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Issue

DUKE VIGILANCE

THE OKTOBERMEN



Vigilance Press

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DUE VIGILANCE



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The Oktobermen

Group Background:

The Oktobermen are a group of mystical mercenaries, villains, and killers gathered together by the half-demon known as Springheel Jack. The group works on contract for anyone who can meet its price. The exact payment varies based on the job and the resources of the client. Souls are Jack's preferred currency, but anything that will increase the power or influence of his team will be considered. At times the group has also operated independently, often in pursuit of some mystical artifact or other source of arcane power. Jack has promised each member of the group power and profit in exchange for loyal service when he claims his demonic birthright (see Springheel Jack). He's also wise enough to dole out current luxuries, pleasurable diversions, and benefits to keep everyone happy until that day arrives.

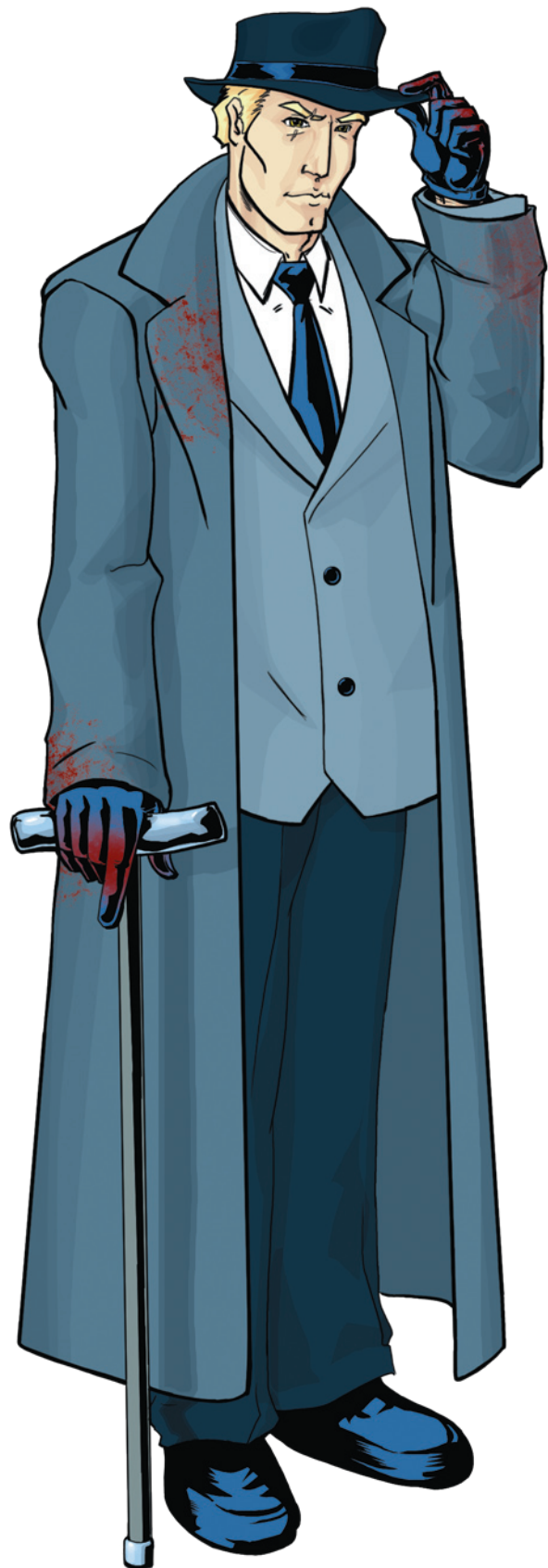
The group has been active for roughly three years, though some members have been active independently for much longer. The Floating Skull and Jack in particular have been around since the 1800s, and have been operating in the mystical community from that time forward. L'Enfant Terrible is the newest addition to the group, joining in the last year or so, though his crimes and undiscovered atrocities date back several years prior. It is rumored Springheel Jack formed similar groups in the past, but he's never done more than slyly hint at this possibility.

In the short time they have been active, the Oktobermen have collected an impressive record of accomplishments. They have wiped out sorcerer cabals, stolen powerful artifacts, and even captured mystical heroes at the behest of their clients. They are known to many in the mystical community, particularly among those who traffick with dark magic. They have even worked for the Unseelie Court of the Faerie, with Sister Sanguine acting as their envoy.

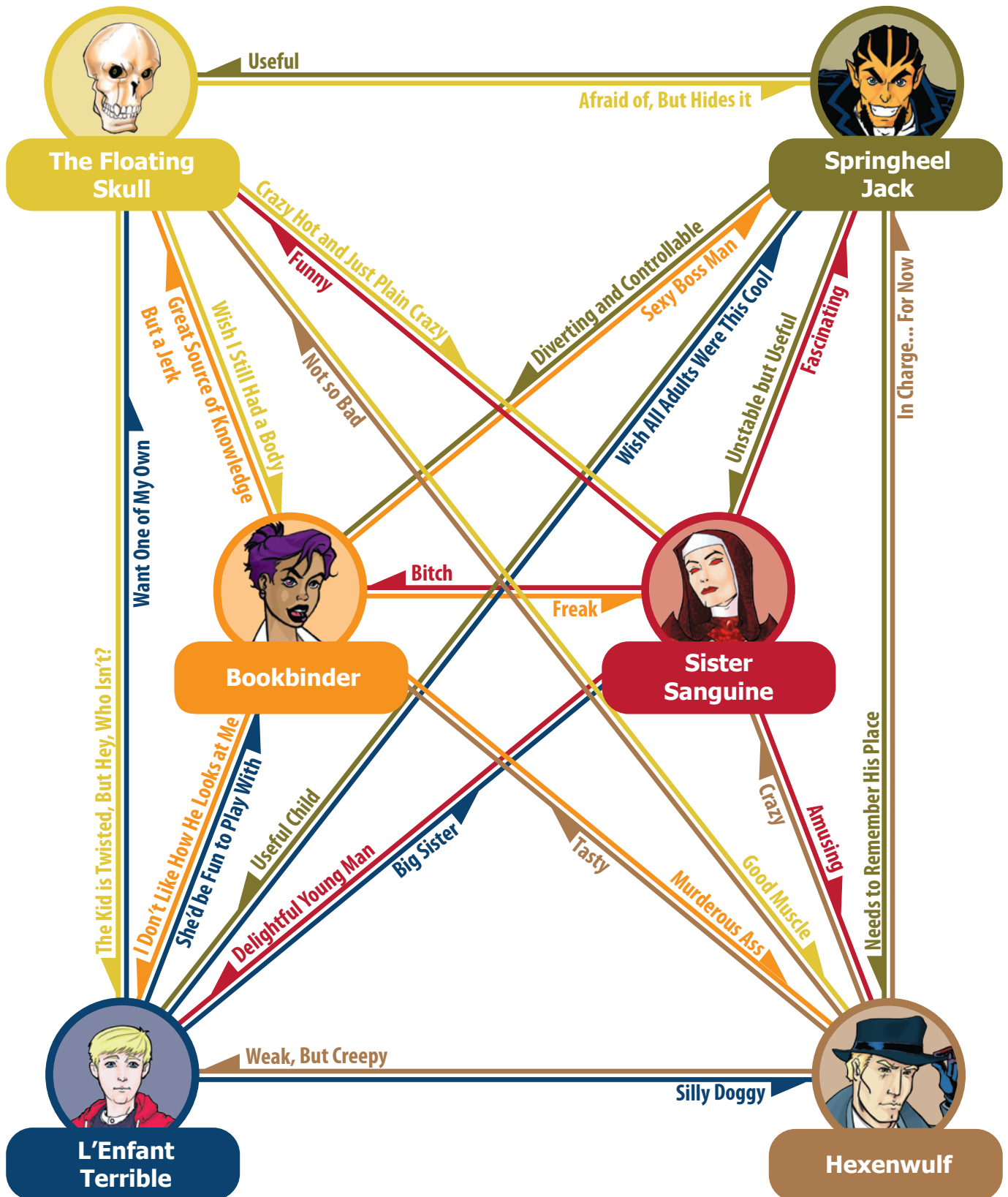
The members of the Oktobermen are best described as a dysfunctional family crossed with a band of rogues. Many of the members don't particularly like each other, but they share bonds created by past success, strength in numbers, and similar interests and abilities. Springheel Jack is the undisputed leader due to his skill at playing members against each other and his potent superhuman powers. The Floating Skull acts as an advisor and strategist, though Bookbinder often fills this role as well.

