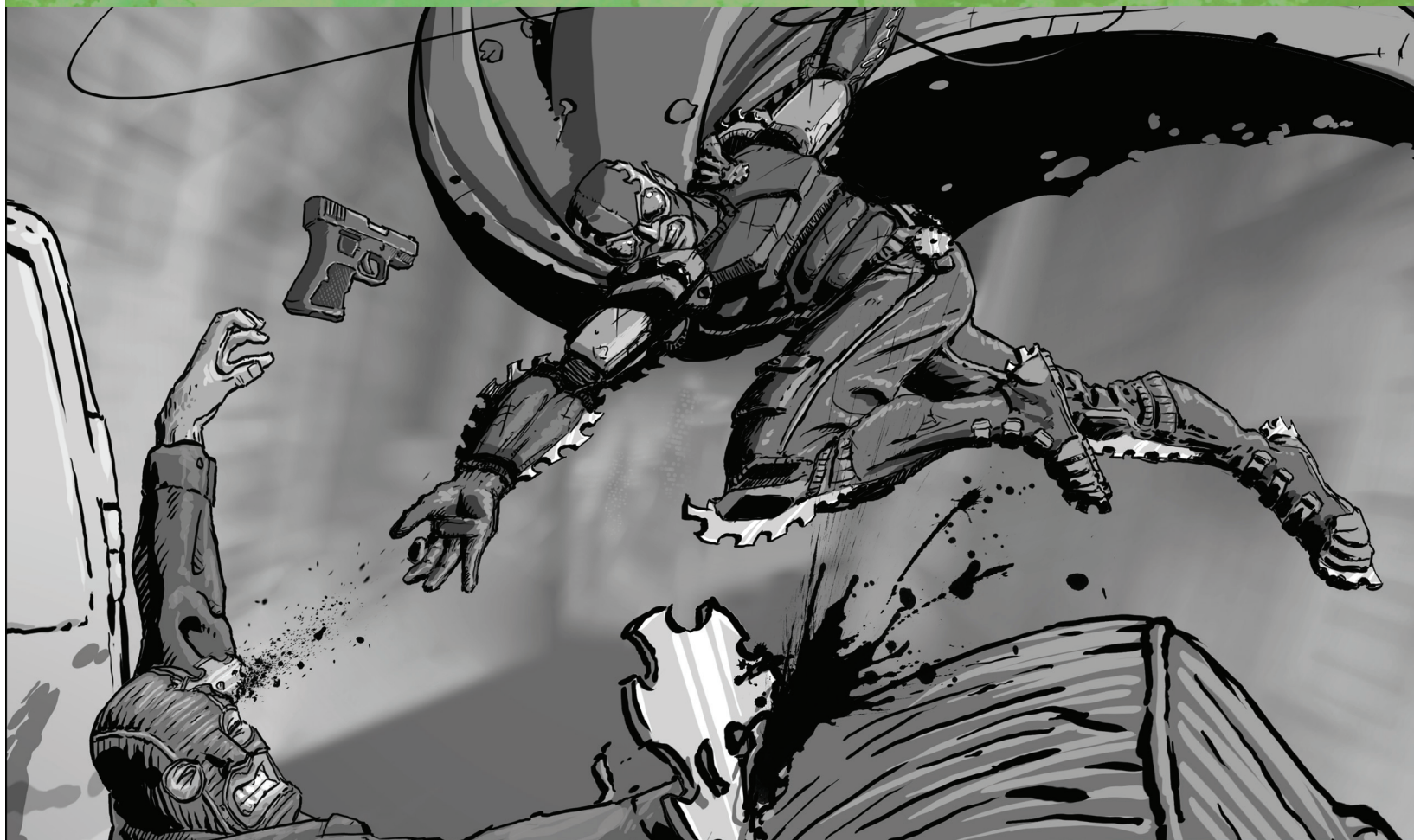


SUPERSTRING MULTIVERSE

WORLDBOOK 2



REQUIRES THE MUTANTS &
MASTERMIND'S HERO'S HANDBOOK BY GREEN
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Rowdy Roddy Piper for years of inspiration. There are no words.
You'll be missed.

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Welcome to Superstring Multiverse World Book 2

This supplement expands upon the core concepts introduced in the Superstring Multiverse Core Supplement by introducing two new worlds on the Superstring. First is World 1 - The Golden Age, an idyllic world in which the superheroes are respected and adored members of society, the villains are dastardly evildoers (though rarely deadly or violent) and communities are generally inviting and warm. Also covered is World 5 - Grim and Gritty, one of the darker worlds on the Superstring, where hard-boiled heroes must accept the constraints of government regulation - or work outside the law- if they wish to stem the ever-growing tide of crime.

These worlds are presented in the format introduced in the Superstring Multiverse Core Supplement and occupy spaces 1 and 5 in the Multiverse, for purposes of Hyperspace Travel. Each of these worlds can be used as destinations to be visited in a Multiverse-spanning campaign, or as the setting for an entire storyline.

WORLD 1 - THE GOLDEN AGE INTRODUCTORY FICTION

The three criminals slunk into the museum. They were disguised as movers. The White Octopus had seen to it that they had the proper uniforms, a legitimate moving truck, and quality fake IDs. Each of the thieves had big ideas and greedy dreams. The job itself was worth \$ 10,000 a piece and each of the paintings or artifacts they were supposed to steal would bring an additional \$ 7K. There was a bonus of another \$ 10K if every item on the list was attained. There were only 6 items on the list and they were all supposed to be within one specific area. \$ 62 grand apiece if everything went right! Each of the crooks had to clear their head of money-grubbing fantasies so that they could complete the job and make those dreams come true.

Everything was going perfect until the blasted Guardians showed up! Fantasies of piles of cold, hard cash melted like a snow cone in Phoenix. The leader of the three cat burglars brushed off being awe struck when he realized that only two of the Guardians were present: Archer and Lady Liberty. The burglars knew that the only way out of here was with a dust up. Three on two seemed like fair enough odds to the thieves. With brutality fueled by desperation, the bandits launched themselves at the heroes.

Archer cracked a smile as the first thief lunged forward. The hero didn't even bother pulling out his bow. He merely dodged the first flurry of blows with supreme acrobatic skill. Archer had fought enough street thugs to know the guy that he was up against knew how to use his fists. Unfortunately for the fisticuffing criminal, his skill level was just adequate enough to enable him to choose his bar seat, but not much more.

Lady Liberty took on the other two black clad brigands. She led with a knee to the solar plexus of the first goon. His eyes rolled into the back of his head as pain erupted through his core. The next thug, who had a thicker build, used this opportunity to put a rear chokehold on Lady Liberty. With the application of pressure and placement of his hold, she knew she was dealing with a professional. Probably former military, like herself. His extra muscle and skill meant she'd have to ramp it up too. She swung her right leg out, grabbed his wrist and flung him over her shoulder with as much force as she could muster. Too much force, evidently, as he crashed into a painting that she could only hope wasn't a priceless piece of antiquity.

Meanwhile, Archer toyed with his foe like a cat with a mouse. The brute kept throwing his best knuckle sandwiches, but Archer kept sending them back to the kitchen. The one sided affair was beginning to tire out the thug. The thug didn't want to escalate the violence further, but he also didn't want to eat his next meal in jail so he reached for his stun gun. The overconfident Archer reverted back to a frightened young man of 17 years as the jolts

of electricity shot through him. His howl told the world that he was not accustomed to pain as he fell to the floor.

The thug that had his upper abdomen decimated by the knee of Lady Liberty allowed his friend's stun gun to ignite his own idea filled light bulb. He too began to reach for his stun gun. At that same moment, Lady Liberty judo chopped the stun gun from the hand of the thug that attacked Archer. Seeing his opportunity, the freshly armed thug launched himself at Lady Liberty. Although he had taken her by surprise, her lightning reflexes allowed her to side step his attack, driving him and the stun gun into his fellow burglar. The force of the attack sent the thieves crashing into a display of expensive looking pottery.

Knowing that the beatings would continue, the leader of the thugs volunteered their surrender. He knew as well as his criminal comrades did that escape, by this point, was futile. Lady Liberty and a groggy Archer flex cuffed the thugs together. As they were finishing up, the actual guards and the museum art director showed up. The art director let out a squeal that made everyone think he was either injured or had seen a specter.

"The ART!!! THE POTTERY!!! You've ruined them!"

Fifteen minutes of explanation couldn't console the man and his sobbing made his English sound broken and drunk. By this time a shift Lieutenant for the police had showed up and taken the report from the two heroes. Investigation showed a series of tattoos on the men that indicated membership in the criminal organization known as White Octopus. This was unsettling. The White Octopus crime syndicate shouldn't be in New York. Lady Liberty wondered if Tony Bag of Donuts authorized the work on his territory or if the Octopus was acting solo. It was then that Lady Liberty noticed something amidst the debris of the art. A cellular phone. It must have belonged to the thug she had tossed over her shoulder. She collected it up and decided she would use it to assist in deciphering this unfolding mystery.

Lady Liberty wasn't the only person at the scene trying to solve a mystery. The leader of the thugs, Tommy Chin, was also vexed by an unsolved quandary. Despite his impending incarceration, Tommy was focused on figuring out where the plan had gone awry. In a long string of people, Tommy was related to the head of The White Octopus. He was, in effect, royalty and should have been protected. Yet, somehow, the Guardians were there WAITING for his crew. Tommy could only conclude that the heroes were somehow tipped off.

There must have been a rat.

Someone who knew about this job sold them out. But who? Sylvia Savage was supposed to be hired muscle but she had another score. She had been reliable in the past, so she didn't seem likely. Maybe that Liberty chick was right. Maybe Tony Bag of Donuts' people called it in. That wasn't like them though. Hell, maybe they had his uncle's restaurant, The Iron Dragon, bugged! Either way, he was certain that something was up. The mystery would continue to be pondered as Tommy Chin was marched into a police wagon, and the heroes retired for the night.



SETTING DESCRIPTION

World 1 is the Utopian world everyone imagines of 1950's America, with the addition of superheroes. Life, as if drawn by Norman Rockwell. Every lawn is mowed and the garbage is picked up promptly at 9 AM on Tuesday morning. Doors are left unlocked at night and candy from a stranger? Well that's no stranger, that's Mr. Franklin, and he gives out mints to all the kids. People trust in the heroes that exist and the police see them as partners in protecting the common man.

It's not that there isn't crime; it's just not as violent as it is in other worlds. Problems solved through violence are done so with fists, in dirt lots, and usually by males aged 13-17. The idea of someone using a gun in a violent crime is something left up to the degradation of pulp writers and the overactive imagination of Hollywood. Life is good here and people try to keep it that way.

Villains of this world scheme just as much as in any other world; they're just not nearly as nefarious. Trapping a hero could be considered a fantastic victory compared to other worlds where killing or permanently debilitating one's foe is the ultimate point. Money, schemes, long-winded monologues of superior intellect and more money are the general goals of most villains. It's not that they don't endanger the public, because they do. They just don't do it with devastating quality or whimsical commonality. (i.e.: They won't set off a Nuke in NYC or slaughter thousands and brush it off. Life still means something.) This is the world where the villain simply kidnaps the hero's significant other rather than turning them into a smoothie via a wood chipper.

Heroes don't justify killing in this world at anytime. It's a complete aberration of what it means to wear a mask, a cape and serve the people. If a Hero were to kill, even in the line of duty, he or she would become an instant pariah within the caped community. The said offender would be expected to turn themselves in to the proper authorities and suffer the courts of law.

Part of the reason this world exists this way is because it hasn't seen major escalation of violence. Villains remain redeemable and heroes remain the keepers of each other and society. They are the moral compass for the world. People, politicians and heroes search out solutions, not battle stations.

SYSTEM CONSIDERATIONS

World 1 represents characters with a wide range of powers spread over a vast array of descriptors. Heroes and villains hailing from this world will range between PL 4 and PL 20! Travelers from anywhere along the Superstring will see no alteration in their PL, nor will they experience difficulty with any Descriptors (although, powers with the Cybernetics descriptor are virtually unheard of on World 1 and will likely draw some funny looks from other characters.)

The element of World 1 that makes it truly unique within the Superstring is the fact that some metaphysical quirk of the world causes violence to be less dangerous than it is in other worlds. Environmental hazards, diseases, poisons and the like function as normal on World 1, however character on character violence (both deliberate and accidental) including violence involving weapons and powers tends to render the victim unconscious rather than dead. Any act of violence aimed at reducing the target to the Dying condition requires the use of a Power Stunt, even if the target is already at Incapacitated. Furthermore, when a character is reduced to Dying on World 1, that target resists all further Damage checks with no penalties to Toughness (effectively ignoring all previous wounds for the purposes of Toughness checks to resist damage) until that target heals to Incapacitated. Violence is not deadly on World 1 unless it is deliberately so, and the vast majority of the natives would never dream of killing a superhero or supervillain.

NOTABLE CHARACTERS

APOP THE DESTROYER

Even in this 'Golden Age' Apop still rears his head and casts his unsettling gaze on humanity. Apop has begun to utilize the abilities of other villains and formed alliances. To the benefit of most people he encounters, Apop is currently trying to propel people forward. The rash of new super-humans that are created under dubious or mysterious circumstances could point to success in Apop's plan. There are some that fear the day that the golden age loses its glint and shimmer and Apop sets upon the destruction of those he helped create.

In World 1, Apop uses the same game statistics as his World 6 counterpart, presented in *Vicious Villains: The Baddest of the Bad*.

ARCHER

Archer is the youngest member of The Guardians. He is also the most street savvy. He generally takes on most of the low-level street crime and thugs. He'll shake the criminal tree to see what's in the branches and let the more powerful heroes do the pruning.

Archer is the last possible bridge between Paladin and Silver Serpent. He sees them both as mentors, but for different reasons.

In World 1, Archer uses the same game statistics as his World 6 counterpart, presented in *Superior Superheroes: The Golden Guardians*.

BOLT

Bolt is the wife of Silver Serpent. She is also co-leader of the hero group The Guardians. Although a "co-leader" of The Guardians, she is the most vocal and public member of the team. She regularly appears on television and in Government P.S.A.'s promoting community outreach and charitable movements. She has become the poster child of feminism. A position she silently embraces. Behind closed doors she has even discussed moving into the realm of

public office, much to the silent chagrin of her husband.

In World 1, Bolt uses the same game statistics as her World 6 counterpart, presented in the *Superstring Multiverse Core Supplement*.

CHI

Chi is also a member of The Guardians. She has taken to helping train women to protect themselves. She just recently finished up a 6-month college tour teaching various self-defense techniques.

In World 1, Chi uses the same game statistics as her World 6 counterpart, presented in *Superior Superheroes: The Golden Guardians*.

CYCO

Cyco resides in a Maryland Mental Institution for the criminally insane. He has escaped several times before. Cyco's motives range from the macabre to the utterly strange. Sometimes, he doesn't even remember he's a villain. His assistance has helped the street level heroes more than once. Archer has taken pity on him and often serves as the liaison between Cyco and the rest of the world.

In World 1, Cyco uses the same game statistics as his World 6 counterpart, presented in *Vicious Villains: The Baddest of the Bad*.

DECAY

It was revealed by Apop that Decay is actually a form of living fungus. To which Apop wants badly to use and manipulate for his own fiendish ends. Decay seems to be happy to just have a purpose, even if it does mean mutating all of mankind. The two are almost inseparable now. Apop has his weapon and Decay has a direction.

In World 1, Decay uses the same game statistics as his World 6 counterpart, presented in *Vicious Villains: The Baddest of the Bad*.

TONY 'BAG OF DONUTS' FALZONE

Tony is a major crime boss on the eastern seaboard. He operates from Philadelphia, but he has a place of residence in almost every major east coast city. He deals mostly in Union Labor, drugs, racketeering and money laundering via restaurants and nightclubs. If you're investigating something seedy along the east coast, there's a good bet Tony Bag of Donuts has a hand in it.

Tony Falzone's World 1 game statistics can be found at the end of this section.

THE HENCHMAN

Miles Moore or more commonly known as The Henchman is the most prolific bank robber in American history. Not only does he have an amazing 137 banks under his belt, but he robbed 3 banks in one day in the Los Angeles area. He has everything covered, since he and his multiples are the assailants. He has the right number of people, everyone is on the same page for the planning of the heist and everyone knows their job. Best of all, the money only gets split one way.

In World 1, the Henchman

uses the same game statistics as his World 6 counterpart, presented in *Vicious Villains: The Baddest of the Bad*.