Team Dynamic

"Dysfunctional but effective" are the watchwords for the Oktobermen. Springheel Jack gathered the members for their power and dark nature, not their people skills. To keep the group together, he must engage in a delicate balancing act of intimidation, deception, and seduction. The group's general feelings for one another are included on the following relationship chart and further explanation is included afterwards.



OKTOBERMEN RELATIONSHIP CHART



Bookbinder

Bookbinder is the most reluctant villain of the Oktobermen, but she's still loyal and enthusiastic. She shies away from "really sick stuff" and leaves that to L'Enfant Terrible and Hexenwulf, who both frighten her somewhat. She finds the Floating Skull intriguing for his vast array of knowledge, and the two work well together. She correctly thinks Sister Sanguine is crazy, and is annoyed whenever Springheel Jack's attentions shift to her.

The Floating Skull

The Floating Skull recognizes Springheel Jack's ambition and power and it terrifies him. He recognizes how crazy L'Enfant Terrible and Sister Sanguine are but generally enjoys watching them work. Hexenwulf and he share a similarly morose and cruel sense of humor. He delights in making Bookbinder uncomfortable, but respects her knowledge and abilities.

Hexenwulf

Hexenwulf accepts that Springheel Jack is his physical better and leader. However, he would be the first to attempt to depose him should he show weakness. He respects the Floating Skull's twisted sense of humor and power. He finds both Sister Sanguine and L'Enfant Terrible somewhat unsettling but recognizes their effectiveness as teammates. He lusts after Bookbinder and often makes crude advances towards her, often referencing Little Red Riding Hood and similar stories.

L'Enfant Terrible

L'Enfant Terrible likes Springheel Jack and sees him as a sort of role model, though he sometimes doesn't understand the half-demon's sense of honor. He thinks of Hexenwulf more as the group's pet than a member, but delights in watching the man-wolf hunt and kill. Similarly he treats The Floating Skull like a fun toy and enjoys that this occasionally annoys him. His prepubescent half-formed desires and evil nature make him want to "play" with Bookbinder, but he understands this would result in Springheel Jack expelling him from the group or worse. Sister Sanguine is his favorite and he views her as a big sister or surrogate mother who would never tell him to stop playing the way he loves.

Sister Sanguine

Sister Sanguine enjoys serving Springheel Jack, finding him delightfully inhuman and attractive. She dislikes Bookbinder's attitude and tendency to avoid slaughter and torment. Floating Skull and Hexenwulf amuse her, though she feels no strong ties to them. L'Enfant Terrible triggers a twisted maternal instinct within her and she praises his evil games and nurtures his dark impulses.

Springheel Jack

Springheel Jack respects his team for the dangerous batch of killers and disturbed individuals they are. He enjoys romantic liaisons with Sister Sanguine and Bookbinder, but enjoys using their jealousy with each other to control them even more. He respects the Floating Skull's intelligence and occult abilities, but doesn't trust him. He understands he can control Hexenwulf and L'Enfant Terrible as long as he provides them with sport and reminds them occasionally of his own power and deviousness.

Team Tactics

The Oktobermen fight dirty. Much of the team is limited in their ability to win a stand-up brawl but can employ deception and misdirection to great advantage. Bookbinder, The Floating Skull, and L'Enfant Terrible are potent threats, but all need to be protected from the punishing melee attacks and potent ranged combat abilities of many supers to use their powers. Hexenwulf and Sister Sanguine are tough frontline types with some impressive abilities. Springheel Jack is easily capable of engaging many opponents, though he prefers to reduce a foe's effectiveness before engaging them. Some common tactics for the group are listed below. In addition, the Oktobermen are not above taking hostages, endangering innocents, and doing whatever else necessary to give them an edge. Some, like L'Enfant Terrible, even prefer to do so.

Witch Hunt

Given his resistance to magic, Hexenwulf is often sent to attack any foes with magical powers. When possible, he prefers to strike from ambush, but will charge in if necessary. When this occurs, Sister Sanguine often takes a more defensive role, protecting Bookbinder and L'Enfant Terrible. The latter also tends to use Mr. Bear as a shield. The Floating Skull will hang back and curse foes while Springheel Jack will often move to engage foes more directly as a distraction.

Little Boy Lost

L'Enfant Terrible is often used by the group to lure in foes and distract them. The child will use his potent Deception and Persuasion skills as well as advantages like Daze and Fascinate to allow his team to catch foes unaware. Bookbinder can use her *Reality Edits* power if necessary to force re-rolls or grant Luck for important rolls to trick, deceive, and distract opponents.

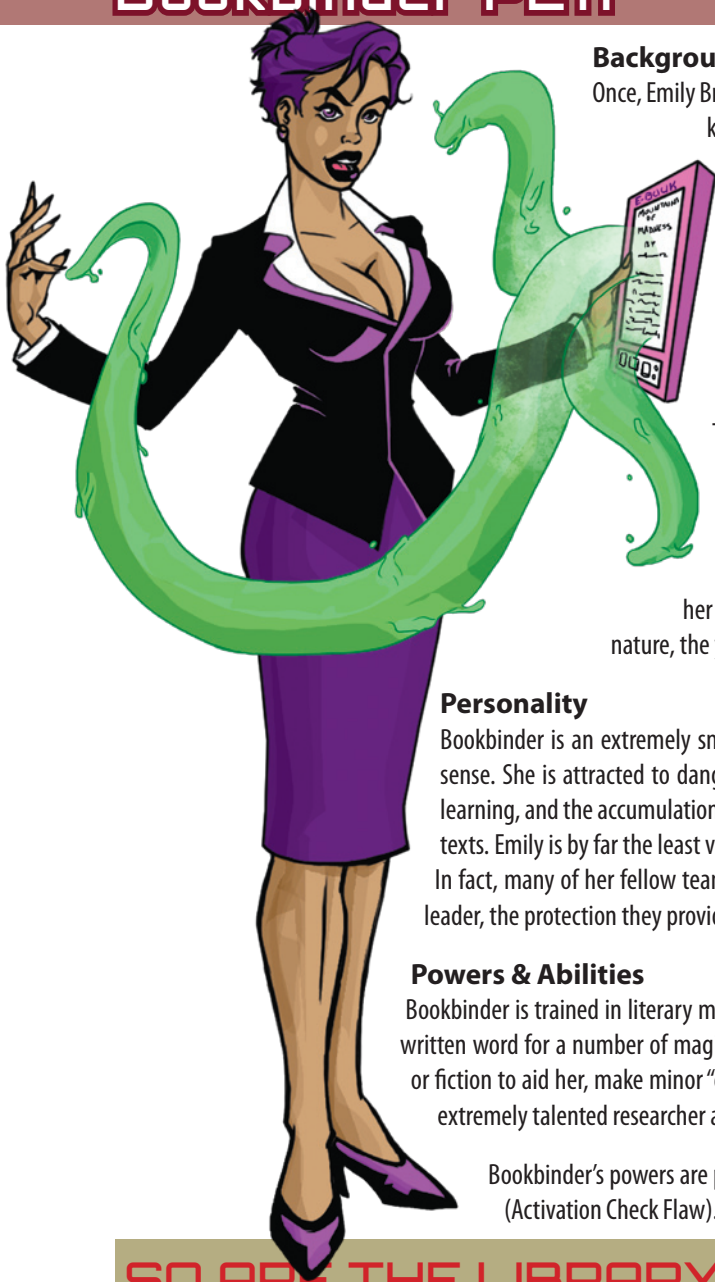
Story Time

When the Oktobermen seek to quickly remove a foe from combat, they often rely on Bookbinder's ability to trap people inside stories. Hexenwulf or Springheel Jack will move to defend her when she does this, and all the rest of the team will attempt to stop any attacks on the villainess while she is using her powers.