JOHNNY PITTSBURGH

His real name is John Spencer. He acquired

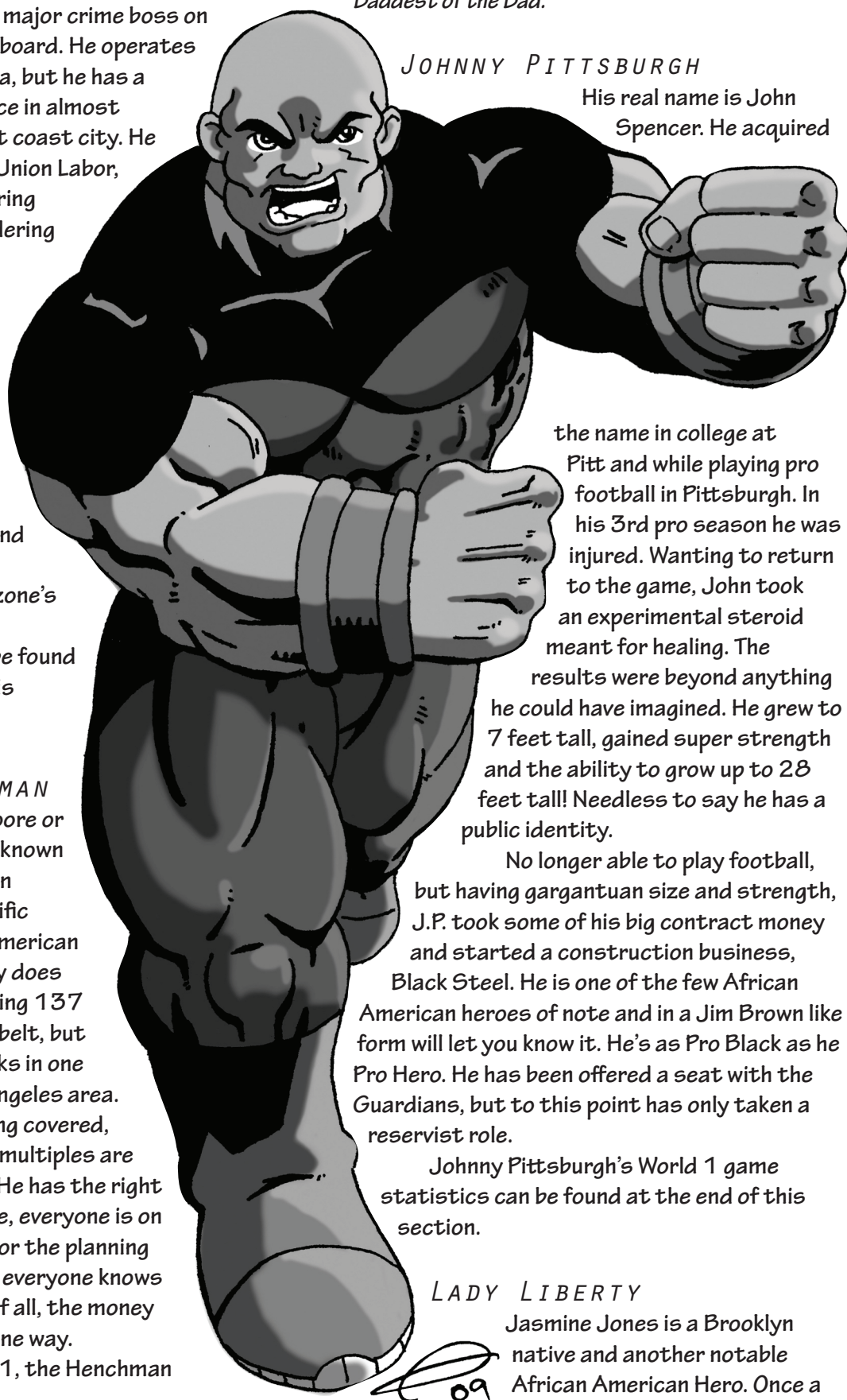
the name in college at Pitt and while playing pro football in Pittsburgh. In his 3rd pro season he was injured. Wanting to return to the game, John took an experimental steroid meant for healing. The results were beyond anything he could have imagined. He grew to 7 feet tall, gained super strength and the ability to grow up to 28 feet tall! Needless to say he has a public identity.

No longer able to play football, but having gargantuan size and strength, J.P. took some of his big contract money and started a construction business, Black Steel. He is one of the few African American heroes of note and in a Jim Brown like form will let you know it. He's as Pro Black as he Pro Hero. He has been offered a seat with the Guardians, but to this point has only taken a reservist role.

Johnny Pittsburgh's World 1 game statistics can be found at the end of this section.

LADY LIBERTY

Jasmine Jones is a Brooklyn native and another notable African American Hero. Once a



Marine, she decided to take her streets back from criminals and drug pushers. So with a star spangled suit and her fists, she takes back Brooklyn one bodega at a time. She has minor powers from enhancements she recieved while in the service.

She is tactically sound and one of the most physically fit humans on the planet. She adheres to Marine Corp discipline and the moral teachings of her grandma: you shouldn't smoke, drink or curse. Smoking and drinking are the easy ones to not do. She is a member of the Guardians.

Lady Liberty's World 1 game statistics can be found at the end of this section.

LANCE

LEXINGTON

Lance is still mired in the criminal element, but to date he focuses most of his attention on his corporate holdings. He wouldn't dare stand too close to any of the villains out there as it could endanger his own freedom.

Lance Lexington has instead invested a great deal into private militaries and drones. Some have rumored that he has an operational robot that could replace the combat soldier, but Lance has publicly denied such advances. That however doesn't mean he's not working toward it.

In World 1, Lance Lexington uses the same game statistics as his World 6 counterpart, presented in *Vicious Villains: The Baddest of the Bad*.

LORD VON HADES

Since the death of Lord Despair, Lord Von Hades has become the ruler of Hadistan and the main nemesis of The Guardians. Lance Lexington has been brought in as a military contractor to help modernize Hadistan's military, but Von Hades

watches him with a jaundiced eye. He doesn't trust Lexington.

In World 1, Von Hades uses the same game statistics as his World 6 counterpart, presented in *Vicious Villains: The Baddest of the Bad*.

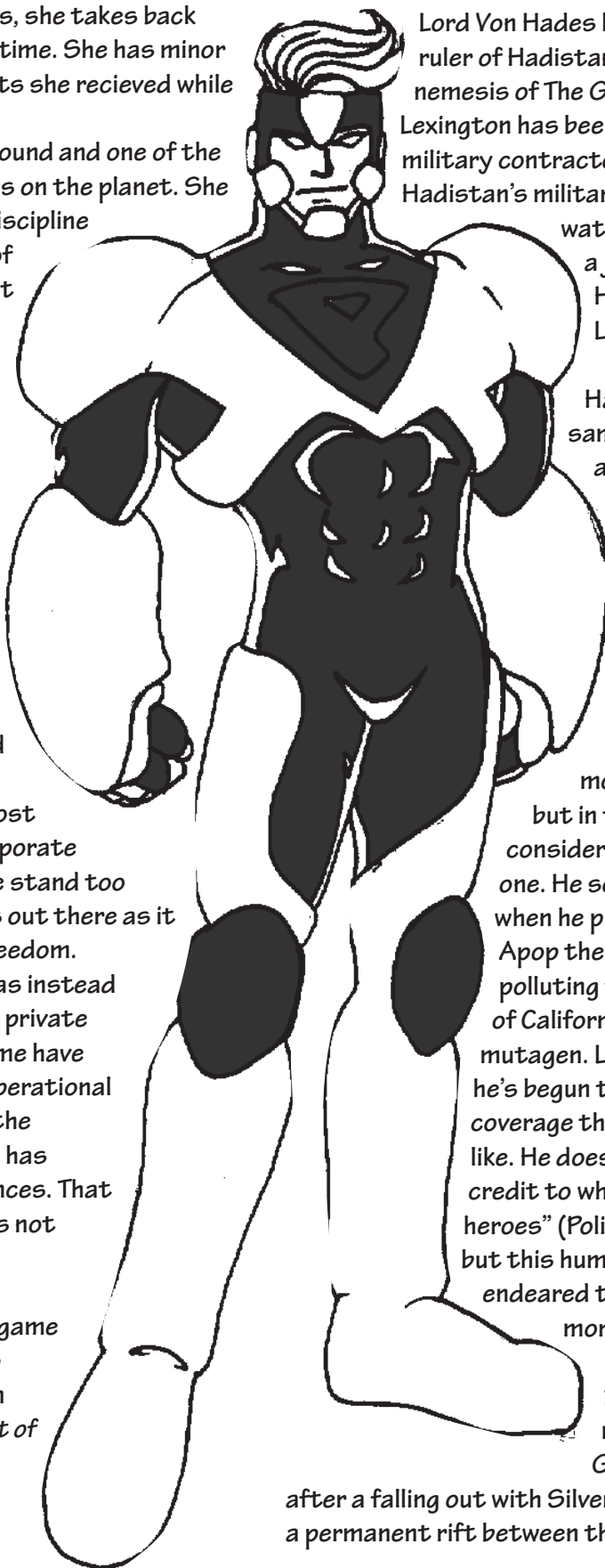
PALADIN

Paladin isn't the most powerful hero,

but in this world he is considered the greatest one. He solidified that title when he prevented Decay and Apop the Destroyer from polluting the water supply of California with an unknown mutagen. Lately though, he's begun to get more press coverage than what he would like. He does what he can to give credit to what he calls "The real heroes" (Police, Fire and EMS) but this humble notion has only endeared the public to him more.

At one time Paladin was a member of The Guardians. However,

after a falling out with Silver Serpent there is a permanent rift between the two. Whatever



THE TRUTH BEHIND PALADIN AND SILVER SERPENT'S FALLING OUT

The rift between the two heroes was created when Paladin witnessed Silver Serpent kill the leader of a Hadistan, Lord Despair. The situation, as it happened, was that The Guardians were in a heated battle with the Nefarious Nine and clearly outnumbered by the villainous forces. All of The Guardians were unconscious except for Paladin and Silver Serpent. With their backs together, they faced off against the wicked villains. In the midst of this brawl, Lord Despair attacked an already unconscious and bleeding Bolt. Silver Serpent would have none of this and killed Lord Despair. Everyone was shell shocked by his actions. In an unspoken truce, the villains collected up their wounded and the dead Lord Despair and the Guardians (Paladin and Silver Serpent) gathered their costumed comrades to get medical help.

Paladin expected Silver Serpent to turn himself over to the authorities for having killed Lord Despair. Paladin felt he should face a trial or at least in investigation, just as anyone else would. "It prevents us from being above the law." was Paladin's reasoning. Silver Serpent scoffed at this and noted that there would be no court for Lord Despair because of diplomatic immunity. He argued that if you let the villains win, even once, they'll get a taste for it and will become more reckless to achieve their goals. Paladin's retort was "So you beat them to the punch..." Paladin walked away and the two haven't spoken in years. Paladin won't turn in Silver Serpent because of his own obscure concept of heroism and chivalry. He feels that Serpent should do that of his own accord.

To this point, the villains that know the truth of Despair's demise remain few. Only Slyther, Apop the Destroyer and Decay know what really happened that terrible day. Hushed whispers and rumors spread among the other villains, but paranoia and positioning have prevented the villains from exposing what happened. Rumors amongst this devious sewing circle include:

There's no way Silver Serpent could have killed Lord Despair, Despair had a bum ticker and the stress of the fight probably wore him out.