Give 'Em Hell

Springheel Jack usually avoids using his Go to Hell power in combat most times because of its rather nasty side effect (see Springheel Jack). However, the power works more effectively if the target is restrained or otherwise distracted in such a way that reduces their Dodge. If one of the other Oktobermen can manage this, Jack will risk the attack if a foe is dangerous enough. If the attempt fails and he is instead sent to Hell himself, the team will usually retreat. The team will also use this tactic to get opponents to back off or release captured Oktobermen, as Jack can reverse the effect and return the hellbound target if desired.

Bookbinder PL11



Background

Once, Emily Bradford was one of the most promising members the secret order of historians and mystics known as the Library. The Library recorded and collected the secret histories of the world, catalogued forbidden tomes, and kept all kinds of occult knowledge safe and hidden. Emily was a rising star of the organization. She was bright, talented, and ambitious. Unfortunately, she was also easily bored and rebellious, which lead her to defy Library rules. Delving into arts forbidden by her superiors, she mastered bookbinding: the art of trapping a subject inside a book's narrative. When a senior Library official discovered her indiscretion she panicked, trapped him inside a copy of Bram Stoker's *Dracula*, gathered up whatever occult tomes she could, and ran.

The Library hunted Emily, determined to capture and punish her for her violation of their laws. The longer Emily stayed a fugitive, the worse it got. To date, she is responsible for the deaths of three Library agents during encounters with them. It was during one such incident that she came to the attention of Springheel Jack, who rescued her from a Library "collection team". Appreciative of Emily's power and feminine charms, he offered her a place with the Oktobermen. Drawn to the half-demon's charm, wit, and dangerous nature, the young woman accepted and joined the group as Bookbinder, mistress of literary magic.

Personality

Bookbinder is an extremely smart young woman whose ambitions and desire for excitement outweigh her common sense. She is attracted to dangerous men, forbidden lore, and similarly risky pursuits. She also honestly loves books, learning, and the accumulation of knowledge; she just got bored with sitting in dark old buildings cataloging scrolls and texts. Emily is by far the least violent or wicked of the Oktobermen. She wants thrills and fun, not murder and mayhem. In fact, many of her fellow teammates creep her out or worry her. Still, she sticks with them out of attraction to their leader, the protection they provide her from the Library, and the dark thrills they give her.

Powers & Abilities

Bookbinder is trained in literary magic, including the forbidden art of bookbinding. This means she can use books and the written word for a number of magical effects. She can trap a target inside a book's story, summon characters from history or fiction to aid her, make minor "edits" to reality, and see into the future or past using books as a medium. She is also an extremely talented researcher and librarian.

Bookbinder's powers are potent, but they require immense concentration (the Distracting Flaw) and precise focus (Activation Check Flaw). Bookbinder's Skill Mastery (Expertise: Literature) allows her to activate most of her pow-

SO ARE THE LIBRARY GOOD GUYS OR BAD GUYS?

Both. Neither. Take your pick.

The Library exists to hoard, store, and protect occult knowledge. They prefer not to take sides in mystical conflicts and believe they are saving such knowledge for use at some future time of great need. Problem is, the Council of High Librarians don't really agree on what that time is, and they've passed up assisting with various mystical calamities to date.

They also tend to think the best place for ancient texts and rare rituals is with them, making them potential problems for mystical heroes who think they should be able to keep their copy of the Ancient Hyborean Sorcerer Scrolls or whatever.

The Library consists of Librarians of various ranks, Clerks, and Collections Agents. Librarians run the library and manage the collections. Many of them are potent mages or mystical creatures. Clerks are a mix of mundane and magical types who support and bodyguard the Librarians. Collections Agents are elite agents who track down materials for collections.

More information about the Library may appear in a future product, but, in the meantime, GMs can easily use various archetypes from the *Mutants and Masterminds Hero's Handbook* to represent different Library members (or create their own).

STRENGTH

0

STAMINA

2

AGILITY

1

DEXTERITY

1

FIGHTING

2

INTELLECT

4

AWARENESS

4

PRESENCE

2

POWERS

Bookbinding

Movement: Movement Attack 11 (Linked; Dimensional: Literary Realms 2: group, 50 lbs., Extra Ranks 9, DC 21; Attack: Will, Increased Range 2: perception, Reversible; Limited: Requires book to act as portal to realm, Quirk: Target may escape by resolving story somehow.)

Nullify: Nullify 11 (Linked; Counters: All non-genre appropriate powers, DC 21; Broad, Increased Duration 3: continuous, Increased Range: perception; Limited: Target must be successfully trapped in book, Quirk: Target immediately regains powers if he returns from other dimension)

Mystic Linguist: Comprehend 3 (Languages - Read All, Languages - Speak All, Languages - Understand All)

Read Between the Lines

Comprehend: Comprehend 2 (Objects; Limited: Books only)

Senses: Senses 8 (Postcognition, Precognition; Limited: Requires appropriate book)

Speed-Reading: Quickness 3 (Perform routine tasks in -3 time ranks; Limited to One Task: Reading Only)

Story Magic (Array)

•**Get Lost in Good Book:** Teleport 13 (Carry 6 tons; Accurate, Change Direction, Change Velocity, Dimensional 2: group - Literary Realms, Extended: 8000 miles in 2 move actions, Increased Mass 8; Check Required 5: DC 15 - Expertise: Literature, Limited to Extended, Medium: Books, Quirk: Vasting different types of books might delay arrival at destination)

•**Reality Edits:** Luck Control 15 (Bestow Luck, Extra Ranks 11, Force a Re-roll, Negate Luck, Spend on Other, Advantages: Beginner's Luck, Inspire 5, Luck 5; Affects Insubstantial 2: full rank; Check Required 5: DC 15 - Expertise: Literature, Distracting, Limited: Requires Writing Materials)

•**Summon Storybook Character:** Summon 9 (Active, Heroic, Type (Broad): Characters from books; Check Required 10: DC 20 - Expertise: Literature, Distracting, Limited: Requires book to summon particular character)

EQUIPMENT

Cell Phone (Smartphone), E-Book Device 1

ADVANTAGES

Assessment, Attractive, Beginner's Luck, Eidetic Memory, Equipment 1, Inspire 5, Jack-of-all-trades, Luck 5, Ritualist, Set-up, Skill Mastery: Expertise: Literature, Ultimate Effort: Well-Informed Checks, Well-informed

SKILLS

Deception 6 (+8), Expertise: History 6 (+10), Expertise: Literature 11 (+15), Expertise: Magic 3 (+7), Insight 2 (+6), Investigation 5 (+9), Perception 1 (+5), Persuasion 6 (+8), Sleight of Hand 1 (+2), Technology 1 (+5), Treatment 1 (+5), Vehicles 1 (+2)

OFFENSE

Initiative +1

Grab, +2 (DC Spec 10)

Movement: Movement Attack 11 (DC Will 21)

Nullify: Nullify 11 (DC Will 21)

Throw, +1 (DC 15)

Unarmed, +2 (DC 15)

DEFENSE

Dodge	12	Fortitude	7
Parry	8	Toughness	2
Will	11		

POWER POINTS

Abilities 32 + Powers 137 + Advantages 10 + Skills 22 (44 ranks) + Defenses 29 = 230

COMPLICATIONS

"I'm not sure about this...": Of all the Oktobermen, Bookbinder is the least enthusiastic about truly evil actions such as murder, demonic rituals, and the like. She is unlikely to turn on the group directly, but might hinder them in small ways if her conscience comes into play.