Apop killed him in a move for power.

Lance Lexington traded service to Baron von Hades to kill Lord Despair. People will notice more aggressive networking into Hadistan by Lexington after Despair's death (even though Lance was nowhere near the event.)

Lord Despair isn't dead; it was an illusion.

Lord Despair is working with Apop to be reincarnated into a younger body.

The event has many villains on edge.

the issue is, both men have chosen not to talk about it to anyone else.

In World 1, Paladin uses the same game statistics as his World 6 counterpart, presented in *Superior Superheroes: The Golden Guardians*.

SERAPH

She is one of the founding members of The Guardians and physically their most

powerful member. Seraph stands as one of the poster children for 'good will toward your fellow human'. She has adopted Earth as her home and will defend it and its citizens with every breath she has. She doesn't always understand humans and is still acclimating to some of the odder sub-cultures... (i.e. RPG nerds, competitive eating, the polar bear club, etc.)

In World 1, Seraph uses the same game statistics as her World 6 counterpart,

SUPERSTRING

MULTIVERSE

presented in *Superior Superheroes: The Golden Guardians*.

SILVER SERPENT

Hal is considered the most powerful hero in this world. He is also married to Bolt. Where she is the public persona of The Guardians, he is their field leader. He exudes confidence and professionalism. He would get more public attention, but his wife tends to grab most the headlines. Part of him enjoys this fact as it allows him a bit of anonymity. However, the "center of attention-look at me" flyboy aspect of his personality is slightly resentful, feeling that he should be the one in the limelight.

In World 1, Silver Serpent uses the same game statistics as his World 6 counterpart, presented in *Vicious Villains: The Baddest of the Bad*.

SLYTHER

Dr. Rand Roberts is still in the throes of madness. However, he currently is kept in an unknown location as a test subject for the different experiments of Apop The Destroyer. Apop is using Slyther's reptilian genetic structure in a multitude of different experiments. All of these experiments are presumably meant to either evolve humans or

destroy them. The situation for Dr. Roberts is one of the darker situations happening in this universe.

In World 1, Slyther uses the same game statistics as his World 6 counterpart, presented in *Vicious Villains: The Baddest of the Bad*.

WHITE OCTOPUS ORGANIZATION / CRIME BOSS

Real name Yuming Do, Mr. Do (pronounced "Doh!") is the biggest Chinese crime lord in America. He operates from San Francisco, but his tentacles extend as far north as Canada, as Far East as New York and as far south as Mexico City. He was once a leader in the Chinese Triads, but broke away in America to create his own organization. The criminal group is named after its leader and those that are in the know give this group respect and distance. The White Octopus Organization is involved in almost all major crime. Drugs, racketeering, and smuggling are particular specialties of theirs.

The White Octopus's World 1 game statistics can be found at the end of this section.

(TONY "BAG OF DONUTS" FALZONE PP TOTAL 150)

Gender	M	Height	5'7"	Identity		Public	
Age	55	Weight	225 lbs.	Base of Operations		Brooklyn, NY	
PL	10	Eyes	Brown	Group Affiliation		Falzone Family	
Abilities (72 PP)							
STR	4	AGI	3	FIG	6	AWE	5
STA	4	DEX	4	INT	4	PRE	6
Offense (0 PP)							
Unarmed		12		Initiative		+3	
Melee		6		Ranged		12	
Defense (28 PP)							
Toughness (STA)		10		Dodge (AGL)		10	
Fortitude (STA)		10		Parry (FGT)		10	
Will (AWE)				10			
Skills (41 PP)							
Athletics						8 (12)	
Close Combat (Unarmed)						6 (12)	
Deception						8 (14)	
Expertise (Underworld)						10 (14)	
Insight						10 (15)	
Intimidation						12 (18)	
Investigation						6 (10)	
Perception						10 (15)	
Persuasion						6 (11)	
Ranged Combat (Firearms)						6 (12)	
Advantages (9 PP)							
Assessment, Benefit (Wealth) x3, Connected, Contacts, Daze (intimidation),							
Diehard, Fearless							
Powers & Devices (0 PP)							
None							
Complications (0 PP)							
Origin Descriptor: Skills, Motivation: Greed, Obsession: Acquisition of wealth and power							
Equipment, Vehicles & Headquarters							
As needed within the scope of his wealth and criminal influence.							

JOHNNY PITTSBURGH PP TOTAL (165)

Gender	M	Height	7'1"	Identity			Public
Age	29	Weight	320	Base of Operations			Pittsburgh
PL	11	Eyes	Brown	Group Affiliation			Black Steel
Abilities (74 PP)							
STR	10	AGI	4	FIG	2	AWE	4
STA	4	DEX	2	INT	5	PRE	6
Offense (0 PP)							
Unarmed		8		Initiative		8	
Defense (8 PP)							
Toughness (STA)		8		Dodge (AGL)		4	
Fortitude (STA)		4		Parry (FGT)		2	
Will (AWE)				8			
Skills (40 PP)							
Athletics						10 (20)	
Close Combat (Unarmed)						6 (8)	
Deception						10 (16)	
Expertise (Construction Industry)						10 (16)	
Insight						12 (16)	
Intimidation						10 (16)	
Investigation						10 (15)	
Perception						12 (16)	
Advantages (27 PP)							
Assessment, Benefit (Wealth x3) x3, Connected, Contacts, Daze x2, Diehard,							
Eidetic Memory, Fascinate (Deception x3, Intimidation x3, Persuasion x3) x9							
Fearless, Improved Initiative, Inspire x5, Leadership							
Powers & Devices (16 PP)							
Growth						8	
Complications (0 PP)							
Origin Descriptor: Mutant. Motivation: Doing Good, Responsibility: Johnny owns a							
company and feels beholden to take care of his employees.							
Equipment, Vehicles & Headquarters							
As needed within his considerable private wealth.							

LADY LIBERTY (PP TOTAL 150)

Gender	F	Height	5'7"	Identity		Secret	
Age	27	Weight	135 lbs.	Base of Operations		New York City	
PL	10	Eyes	Brown	Group Affiliation		None	
Abilities (60 PP)							
STR	8	AGI	3	FIG	4	AWE	2
STA	5	DEX	3	INT	3	PRE	2
Offense (0 PP)							
Unarmed	12			Initiative	+23		
Melee	8			Ranged	11		
Defense (6 PP)							
Toughness (STA)		6		Dodge (AGL)		4	
Fortitude (STA)		6		Parry (FGT)		5	
Will (AWE)				4			
Skills (20 PP)							
Athletics						4 (12)	
Close Combat (Unarmed)						4 (8)	
Deception						4 (6)	
Intimidation						4 (6)	
Investigation						4 (7)	
Perception						4 (6)	
Ranged Combat (Firearms)						4 (7)	
Stealth						4 (7)	
Treatment						4 (7)	
Vehicles						4 (7)	
Advantages (17 PP)							
All-out Attack, Close Attack x4, Defensive Attack, Equipment x3, Improved Critical (Unarmed) x2, Power Attack, Ranged Attack x4 Takedown							
Powers & Devices (47 PP)							
Super-Speed						5	
Immunity (Fortitude effects, Critical hits)						32	
Complications (0 PP)							
Origin Descriptor: Mutant, Motivation: Justice, Honor: Lady Liberty will not engage in any conduct that she feels would be unbecoming of a Marine.							
Equipment, Vehicles & Headquarters							
Bulletproof vest: Protection 4 (Limited to Ballistic, Subtle), Heavy Pistol: Ranged Damage 4 (Critical: 20), Club Damage 2: Bludgeoning (Critical 20) x2, Sap Gloves, Damage 1: Bludgeoning (Critical 18-20)							

WHITE OCTOPUS (PP TOTAL 165)

Gender	M	Height	6'1"	Identity	Secret		
Age	89	Weight	190 lbs.	Base of Operations	Mobile		
PL	11	Eyes	Brown	Group Affiliation	White Octopus		
Abilities (42 PP)							
STR	0	AGI	1	FIG	4	AWE	6
STA	0	DEX	3	INT	3	PRE	4
Offense (0 PP)							
Unarmed		4		Initiative		+1	
Melee		1		Ranged		6	
Defense (19 PP)							
Toughness (STA)		4		Dodge (AGL)		5	
Fortitude (STA)		4		Parry (FGT)		8	
Will (AWE)				11			
Skills (14 PP)							
Expertise (Magic)						10 (13)	
Insight						6 (12)	
Intimidation						4 (8)	
Perception						4 (10)	
Sleight of Hand						4 (7)	
Advantages (27 PP)							
Assessment, Benefit (Status: Head of White Octopus, Status: Master Sorcerer, Wealth x3) x5, Connected, Contacts, Daze (Intimidation), Diehard, Eidetic Memory, Fascinate (Expertise: Magic) x4, Fearless, Inspire x4, Leadership, Ranged Attack 4, Ritualist, Trance							
Powers & Devices (63 PP)							
Remote Sensing (auditory, visual), physical body is defenseless, Dimensional, Hyperspatial, Subtle x2						10	
Flight (Levitation)						4	
Senses (Magical Awareness, Radius)						2	
Magic (Dynamic Alternate Effect x5)						11	
- Hyperspace Travel (Movement) (Portal)						4	
- Teleport (Accurate, Easy, Extended)						4	
- Sleep						10	
- Nullify (Broad x4: Magic, Mutant, Technology, Psionic)						4	
- Force Field (Impervious)						10	
Complications (0 PP)							
Origin Descriptor: Magic, Motivation: Responsibility (He believes that he must be the White Octopus by virtue of his birth. It is his right and his responsibility), Power Loss: must be able to speak and move hands freely.							
Equipment, Vehicles & Headquarters							
As needed by virtue of office and within his considerable private wealth.							



WORLD 5 – GRIM AND
GRITTY
INTRODUCTORY FICTION

Filthy. Filthy and warm. That's how this cigarette and whiskey make me feel right now. It's good though because it's unseasonably cold out right now. The bartender said it's because it's late October and the skinny waitress with too much eye make-up and bad tattoos said it's because it's raining. I know different though. I know it's because this city has cancer. All of them seem to nowadays, but this one right here is terminal.

Politicians and journalists will tell you it's because of taxes, the union, or poverty. In the case of the journalists, they had one reporter about six months ago get too close to a police brutality story. He wound up dead himself. Funny that those same police can't find his killer. People will tell you all sorts of reasons why the town is the way it is. They'll just be careful not to say it too loud.

It's not just chivalry or integrity that's dead either, it's heroism. When I was a kid, there were a couple of guys that ran around town acting like something from a comic book. Those good days ended with Paladin. The poor bastard exposed a crime ring tied to the state capital and the powers that be fried him for it. Suddenly they had evidence against him for child porn. Needless to say he went to prison. Now you do the math... what do you think happens to a guy convicted for child porn in prison? Oh, and by the way, he was responsible for the incarceration of almost 30% of the inmates. Needless to say, he didn't last a week before the vermin had their way with him. He was stabbed fifty-three times and that only counts knives and shanks, if you catch my drift. A friend with the state police said they left him looking like a broken piñata. After that, most heroes retired. Those who didn't operate in the shadows. The world is dying.

I know the world is dying because I've been staring at death for over twenty years. I'm retired homicide for the fine city of Cincinnati. I

got out while there was still a pension system. As it turns out though, no one has a need for murder police out here in the real world. Oh there's people willing to pay for my services, but 90% of them are mobsters and fat cats who want to know how not to get caught. I can't sell out like that. Even if wanted to, my dead partner Fats would kill me once I leave this place.

So I decided to become a private dick. Go ahead and laugh. I do. The pay is pretty crummy and if it weren't for my pension I would have already gone under. The job lets me be my own boss and still do a few things that I'm good at. The unfortunate part of the job after the paycheck is that it's mostly wives wanting to know whom their husband is sleeping with. Sometimes Jimmy late night is really burning the midnight oil. Mostly he's not.

Occasionally, you catch a real case. A good case. Something with a bit of intrigue. A case that has you up at 2:30 in the morning talking to yourself and drinking whisky in a dank car in an even danker alley. A case like the one I have right now.

It started about three days ago. This girl comes to me. Says her name is Charlotte. I can see she walks the street for money. We share that in common I guess. Doing whatever for money that is. Anyway, she comes to me crying talking about she has dirt on the Mayor. I ask her why she would want to turn on a high paying customer like the Mayor. That's when she turns and pulls her tank top down. Her back looks like trench warfare. She starts to cry again.

She explains that he has a few girls come by each week, and that it always gets a bit rough, but the money makes up for it. This week was rougher than usual. So much so that one of the girls doesn't wake up from the beating he gives her. So Charlotte ran. I ask about the dirt. She says she has some of his semen on her clothes and the sheet she ran in.

I let her sleep the rest of the night in the office. Meanwhile I still have a friend or two in the force. I take the sheet to them for analysis. He asks for the clothes too, but I hang on to

them. Call it insurance.

I get back to the office the next day and it looks like hell came to dinner. The girl is gone. As I scan the area I see an envelope on my desk. In it is the picture of the girl bound and tied and a note demanding the rest of what I have in evidence. It gives a meeting place and a time. I'd go to the cops for a little back up on this, but it's pretty evident that I actually don't have friends there anymore. It may mean I have no friends at all.

Such pondering gets me to collecting a few personal items of mine. As I rummage I settle on a few things. The first of which is that I'm a dead man. If I send the stuff to them and pretend it never happened then they'll come for me to tie up any loose ends. If I go to save this girl, they'll have a sniper or something ready to ice me. Who am I kidding, 'If I go to save the girl?' I know I'm going. Even if I can't save her, she should die knowing that someone gave a damn about her at some time.

I put the things I've gathered in an old coffee maker box I still had. I tape it three ways to Sunday and mail it out. I send it to the one guy who might still be a friend. I give him the quick rundown. Tell him not to worry. Make sure to cremate me. You know: pen pal stuff.

I get an old briefcase I used to use. Fats showed me some interesting things about what you can fit into a briefcase. I fill it full of the good stuff. Then I head to the store and buy an eighth of my favorite whiskey, a pack of non-filters and a newspaper. I show up to the alley early. Real early.

The alley is long, dark and open ended. It tells me they're not going to use a sniper. They do intend on trapping me in here from the front and the back. Devious bastards. I wonder to myself how often they've done this same dance in this same alley. The answer doesn't matter; it just pulls at my curiosity.

So I sit and wait. I'm into my seventh cigarette when I see movement ahead of me. I look in the rearview and like clockwork, I see a black truck idle just before the alley hits the street. I know what's about to happen. The forward car flashes its lights just like the

direction told me it would. So to follow the plan I get out of the car and walk the case to the middle of the alley. They flash the lights again signaling me to stop and put down the case. After I complete that last block of instructions I'm supposed to back off by ten paces. To this point I've followed line-by-line what they wanted.

I see something not entirely expected. I see the girl. They release her. She runs to me. Its dark, but I can see they gagged her with tape and tied her hands behind her back. The bastards ensured their descent from of humanity as I notice she's wearing a long brown coat. Flashes of nudity from her white skin pierce the darkness. I can only imagine what they've done to her.

When she gets to me I try and run with her, but she pulls away. Her tears have loosened the gag that she's trying to yell through. I finish the job that the tears started and remove the tape. She sobs just a single word "Bomb."

The world slows to a complete crawl. I brush open the coat to see she's been rigged with some sort of explosive. Not enough to impress Hollywood, but enough to kill us both. I know that the trigger is moments from now and so does she. What a fucked up position for her to be in...run to the guy that's trying to save you knowing that you'll be the death of him, or stay with the car full of rapists and sadists. I don't blame her at all. I look her right in the eyes and I hug her. I can feel her melt. I think it's probably the first honest hug she's had since she was a kid. She doesn't get to see it, but I smile.

The bomb goes off with more force than I thought it would. It probably means it had more to do with concussive force than shrapnel. Both bodies get tossed about 10-15 feet. She dies instantly. I don't think she even felt anything. I'm lucky enough to not feel anything because of shock, but I'm not dead. Not yet anyway. I'm slowly stepping my way out though.

That's when everything goes third person. I see myself lying there all battered. I can feel this warmth pulling on me. Like I'm being picked up. I look and it's this warm light. Call it

Heaven or Nirvana if you like. Maybe it's just energy returning to the universe. Whatever it is, it's happening too quickly. I'm not going to get a chance to watch...

...Just as I turn back to look in the alley, the scumbags are picking up the case and walking it back to the car. They're at the vehicle only a few moments when the whole thing explodes. I smile again. Mine was set for Hollywood and shrapnel. Thanks, Fats. See, Fats was bomb squad before coming to homicide. He said he liked bodies better than bombs. Less explosive and all. Even showed me a few ways on how to make them. I hope he can see this now.

The light is pulling me in faster now. I can feel myself losing identity and just being one with the light. I'll never know if my friend got that package, but I like to believe that he did. If so, the headline to come will expose this whole thing. That friend just happens to be the editor at the biggest paper in town. We came up together. Me as a cop, him as a beat journalist. Since that reporter kid's death a ways back, he's been looking for a nail to drive into the Mayor. Here you go Eddy. Gift-wrapped.