Enemy: Bookbinder is hunted by the Library, an order of mystics who collect and catalog hidden histories, ancient rituals, and other such knowledge. Many members are skilled mages, some using magic similar to hers.

Motivation: Thrills: Bookbinder loves excitement, danger, and thrills. She loves her books and studying but can be distracted from them rather easily with the promise of thrilling adventures or dangerous liaisons.

ers reliably despite this, but she must still roll to bring her full power to bear on a target. As her physical abilities are largely unimpressive, she is particularly vulnerable when using her magic.

The Floating Skull PL12



Background

Professor Edmund Teasbury was one of the pioneers of Victorian occult studies. A member of the Hermetic Order of the Golden Dawn, Teasbury rubbed shoulders with the likes of Arthur Machen, William Butler Yeats, and the infamous Aleister Crowley. However, while his fellows were more interested in theoretical discussions and the occasional small ritual, Teasbury had greater ambitions. He began to experiment with necromancy and demonology, believing that through these dark arts he would discover and eventually master the true nature of reality. He even gathered a small group of admirers and followers, mostly bored young nobles and students. These naïve young patrons and adherents supported Teasbury as he delved even further into the more sinister occult disciplines.

As Teasbury's knowledge waxed, his sanity waned. The dark whispers he heard during his communications with the realms beyond traditional reality changed him, as did the forbidden secrets he found in ancient tomes. Victorian morals gave way to decadence, debauchery, and cruel disregard for the lives and well-being of others. His occult knowledge grew, and he was rumored to know 666 dreadful curses that could decay flesh, poison the blood, or even turn nature against his victims. He eventually became a suspect in a number of ritual killings but, before he could be charged, Teasbury ended up a victim himself, ripped apart in his study by some unknown assailant. For Edmund Teasbury, however, death was only the beginning.

Teasbury's spirit lived on, bonded to his decapitated head and, later, his fleshless skull. Though perturbed that an aborted attempt at demon summoning had cost him his body and mortal life, he adapted quickly. He became the companion and advisor to the bastard demon prince Springheel Jack, and the two have been causing havoc together since the turn of the 20th Century. Jack has promised Teasbury a powerful and immortal body when he ascends to claim his father's kingdom in Hell and, lacking a better offer, Teasbury is content to patiently assist the villain on his quest.

Personality

Years as a disembodied head have done little for Edmund Teasbury's personality. He is callous, cruel, and finds far too much humor in human misery. He fears little except Springheel Jack and other such powerful demons—a feeling spawned from his terrible mortal death and intimate knowledge of Jack's true nature.

Powers & Abilities

The Floating Skull is a disembodied animated skull. He is a skilled occultist, mostly immortal, can sense magic and levitate himself. However, the Skull's most potent and impressive ability is his knowledge of 666 dreadful curses. With these he can harm or kill most people, though he can never use the same curse on a target more than once.

STRENGTH

-

STAMINA

-

AGILITY

2

DEXTERITY

0

FIGHTING

-2

INTELLECT

4

AWARENESS

4

PRESENCE

2

POWERS

666 Curses: Variable 8 (Action 3: reaction; Limited: Can only use one curse at a time on a single target, Quirk: Cannot use the same curse on the same person more than once)

Animated Skull

Protection: Protection 4 (+4 Toughness)

Shrinking: Shrinking 8 (-2 STR, -4 Intimidate, +8 Stealth, +4 active defenses, -2 size categories, -1 speed ranks; Innate; Permanent)

Levitation: Flight 3 (Speed: 16 miles/hour, 250 feet/round)

Magical Senses: Senses 4 (Awareness: Magic, Darkvision, Radius: Magic Awareness)

Undead

Immortality: Immortality 5 (Return after 1 day)

Immunity: Immunity 32 (Critical Hits, Fortitude Effects)

Regeneration: Regeneration 2 (Every 5 rounds)

Sample Curses for Variable Power

Curse of Icarus (Powers: Nullify Flight: Nullify 10)

Curse of Phobos (Powers: Cause Fear: Affliction 12)

Curse of Stone (Powers: Petrification: Affliction 12)

Curse of the Fire Demon (Powers: Spontaneous Combustion: Damage 8)

Curse of the Storm Demon (Powers: Lightning Strike: Damage 12)

Curse of Weakness (Powers: Drain Strength: Progressive Weaken 7)

OFFENSE

Initiative +2

Cause Fear: Affliction 12 (DC Will 22)

Drain Strength: Progressive Weaken 7 (DC Will 17)

Grab, -2 (DC Spec 10)

Lightning Strike: Damage 12 (DC 27)

Nullify Flight: Nullify 10 (DC Will 20)

Petrification: Affliction 12 (DC Will 22)

Spontaneous Combustion: Damage 8 (DC 23)

Throw, +0 (DC 15)

Unarmed, -2 (DC 15)

DEFENSE

Dodge	15	Fortitude	Immune
Parry	13	Toughness	7/4*
Will	12	*Defensive Roll	

POWER POINTS

Abilities 0 + Powers 146 + Advantages 10 + Skills 11 (22 ranks) + Defenses 28 = 195

COMPLICATIONS

Disembodied: As an animated skull, The Floating Skull cannot manipulate objects or interact in most ways with the world as normal people would.

ADVANTAGES

Defensive Roll 3, Evasion, Languages 3 (English, German, Greek, Latin), Ritualist, Set-up, Taunt

SKILLS

Deception 5 (+7), Expertise: Criminal 3 (+7), Expertise: Magic 3 (+7), Insight 1 (+5), Intimidation 3 (+1), Investigation 1 (+5), Perception 4 (+8), Stealth 2 (+12)

Hexenwulf PL10

Background

Johann Eisenbacher learned to hunt as soon as he was big enough to hold a rifle. His father, a wealthy shipping magnate, loved the sport and took Johann with him on trips to Africa, India, and other exotic locales. Johann shot his first bear at age nine, his first tiger at twelve, and his first man at fourteen. The last kill had been a homeless man his father arranged to have released into the wild to show his son "the true thrill of the hunt."

That day started a lifelong obsession within young Johann. The hunting and killing of another human made him feel powerful. He felt it when he stalked and killed the first woman who rejected him, and again when he arranged to have his father die in a hunting accident so he could claim his inheritance. However, when a lucky blow from one of the victims of these hunts crippled his leg, Johann feared he would never feel this thrill again. He employed hired thugs and turned to torturing victims as a way to revive the feeling, but it wasn't the same. A pale shadow of the hunter and killer he once was, Johann contemplated ending his own life.

Johann's second chance came in Serbia, during a half-hearted torture session with a gypsy woman. The gypsy saw the darkness and desire in Johann, and offered him a chance to become "the greatest hunter in the world" in exchange for her own life. On a whim, Johann accepted. The gypsy showed Johann how to prepare an animal skin with special oils and herbs, claiming it would allow Johann to take the shape of the beast and use its power to stalk, hunt, and kill. Amused but unbelieving, Johann stabbed the gypsy to death.

Then, as a joke, he wrapped himself in the skin and muttered the incantation the gypsy claimed would trigger the

transformation. After moments of bone-twisting, flesh-ripping pain, Johann found himself transformed into a giant wolf with the mind of a man. He growled an apology to the gypsy woman's corpse before testing his new powers on the woman's clan. There were no survivors.

Springheel Jack found Johann shortly afterwards in Eastern Europe, stalking policemen, mercenaries, and off-duty military men for sport. After beating Johann senseless when the hunter foolishly attacked him, he offered the hunter bigger prey. Since then Johann has served the Oktobermen as Hexenwulf, their chief enforcer and assassin.

Personality

Hexenwulf is a sociopathic thrill-junkie who sees himself as the ultimate predator. What he wants, he takes. He tends to focus on his animal desires: sex, food, and feelings of dominance. He recognizes Springheel Jack as his better, but he constantly bristles under the half-demon's leadership.

Powers & Abilities

Hexenwulf can transform into a giant wolf using a specially treated animal skin. In this form, he is stronger, faster, resistant to magic and most conventional weapons, and deadly. He also has the heightened senses of a wolf while maintaining much of his human intellect. In either form, he is a skilled tracker and huntsman.



STRENGTH

6

STAMINA

6

AGILITY

4

DEXTERITY

-2

FIGHTING

4

INTELLECT

1

AWARENESS

3

PRESENCE

1

POWERS

Enchanted Hide

Immunity: Immunity 10 (Damage Effect: Bullets, Damage Effect: Blades; Limited - Half Effect)

Immunity: Immunity 2 (Critical Hits)

Impervious Defense: Impervious Toughness 6

Giant Wolf

Bite: Strength-based Damage 2 (DC 23; Penetrating 4)

Growth: Growth 3 (+3 STR, +3 STA, +1 Intimidate, -3 Stealth, -1 active defenses; Permanent)

Leaping: Leaping 2 (Leap 30 feet at 8 miles/hour)

Movement: Movement 1 (Sure-footed 1)

Senses: Senses 5 (Acute: Smell, Analytical: Smell, Extended: Hearing 1: x10, Low-light Vision, Tracking: Smell 1: -1 speed rank)

Speed: Speed 4 (Speed: 30 miles/hour, 500 feet/round)

Thick Fur: Feature 1

Mystical Resistance: Immunity 20 (Very Common Descriptor: Magic; Limited - Half Effect)

ADVANTAGES

All-out Attack, Close Attack 4, Daze (Intimidation), Defensive Roll 2, Fascinate (Intimidation), Great Endurance, Improved Critical 3: Bite, Improved Initiative, Improved Trip, Languages 1 (English, German), Move-by Action, Power Attack, Skill Mastery: Perception, Startle, Takedown

SKILLS

Acrobatics 2 (+6), Athletics 3 (+9), Close Combat: Bite 4 (+8), Expertise: Magic 3 (+4), Insight 2 (+5), Intimidation 7 (+9), Perception 6 (+9), Stealth 7 (+8)

OFFENSE

Initiative +8

Bite: Strength-based Damage 2, +12 (DC 23)

Grab, +8 (DC Spec 16)

Throw, -2 (DC 21)

Unarmed, +8 (DC 21)

DEFENSE

Dodge	12	Fortitude	12
Parry	12	Toughness	8/6*
Will	8	*Defensive Roll	

POWER POINTS

Abilities 34 + Powers 49 + Advantages 21 + Skills 17 (34 ranks) + Defenses 29 = 150

COMPLICATIONS

Animal Form: As a giant wolf, Hexenwulf cannot easily manipulate objects or work devices he can't operate with his paws or mouth. He also cannot speak. He can still make Grab attacks either with his mouth or by pinning a foe beneath him.

Animalistic: While maintaining most of his human mind while transformed, Hexenwulf is still very much ruled by animal instincts such as hunger, territoriality, and a desire to prove his dominance of opponents.

Vulnerability: Hexenwulf's Enchanted Hide does not work against attacks by silver, enchanted, or holy items.

HEXENWULF (Human Form) PL6

STR 1, STA 2, AGL 2, DEX 2, FGT 4, INT 2, AWE 1, PRE 0

Powers: **Enchanted Animal Skin:** Morph 1 (Removable, +20 Deception checks to disguise; Single form; Metamorph).

Equipment: Cane (Club), Heavy Pistol.

Advantages: Benefit, Wealth 2 (independently wealthy), Equipment 2, Improved Initiative, Languages 1 (English, German), Teamwork, Tracking.

Skills: Athletics 2 (+3), Close Combat: Unarmed 2 (+6), Deception 4 (+4), Expertise: Business 2 (+4), Expertise: Hunting 2 (+4), Expertise: Magic 4 (+6), Insight 3 (+4), Intimidation 2 (+2), Investigation 2 (+4), Perception 3 (+4), Ranged Combat: Guns 6 (+8), Stealth 2 (+4), Vehicles 2 (+4).

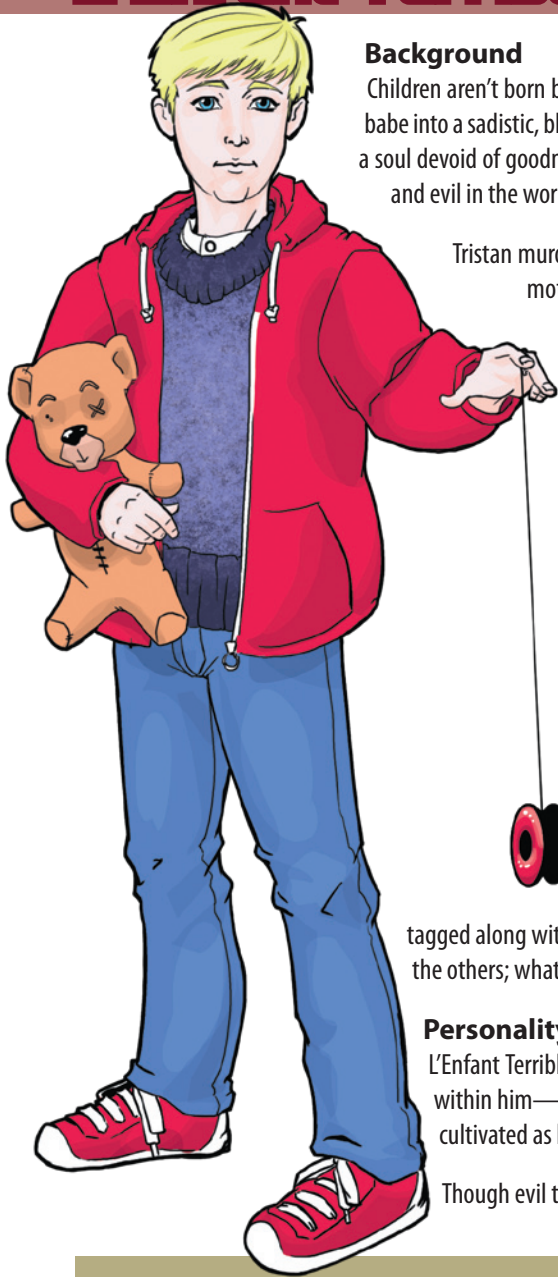
Offense: Initiative +6, Cane, +4 (DC 18), Grab, +4 (DC Spec 11), Heavy Pistol, +8 (DC 19), Throw, +2 (DC 16), Unarmed, +6 (DC 16).

Defense: Dodge 9, Parry 9, Fortitude 5, Toughness 2, Will 7.

Power Points: Abilities 28 + Powers 5 + Advantages 8 + Skills 18 (36 ranks) + Defenses 21 = 80.

Complications: **Disability:** Hexenwulf has a severe limp in his human form. His speed is -1 and, unless he uses a cane, walking is severely uncomfortable for him. **Power Loss:** If Hexenwulf's enchanted wolf skin is laced with salt, burned, or blessed by a holy man, it is destroyed. He can create another by the next full moon, but cannot transform until he does.