As for me? I guess this is my happy

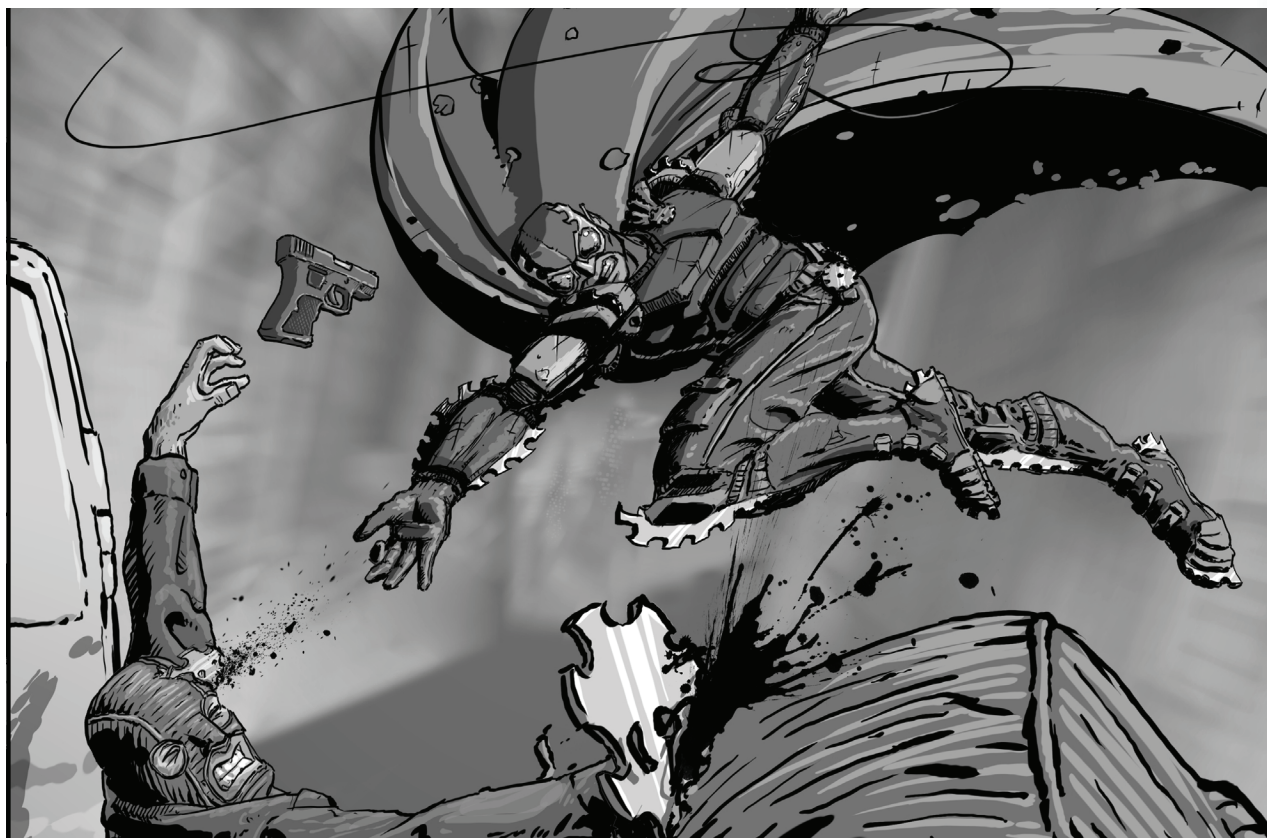
ending. No more cancerous city, no more bodies and no more corruption. It would have been nice to have had all this and not been dead. I guess the peace is worth it though, now that I am. Goodbye, Eddy. Goodbye, Charlotte. Goodbye, Cincinnati. Hello, Fats.

SETTING DESCRIPTION

This is one of the darker worlds on the string.

Heroes were larger than life during World War II. Powered heroes were few and far between and even then, the height of their power was minor super speed or super strength. Mr. Torch was one of the few with flagrant powers and as you can guess, his power dealt with fire. These heroes weren't used on the frontlines as much as they were in campaigns to sell War Bonds. How would you convince the public that the war effort is going well if Captain Liberty just got his head blown off on Normandy? When the heroes did get involved, it was always several days after the push in and or from the rear taking pictures with the wounded or handing out mail.

This glorification lasted until the early 50's. America hadn't grown up, it had grown



SUPERSTRING

MULTIVERSE

scared. Red scared to be precise. The previously mentioned Captain Liberty was brought on the stand to talk about his 'communist involvement'. It turned out that ol' Liberty was a union member in construction before the war. They demanded lists of other union members and communists. When he refused (because he had none...) they ruined him. Exposed his public identity and made it so every hard ass he ever brought a case against had the ability to get back at him and his family. Needless to say, he went into hiding afterward. They all did.

The heroes saw the writing on the wall. America no longer needed or wanted them. A few heroes in the late 70's tried to make a 'second coming of capes' but government bureaucrats put a stop to that quickly with the Alexander Newsome Vigilante Act, or just the ANV act. It essentially outlawed wearing masks and vigilantism in the United States. Punished as a felony if violated. That was January 1, 1980.

Fast forward to the modern day. Powers exist, but heroes generally don't. The ones that

do operate do so as badged law enforcement or some sort of government lackey. In the great wisdom of the federal government, they banned heroes to 'protect citizens from those that work outside the law'. You know who else works outside the law? Criminals. When vigilantes were officially banned it was like the whole damn underworld threw a party. If you follow some of the money via campaign contribution and lobbyists, who'll see that the biggest push politically (and in this racket that means pushed with stuffed pockets full of money) was from none other than Lance Lexington. The media didn't seem to pick up on that.

So crime has spiked and heroes are either working for the man or essentially criminals themselves. Union thugs have even sold it to their fellow members in the F.O.P that vigilantes are essentially scabs and that more vigilantes mean less cops. Cops would rather shoot a mask than a criminal. A criminal might bribe you and give you some money. A vigilante is trying to steal your job. This has made tensions between police and masks at an all-time high.



SUPERSTRING

MULTIVERSE

This is a place that is highly institutionalized. Crime runs rampant and a good neighborhood only exists if you can pass a credit check and have greased the right palms. Inner cities are held down by government policy and contradicting regulations. The police of the inner city tend to be a cancer, more concerned with overtime than solving crime. And those are the good ones. The worst ones are on the take and even act as muscle for criminals.

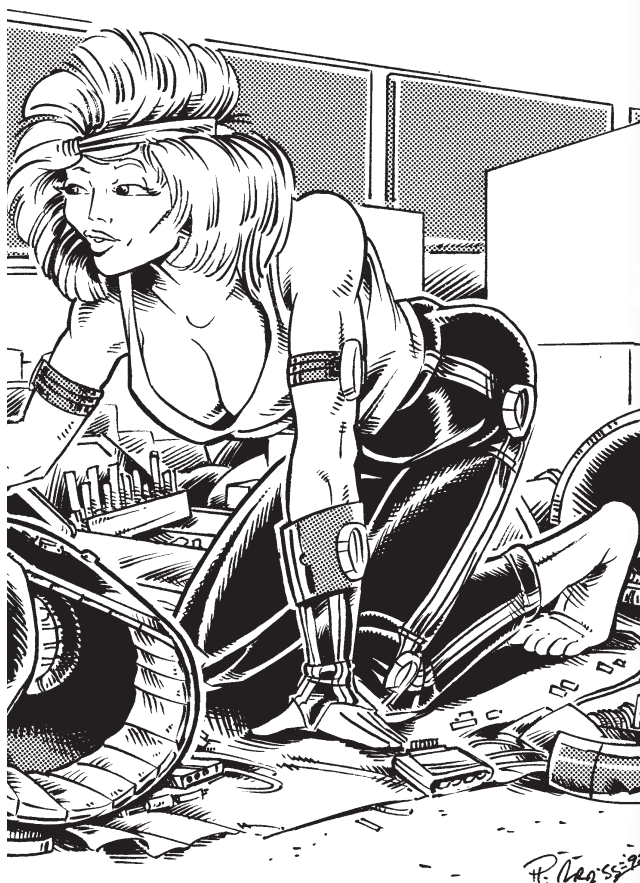
For the hero that doesn't want to wear a badge or become a lackey, the third option that has begun to pop up is the 'private detective'. More than a few heroes have started to loan their services to such operations. This hasn't made the police any friendlier, but it has allowed them to do what they do legally.

The bright side in this world is that most the crime isn't about the world being wrecked by the 100 megaton nuclear device launched by Baron Boom. It has to do with Chen's Fish Mart shipping illegal drugs thru frozen seafood or the aide to the Mayor having a connection to a hotel room with two dead prostitutes. Corruption is everywhere, threatening to choke what little light is left from the world.

SYSTEM CONSIDERATIONS

World 5 is one of the worlds on the Superstring in which powers are somewhat rare. The starting PL for characters native to World 5 is PL 8. Though natives to this world rarely exceed PL 12, the theoretical limit for power in this world is PL 20. Should any visitor from another dimension be higher than PL 20, they will see their powers reduced to conform to the confines of PL 20. Beyond that, travelling to World 5 causes no side effects.

World 5 also permits all Descriptors, but the Mutant, Skill and Technology descriptors are easily the most prevalent.



NOTABLE CHARACTERS

ALPHA WAVE / MORGAN

Alpha Wave doesn't use her secret identity anymore. She just goes by her last name. She uses her powers, but disguises it as a form of occult and sorcery. Information gleaned from her mental powers are chalked up as clarity from tarot reading and tea leaves.

Morgan resents having to hide her powers in this way, but understands the reasons why she has to. She's maintained the balancing act of personal integrity and defeating the criminal underworld. Occasionally she slips though and has to quickly explain away her abilities as 'flashes of insight from... beyond.'

In World 5, Alpha Wave uses the same game statistics as her World 6 counterpart, presented in *Superior Superheroes: The Golden Guardians*.

APOP THE DESTROYER

Apop is about 300 feet underground in a prison under Cheyenne Mountain. Here military scientists are attempting to study him. Thus far, they have more dead scientists and doctors than they do results from tests. To this point, he is under the highest security and considered a very 'black secret' that the rest of the world doesn't know about. Well... except for Seraph and Silver Serpent that is. They helped put him there.

In World 5, Apop uses the same game statistics as his World 6 counterpart, presented in *Vicious Villains: The Baddest of the Bad*.

ARCHER

Archer still operates as a masked hero. He's on the hit list of cops and criminals alike. He has a few connections on both sides of that fence though. Within the police, Chi is a uniform wearing officer of the law and leaks enough info to Archer to keep him out of cuffs. The villain Sylvia Savage is working with Archer, but doing so in search of a cure. Archer considers a cure for Sylvia a top priority and as such she has tipped him off to a few meetings and even an ambush or two.