L'Enfant Terrible PL9



Background

Children aren't born bad—It takes a variety of life experiences, tragic circumstances, and other factors to turn an innocent babe into a sadistic, black-hearted murderer. Tristan Lestrangle is the exception. Born into a loving, privileged family but with a soul devoid of goodness and light, the child has spent his ten years of life becoming an ever-increasing source of darkness and evil in the world.

Tristan murdered his two younger siblings when he was four, framing his parents for the crime. Shortly after, his mother killed herself from the grief and stress of the criminal investigation. He later paid to have his father knifed to death in a prison shower. After his parents' deaths, Tristan was placed in the custody of his uncle Sebastien. The man tried to reach out to the child and help him. Tristan rewarded this kindness by torturing the good man and breaking his mind until he was little more than an animal. Renaming Sebastien "Mr. Bear", Tristan dressed the older man in a teddy bear costume and now keeps him as a pet.

Tristan spent the next few years training and refining his wicked nature. He learned to use his child-like appearance to lure people in and convince them to drop their guard. He has killed, tortured, and engaged in countless cruelties in an effort to discover which acts of depravity excite and interest him. His crimes are countless and his victims number in the dozens, if not the hundreds. Eventually, he grew bored and began traveling in search of "playmates."

Unlike most of the Oktobermen, Tristan wasn't sought out and recruited; he simply arrived one night. While Hexenwulf, Springheel Jack, and Sister Sanguine were battling a cabal of sorcerers the group had been contracted to eliminate, Tristan distracted the sorcerers with childlike cries of false alarm and anguish, thus helping the villains easily defeat their foes. Springheel Jack watched with detached fascination and bemusement as Tristan proceeded to mentally and physically torment a mortally wounded sorcerer. No offer of recruitment was extended or accepted—Tristan simply tagged along with the group since that night. The Floating Skull claims the child's inner darkness drew him to Jack and the others; whatever the reason, Tristan joined the Oktobermen as L'Enfant Terrible.

Personality

L'Enfant Terrible is pure evil. He is selfish, cruel, heartless, and manipulative. There is no hidden spark of goodness within him—he is an anomaly of fate. His dark nature never abates or softens, it simply becomes more refined and cultivated as he grows older and more experienced.

Though evil to the core, L'Enfant is still a child. He loves to play, likes to be praised, and enjoys having some leadership or structure. The problem is that given his nature, even these childlike impulses take a dark and deadly turn.

FAMILY MATTERS

If a GM wishes, some members of L'Enfant Terrible's family could have survived his evil schemes. Perhaps his father survived his prison attack or his mother survives in a coma somewhere. Perhaps only one of his siblings was killed and the other survives in foster care. It's also possible that family members of L'Enfant's other victims have been investigating the child's crimes and have figured out the angel-faced young man is a monster in disguise.

These individuals could provide insight into the child's depravity. If this occurs, PCs could gain bonuses to resist the villain's Interaction skill-related Advantages or find ways to use L'Enfant's nature against him.

Powers & Abilities

L'Enfant Terrible was born with a soul of pure and unadulterated evil. This bizarre occurrence gives the boy power and focus beyond his years. He is still just a child, but one possessing a madman's strength, a dictator's cunning, and a serial killer's instincts. He is already a master at deception, manipulation, and misdirection. He is also skilled with his "toys", a collection of devices he uses to torture and kill his victims.

L'Enfant is attended by "Mr. Bear"—his broken and mad uncle Sebastien, who now follows the child as a mute monster in a twisted teddy bear suit. Should anything happen to Sebastien, the boy will make another Mr. Bear by finding some other poor soul and breaking his body and mind.

STRENGTH

0

STAMINA

2

AGILITY

4

DEXTERITY

3

FIGHTING

4

INTELLECT

1

AWARENESS

1

PRESENCE

1

POWERS

Child: Shrinking 4 (-1 STR, -2 Intimidate, +4 Stealth, +2 active defenses, -1 size category; Innate; Permanent)

Devil's Own Luck: Enhanced Trait 10 (Traits: Dodge +2 (+14), Parry +2 (+14), Advantages: Defensive Roll 2, Luck 4; Innate)

Empty Inside

Immunity: Immunity 5 (Emotion Effects)

Immunity: Immunity 6 (Interaction Skills, Sleep; Limited - Half Effect)

Infinite Darkness Within

Enhanced Trait: Enhanced Trait 14 (Traits: Deception +5 (+14), Intimidation +5 (+6), Advantages: Assessment, Close Attack 4, Extraordinary Effort, Improvised Weapon 2, Power Attack; Innate)

Inherently Evil: Feature 1

Mask of Innocence

Concealment: Concealment 1 (Other Sense: Mystical Detection; Permanent)

Enhanced Trait: Enhanced Trait 14 (Traits: Deception +5 (+14), Persuasion +5 (+9), Advantages: Daze (Deception), Daze (Intimidation), Fascinate (Deception), Fascinate (Persuasion), Redirect, Set-up 2, Skill Mastery: Deception, Skill Mastery: Persuasion)

EQUIPMENT

Restraints

Toys (Array)

•**Marbles:** Cumulative Cloud Area Affliction 6 (1st degree: Hindered, 2nd degree: Prone, DC 16; Alternate Resistance (Dodge), Cloud Area: 15 feet radius sphere, Cumulative; Limited: Only covers ground, Limited Degree)

•**Mr. Nighty-Nighty:** Cumulative Affliction 6 (1st degree: Fatigued, 2nd degree: Exhausted, 3rd degree: Asleep, DC 16; Alternate Resistance (Dodge), Cumulative; Limited: Any Impervious Toughness prevents attack)

•**Popgun:** Damage 3 (DC 18; Reach (melee) 4: 20 ft.; Unreliable (5 uses))

•**Power Tools:** Damage 6 (DC 21)

•**Razors:** Strength-based Damage 1 (DC 16, Advantages: Improved Critical 2)

•**Yo-Yo** (Advantages: Chokehold, Grabbing Finesse, Improved Disarm, Improved Trip; Reach (melee): 5 ft.)

ADVANTAGES

Assessment, Benefit, Wealth 2 (independently wealthy), Chokehold, Close Attack 4, Daze (Deception), Daze (Intimidation), Defensive Attack, Defensive Roll 2, Eidetic Memory, Equipment 3, Extraordinary Effort, Fascinate (Deception), Fascinate (Persuasion), Favored Foe: Those Who Like Children, Grabbing Finesse, Improved Critical 2: Razors: Strength-based Damage 1, Improved Disarm, Improved Trip, Improvised Weapon 2, Languages 1 (English, French), Luck 4, Power Attack, Redirect, Set-up 2, Sidekick 12, Skill Mastery: Deception, Skill Mastery: Persuasion

SKILLS

Acrobatics 1 (+5), Athletics 2 (+2), Close Combat: Toys 4 (+8), Deception 3 (+14/+4), Expertise: Magic 1 (+2), Insight 3 (+4), Intimidation 2 (+6/+1), Perception 4 (+5), Persuasion 3 (+9/+4), Ranged Combat: Throwing 2 (+5), Sleight of Hand 2 (+5), Stealth 5 (+13), Treatment 2 (+3)

OFFENSE

Initiative +4

Grab, +8 (DC Spec 13)

Marbles: Cumulative Cloud Area Affliction 6 (DC Dog/Fort/Will 16)

Mr. Nighty-Nighty: Cumulative Affliction 6, +12 (DC Dog/Fort/Will 16)

Popgun: Damage 3, +12 (DC 18)

Power Tools: Damage 6, +12 (DC 21)

Razors: Strength-based Damage 1, +12 (DC 16)

Throw, +5 (DC 15)

Unarmed, +8 (DC 15)

DEFENSE

Dodge	14/12	Fortitude	6
Parry	14/12	Toughness	4/2
Will	11		

POWER POINTS

Abilities 34 + Powers 60 + Advantages 22 + Skills 17 (34 ranks) + Defenses 26 = 159

MR. BEAR PL8

STR 4, STA 4, AGL 2, DEX -1, FGT 5, INT -1, AWE -1, PRE -1

Equipment: Padded Costume [Claws: Strength-based Damage 1, DC 20, Advantages: Improved Critical; Protection: Protection 3, +3 Toughness].