In World 5, Archer uses the same game statistics as his World 6 counterpart, presented in *Superior Superheroes: The Golden Guardians*.

BOLT

Bolt is a private detective. She operates her own business with fellow hero Alpha Wave. They no longer wear costumes and only Bolt uses her moniker. The business is called 3rd Eye Detective agency and has sold itself as a cross between crystal ball divination and actual detectives. This has been done as to make sure police and thus regulators don't take them too seriously.

Bolt will use her powers more openly than Morgan will. This is mainly due to the fact that people are more comfortable with a woman

that can sprint a mile under a minute more than they are a woman that can read your mind.

In World 5, Bolt uses the same game statistics as her World 6 counterpart, as presented in *Superior Superheroes: The Golden Guardians*. (i.e. she has not discovered her Hyperspace Travel powers and is a bit slower than her current World 6 counterpart)

CHI

Chi is a uniformed police officer at the rank of Sergeant who has been decorated for bravery twice. Although she yearns for an independence that wearing the badge can't give, she is also the most comfortable of all the heroes to not wear a mask.

She is considered a damn good cop by citizens and peers alike. However, this has also made her a target for the cops that are on the take. She is also considered a 'Super Sympathizer' and more than a few of her fellow officers suspect her connection to Archer.

In World 5, Chi uses the same game statistics as her World 6 counterpart, presented in *Superior Superheroes: The Golden Guardians*.

CELESTIA

Celestia's whereabouts are unknown.

CYCO

Just as his name sounds, he is crazy. However recently he has been seen teaming up with the other villain Slyther. The two of them have fostered an odd friendship based on emotionless killing and a desire to be out from under the thumb of Lance Lexington. Cyco feels that Lance has become too big, and that humpty dumpty is due to fall from his wall. He has no plans to take over what remains of Lexington's empire, he just wants to watch it burn.

In World 5, Cyco uses the same game statistics as his World 6 counterpart, presented in *Vicious Villains: The Baddest of the Bad*.

TONY "BAG OF DONUTS"

FALZONE

He is immensely powerful in New York City. He has recently lost a lot of ground to the White Octopus Organization, the Russian mafia and a French Syndicate. Tony is still a name outside NYC, but only as far north as Boston and as far south as Philadelphia.

Tony Falzone's World 5 game statistics can be found at the end of this section.

JOHNNY PITTSBURGH

Johnny Pittsburgh (John Spencer is his real name) played pro football until an injury ended his career. He took an experimental drug to try and repair the damage that the game had given him. Instead it crippled him. The once mighty 235lb running back is now just over 170lbs and stricken to a wheel chair.

This hasn't made him give up however. His body may be a twisted mess but his mind is as sharp as a kitchen knife. He took his charismatic personality and winning attitude to the community where he became a city Alderman and a community organizer. Even in a wheel chair he still had a competitive spirit about him and he dove farther into politics. He is currently the Mayor of Pittsburgh and next fall it appears as if he's going to make a very good run at Governor.

Johnny Pittsburgh's World 5 game statistics can be found at the end of this section.

LADY JUSTICE

Jasmine Jones is a former Marine that has had all she could take. She was sick of cops that seemed more

corrupt than the damn criminals themselves. So she called up an old friend, got some Kevlar, a black costume and her old combat boots and now she roams the alleyways stomping out criminals. She also makes a habit of reminding bad cops of their duty to serve and protect. Sometimes she reminds them with force.

She's a hero in the scope that she defends the defenseless...but she is no friend of the local municipality.

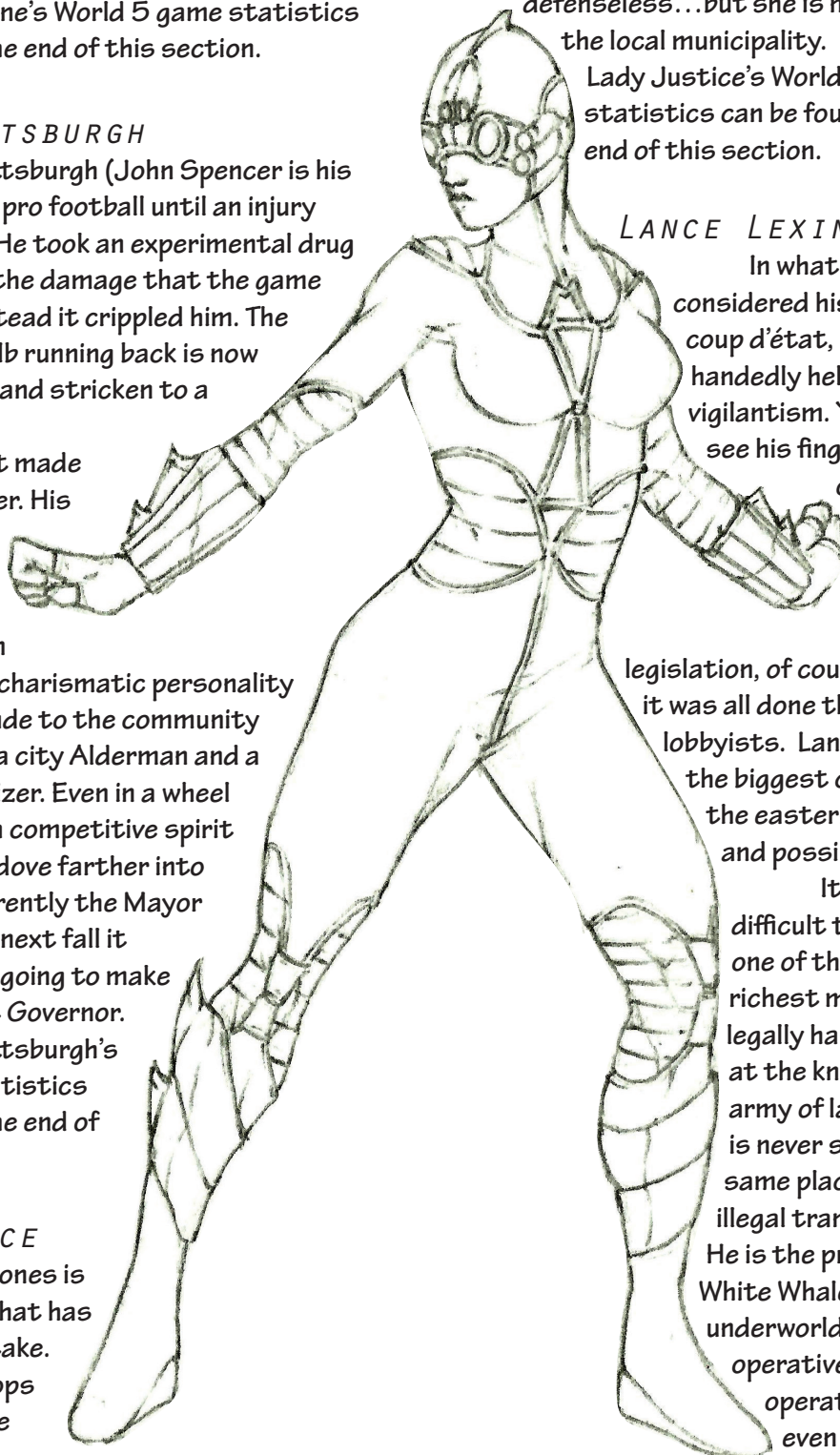
Lady Justice's World 5 game statistics can be found at the end of this section.

LANCE LEXINGTON

In what could be considered his greatest coup d'état, he single handedly helped outlaw vigilantism. You'll never see his fingerprints on the

legislation, of course, since it was all done through lobbyists. Lance is clearly the biggest criminal on the eastern seaboard and possibly America.

It's incredibly difficult to take down one of the world's richest men when he legally has cut you off at the knees, has an army of lawyers and is never seen in the same place as any illegal transgression. He is the proverbial White Whale of the underworld. His operatives and operations have even begun



to expand into Western Europe and South America. That's just some of the illegal activity. His legal operations range from the local chain of "Neighborhood Store" seen in inner city in America to his advances in privately owned military operations. Again, it's incredibly hard to take down a guy that can have you hunted with a fleet of military grade helicopters.

In World 5, Lance Lexington uses the same game statistics as his World 6 counterpart, presented in *Vicious Villains: The Baddest of the Bad*.

SERAPH

Seraph is a government agent working for The Department of Homeland Security. Much of what she does and whom she associates with is unknown, but there has been more than one hero that was put behind bars because Seraph showed up and put them there. Most heroes consider her to be a lackey and the government's attack dog. She also has traded her costume in for what looks almost like black S.W.A.T. gear. Gloves, boots, Mil-Spec pants, everything but the helmet.

Seraph feels she is helping enforce the law. If we pick and choose what laws to obey based on if we think it's just or not, then we can just equivocate that villains and criminals don't break any laws, they just choose not to follow ones they don't like or feel are unjust. Seraph has chosen to enforce the law, and at the Federal level.

In World 5, Seraph uses the same game statistics as her World 6 counterpart, presented in *Superior Superheroes: The Golden Guardians*.

SILVER SERPENT

Depending on whom you ask, Silver Serpent is either a black ops legend or a government lackey. He prefers the former. Silver Serpent, or Colonel Ryker as he's officially known, deals with big ticket items. If a villain sees Silver Serpent, it means their ass. Although he doesn't attempt to kill every

villain, he has been given full authority to do so. Celestia found this out the hard way.

In World 5, Silver Serpent uses the same game statistics as his World 6 counterpart, presented in *Vicious Villains: The Baddest of the Bad*.

SLYTHER

Dr. Roberts had been under the care of a pharmaceutical company owned by Lance Lexington. Lexington was attempting to "cure" Roberts while at the same time developing a drug that involved metabolic rates and the regenerative properties of lizards. The curing process was actually going along well when Roberts had an episode, destroying the lab and disappearing into the sewers. Although he has more cognitive abilities and knowledge than before, Slyther's madness still exists and he now blames Lexington for his condition. Cyco, who was also living in the sewers at the time, keyed in on this hatred and now the two of them act in tandem committing crimes against citizens as well as the holdings of Lance Lexington.

In World 5, Slyther uses the same game statistics as his World 6 counterpart, presented in *Vicious Villains: The Baddest of the Bad*.

SYLVIA SAVAGE

She is still a villain, but she has kindled a friendship with the hero Archer. He's the only person who has genuinely attempted to find a cure for her condition. However, seeing she's not cured and she still has bills to pay, she still uses her combative might to wreak havoc on citizens and police.

In World 5, Sylvia Savage uses the same game statistics as her World 6 counterpart, presented in *Vicious Villains: The Baddest of the Bad*.

THE HENCHMAN / NETWORK:

The Henchman was good...but not good enough. He was caught by Seraph. Not just one of his multiples, but all of them. Seraph

saw an opportunity and via the blessing from her Assignment Manager, she turned The Henchman.

He now works as a spy for The Department of Homeland Security. He acts as the eyes and ears against criminals and villains alike and gets a decent and legal paycheck for it. Network, as he calls himself now, has been collecting a lot of information on just about everyone. He's also not above selling it to the highest bidder.

In World 5, Network uses the same game statistics as his World 6 counterpart, presented in *Vicious Villains: The Baddest of the Bad*.

WHITE OCTOPUS ORGANIZATION

The criminal outfit known as the White Octopus is run by a named Yuming Do. Little is known of Mr. Do except that he is from China, was once a leading member of the triads and is completely ruthless. The White Octopus dominates every major city and state west of the Mississippi River. No one crosses them and those that do mysteriously disappear, never to be seen again. Some have even begun to whisper about Chinese black magic.

The White Octopus's World 5 game statistics can be found at the end of this section.



TONY "BAG OF DONUTS" FALZONE (PP TOTAL 120)

Gender	M	Height	5'7"	Identity		Public	
Age	55	Weight	225 lbs.	Base of Operations		Brooklyn, NY	
PL	8	Eyes	Brown	Group Affiliation		Falzone Family	
Abilities (64 PP)							
STR	3	AGI	2	FIG	5	AWE	5
STA	3	DEX	4	INT	4	PRE	6
Offense (0 PP)							
Unarmed		11		Initiative		+2	
Melee		5		Ranged		11	
Defense (8 PP)							
Toughness (STA)		5		Dodge (AGL)		5	
Fortitude (STA)		5		Parry (FGT)		5	
Will (AWE)				6			
Skills (39 PP)							
Athletics							4 (7)
Close Combat (Unarmed)							6 (11)
Deception							8 (14)
Expertise (Underworld)							10 (14)
Insight							10 (15)
Intimidation							12 (18)
Investigation							6 (10)
Perception							10 (15)
Persuasion							6 (11)
Ranged Combat (Firearms)							6 (11)
Advantages (9 PP)							
Assessment, Benefit (Wealth) x3, Connected, Contacts, Daze (intimidation),							
Diehard, Fearless							
Powers & Devices (0 PP)							
None							
Complications (0 PP)							
Origin Descriptor: Skills, Motivation: Greed, Obsession: Acquisition of wealth & power.							
Equipment, Vehicles & Headquarters							
As needed within the scope of his wealth and criminal influence.							

LADY JUSTICE (PP TOTAL 120)

Gender	F	Height	5'7"	Identity	Secret		
Age	27	Weight	135 lbs.	Base of Operations	New York City		
PL	8	Eyes	Brown	Group Affiliation	None		
Abilities (54 PP)							
STR	4	AGI	5	FIG	4	AWE	2
STA	6	DEX	3	INT	3	PRE	2
Offense (0 PP)							
Unarmed	12			Initiative	+3		
Melee	8			Ranged	12		
Defense (18 PP)							
Toughness (STA)		7		Dodge (AGL)		9	
Fortitude (STA)		7		Parry (FGT)		9	
Will (AWE)				9			
Skills (31 PP)							
Athletics							4 (8)
Close Combat (Unarmed)							4 (8)
Deception							7 (9)
Intimidation							7 (9)
Investigation							7 (10)
Perception							7 (9)
Ranged Combat (Firearms)							4 (8)
Stealth							8 (11)
Treatment							7 (10)
Vehicles							7 (10)
Advantages (17 PP)							
All-out Attack, Close Attack x4, Defensive Attack, Equipment x3, Improved Critical (Unarmed) x2, Power Attack, Ranged Attack x4 Takedown							
Powers & Devices (0 PP)							
None							
Complications (0 PP)							
Origin Descriptor: Skills, Motivation: Justice, Secret: her crime fighting activities could cost her military benefits if exposed.							
Equipment, Vehicles & Headquarters							
Bulletproof vest: Protection 4 (Limited to Ballistic, Subtle), Heavy Pistol: Ranged Damage 4 (Critical: 20), Club Damage 2: Bludgeoning (Critical 20) x2, Sap Gloves, Damage 1: Bludgeoning (Critical 18-20)							

JOHNNY PITTSBURGH (PP TOTAL 90)

Gender	M	Height	6'3"	Identity		Public	
Age	29	Weight	170	Base of Operations		Mayor's Office	
PL	6	Eyes	Brown	Group Affiliation		Public Servants	
Abilities (24 PP)							
STR	1	AGI	-4	FIG	-2	AWE	4
STA	4	DEX	-2	INT	5	PRE	6
Offense (0 PP)							
Unarmed		-2		Initiative		-4	
Defense (4 PP)							
Toughness (STA)		4		Dodge (AGL)		-4	
Fortitude (STA)		4		Parry (FGT)		-2	
Will (AWE)				8			
Skills (32 PP)							
Deception							10 (16)
Expertise (Politics)							10 (16)
Insight							12 (16)
Intimidation							10 (16)
Investigation							10 (15)
Perception							12 (16)
Advantages (30 PP)							
Assessment, Benefit (Security Clearance, Status: Mayor, Wealth x3) x5, Connected,							
Contacts, Daze x2, Diehard, Eidetic Memory, Fascinate (Expertise: Politics x3,							
Deception x3, Intimidation x3, Persuasion x3) x12, Fearless, Improved Initiative,							
Inspire x5, Leadership							
Powers & Devices (0 PP)							
None.							
Complications (0 PP)							
Origin Descriptor: Skills. Motivation: Patriotism, Disability: Johnny is paraplegic and							
confined to a wheelchair.							
Equipment, Vehicles & Headquarters							
As needed by virtue of office and within his considerable private wealth.							

WHITE OCTOPUS (PP TOTAL 180)

Gender	M	Height	6'1"	Identity		Secret	
Age	89	Weight	190 lbs.	Base of Operations		Mobile	
PL	12	Eyes	Brown	Group Affiliation		White Octopus	
Abilities (42 PP)							
STR	0	AGI	1	FIG	4	AWE	6
STA	0	DEX	3	INT	3	PRE	4
Offense (0 PP)							
Unarmed	4			Initiative	+5		
Melee	1			Ranged	6		
Defense (19 PP)							
Toughness (STA)		4		Dodge (AGL)		5	
Fortitude (STA)		4		Parry (FGT)		8	
Will (AWE)				11			
Skills (14 PP)							
Expertise (Magic)						10 (13)	
Insight						6 (12)	
Intimidation						4 (8)	
Perception						4 (10)	
Sleight of Hand						4 (7)	
Advantages (32 PP)							
Artificer, Assessment, Benefit (Status: Head of White Octopus, Status: Master Sorcerer, Wealth x3) x5, Connected, Contacts, Daze (Intimidation), Diehard, Eidetic Memory, Fascinate (Expertise: Magic) x5, Fearless, Improved Initiative, Inspire x5, Leadership, Ranged Attack 5, Ritualist, Trance							
Powers & Devices (73 PP)							
Remote Sensing (auditory, mental, visual), physical body is defenseless, Dimensional, Hyperspatial, Subtle x2						10	
Flight (Levitation)						4	
Senses (Magical Awareness, Radius)						2	
Magic (Dynamic Alternate Effect x5)						11	
- Hyperspace Travel (Movement) (Portal)						4	
- Teleport (Accurate, Easy, Extended)						4	
- Sleep						10	
- Nullify (Broad x4: Magic, Mutant, Technology, Psionic)						4	
- Force Field (Impervious)						10	
Complications (0 PP)							
Origin Descriptor: Magic, Motivation: Responsibility (He believes that he must be the White Octopus by virtue of his birth. It is his right and his responsibility), Power Loss: must be able to speak and move hands freely.							
Equipment, Vehicles & Headquarters							
As needed by virtue of office and within his considerable private wealth.							

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