Advantages: All-out Attack, Close Attack 3, Equipment 1, Improved Critical: Claws: Strength-based Damage 1, Improved Hold, Interpose, Power Attack.

Skills: Athletics 3 (+7), Close Combat: Claws 3 (+8), Close Combat: Grab 4 (+9), Intimidation 5 (+4), Perception 2 (+1), Stealth 1 (+3).

Offense: Initiative +2, Claws: Strength-based Damage 1, +11 (DC 20), Grab, +12 (DC Spec 14), Throw, -1 (DC 19), Unarmed, +8 (DC 19).

Defense: Dodge 9, Parry 9, Fortitude 10, Toughness 7, Will 4.

Power Points: Abilities 22 + Powers 0 + Advantages 8 + Skills 9 (18 ranks) + Defenses 22 = 61.

Sister Sanguine PL10



Background

Maria Iordanescu was called to serve God at a young age. She went to Mass regularly, worked at the church run soup kitchens after school, and entered a convent at eighteen to begin her training as a nun. She took her vows a year later and served faithfully until an act of hubris changed her life forever.

Sister Maria was doing missionary work in a remote village in South America when it started. The locals came for medicines and food but refused to stay for services. They claimed it would anger “The Ones Who Live Behind the Trees” and warned the missionaries against trespassing upon the ancient spirits’ holy grounds. Scoffing at the superstitions of the locals and confident in her beliefs, Sister Maria went into the forest. When she came upon the ancient mounds and the crude shrines the natives had made, she prayed, hoping to cleanse the forest and prove to the local people the power of her religion. She then returned to the village, confident in her righteousness and the protection of her faith. She was wrong.

It began with the dreams—Sister Maria had terrible dreams of strange beasts and bizarre beings chasing and tormenting her. At first she dismissed these as mere nightmares. Then came the voices—whispers in her ear in strange tongues. Visions quickly followed the voices, and strange bleeding wounds came sometime after. By then, she was unable to hide these torments from the other missionaries and, after much deliberation, a priest was called to perform an exorcism.

The exorcism of Sister Maria Iordanescu took four days. She cried out to things hidden from the exorcist and others in attendance. She screamed and bled from mysterious wounds. The pain and madness she felt grew worse. The voices grew stronger. Eventually, shadowy figures appeared to her and offered her release if she would reject her vows and serve them. Half mad and in agony, she accepted. Her new masters slew the priest and dragged Sister Maria into the forest. There they changed her, granting her powers and making her their emissary. She learned “The Ones Who Live Behind the Trees” were faerie, alien mystical beings who had dwelled along humanity since its inception. In particular, they were members of the Unseelie Court, a collection of dark faerie and creatures of pain, blood, and deadly caprice. She would serve them as Sister Sanguine, a bloody reminder of how they fear no gods or mortal religions.

Sister Sanguine joined the Oktobermen as a liaison to the Unseelie Court when Springheel Jack agreed to help them deal with a renegade faerie who had left the court to dwell among humans as a costumed hero. Jack was so impressed with the young woman’s abilities and vicious nature that he took one hundred seasons of her service as payment for his contract.

Personality

Sister Sanguine’s mind was thoroughly broken by her Unseelie masters. She revels in violence, blood, and excess. She particularly delights in activities which would have horrified poor devout Sister Maria. She has a cruel sense of humor and enjoys toying with opponents, something that at times works to her detriment.

Powers & Abilities

As a human transformed by the faerie, Sister Sanguine is stronger, faster, and tougher than most normal humans. She has ceased to age and needs neither sleep nor sustenance. Her most potent powers come from her ability to control and manipulate blood—she can cause targets to bleed, make

THE FAERIE AND THE UNSEELIE COURT

Sister Sanguine’s faerie masters are left intentionally vague. They are the stuff of the worst fairy tales, beings meant to frighten and terrify. The Unseelie Court’s exact hierarchy and organization are not detailed, allowing GMs to use the court as they see fit. Though most real world myths about the Unseelie and the Faerie are European in origin, it is assumed here these creatures exist in out of the way places all over the world. If a GM wishes to use Sister Sanguine but doesn’t want to tie her origins to such creatures, assume instead that she was transformed by dark forgotten eldritch gods, evil spirits, demons, or even some bizarre sort of vampire.

STRENGTH

4

STAMINA

7

AGILITY

4

DEXTERITY

4

FIGHTING

7

INTELLECT

1

AWARENESS

2

PRESENCE

1

POWERS

Blessings of the Fae

Immunity: Immunity 6 (Aging, Disease, Sleep, Starvation & Thirst, Suffocation (All))

Regeneration: Regeneration 1 (Every 10 rounds)

Blood Mastery (Array)

•**Blood Barbs:** Damage 8 (DC 23; Homing 2: 2 extra attempts, Increased Range: ranged, Multiattack)

•**Blood Constructs:** Create 8 (Volume: 250 cft., DC 18; Movable, Precise, Tether)

•**Blood Mending:** Healing 9 (Increased Range: ranged, Stabilize; Quirk 2: Only works on creatures with blood)

• Exsanguinate

Affliction: Concentration Cumulative Affliction 6 (Linked; 1st degree: Fatigued, 2nd degree: Exhausted, 3rd degree: Incapacitated, Resisted by: Fortitude, DC 16; Concentration, Cumulative, Increased Range: ranged; Quirk 2: Only works on creatures with blood)

Weaken: Concentration Weaken 2 (Linked; Affects: Stamina, Resisted by: Fortitude, DC 12; Concentration, Increased Range: ranged; Quirk 2: Only works on creatures with blood)

Blood Sense: Senses 10 (Accurate: Detect Blood, Acute: Detect Blood, Detect: Blood 2: ranged, Penetrates Concealment: Detect Blood, Radius: Blood Sense)

Blood Weapons (Array)

•**Blood Blades:** Strength-based Damage 6 (DC 25, Advantages: Improved Critical 2; Feature: +2 to Disarm Checks, Split: 2 targets)

•**Blood Claws:** Strength-based Damage 4 (DC 23, Advantages: Improved Critical; Accurate: +2, Multiattack)

•**Blood Scythe:** Strength-based Damage 6 (DC 25, Advantages: Improved Critical 3; Reach (melee): 5 ft.)

•**Blood Whip:** Strength-based Damage 5 (DC 24, Advantages: Improved Disarm, Improved Trip; Reach (melee) 3: 15 ft.)

Read the Blood

Remote Sensing: Remote Sensing 8 (Affects: Visual Senses, Range: 1 mile; Medium: Blood)

Senses: Senses 2 (Tracking: Blood Sense 2: full speed)

ADVANTAGES

All-out Attack, Attractive, Benefit (Unseelie Court Membership), Diehard, Improved Critical 2 (Blood Blades), Improved Critical 3 (Blood Scythe), Improved Critical (Blood Claws), Improved Defense, Improved Disarm, Improved Trip, Languages 3 (English, Fae, Latin, Romanian, Turkish), Takedown

objects and weapons out of solidified blood, heal wounds, and detect blood at great distances. This last ability works even on the blood inside living beings.

SKILLS

Acrobatics 3 (+7), Athletics 3 (+7), Close Combat: Blood Weaponry 3 (+10), Expertise: The Fae 4 (+5), Expertise: Theology 4 (+5), Insight 2 (+4), Intimidation 4 (+5), Perception 3 (+5), Ranged Combat: Blood Mastery 8 (+12), Stealth 3 (+7), Treatment 2 (+3)

OFFENSE

Initiative +4

Affliction: Concentration Cumulative Affliction 6, +12 (DC Fort 16)

Blood Barbs: Damage 8, +12 (DC 23)

Blood Blades: Strength-based Damage 6, +10 (DC 25)

Blood Claws: Strength-based Damage 4, +12 (DC 23)

Blood Scythe: Strength-based Damage 6, +10 (DC 25)

Blood Whip: Strength-based Damage 5, +10 (DC 24)

Grab, +7 (DC Spec 14)

Throw, +4 (DC 19)

Unarmed, +7 (DC 19)

Weaken: Concentration Weaken 2, +12 (DC Fort 12)

DEFENSE

Dodge	13	Fortitude	9
Parry	13	Toughness	7
Will	9		

POWER POINTS

Abilities 60 + Powers 69 + Advantages 9 + Skills 20 (39 ranks) + Defenses 24 = 182

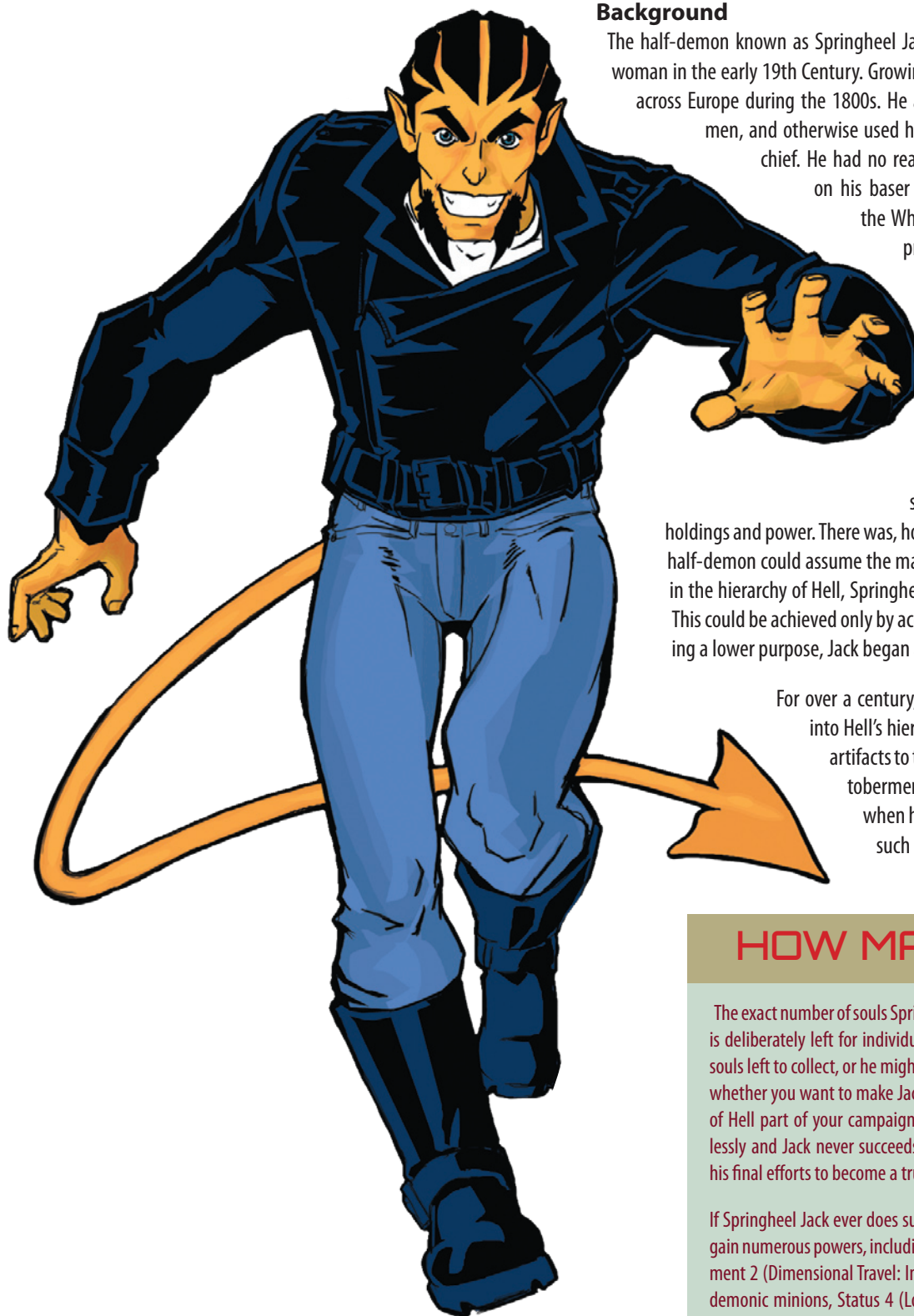
COMPLICATIONS

Blood Dependency: Sister Sanguine needs blood to survive and to fuel her powers. She must absorb or consume the equivalent of the blood of a full grown human every three days or her Blood Mastery and Blood Weapons powers begin to fade at a rate of 1 rank per day. While she prefers human blood, the blood of animals will suffice.

Insanity: Sister Sanguine is profoundly unstable. She suffers from irrational mood swings, sadistic urges, and occasional delusions. She despises the trappings of mortal religions and delights in corrupting, killing, and tormenting the faithful.

Weakness: Though not a true faerie, Sister Sanguine is affected by cold iron. Her Toughness is treated as 2 from attacks by cold iron weapons, and the touch of that substance causes her blood constructs and blood weapons to collapse (though they can be reformed as normal).

Springheel Jack PL12



Background

The half-demon known as Springheel Jack was born to a demon lord and a mortal woman in the early 19th Century. Growing quickly to adulthood, Jack wreaked havoc across Europe during the 1800s. He attacked travelers, set fires, tormented holy men, and otherwise used his demonic abilities to cause no end of mischief. He had no real goals or direction, but was content to act on his baser impulses. It is even rumored he dallied in the Whitechapel district of London in 1888, killing prostitutes and giving rise to the mystery of Jack the Ripper. This all changed when his Hell-spawned father was destroyed by a stalwart band of heroes while trying to literally bring hell to Earth on January 1, 1900.

After his father's demise, Jack was informed that, as his sole surviving offspring, he stood to inherit his sire's demonic holdings and power. There was, however, one catch. By infernal law, no bastard half-demon could assume the mantle of demon lord. To take his father's place in the hierarchy of Hell, Springheel Jack would have to become a full demon. This could be achieved only by acquiring a tithe of 1,313 souls. Finally possessing a lower purpose, Jack began a quest to become a true demon.

For over a century, Springheel Jack has sought to pay his way into Hell's hierarchy. He has bartered services and acquired artifacts to trade for souls. He eventually founded the Oktobermen to assist him, promising them great power when he descends to claim his infernal throne. With such powerful allies, his goal looms ever closer.

HOW MANY SOULS?

The exact number of souls Springheel Jack has already acquired on his quest is deliberately left for individual GMs to decide. He might have a thousand souls left to collect, or he might need only a handful. The answer depends on whether you want to make Jack's transformation into a full demon and Lord of Hell part of your campaign. The Oktobermen might battle the PCs endlessly and Jack never succeeds, or the group's first appearance might mark his final efforts to become a true demon.

If Springheel Jack ever does succeed in becoming a true Lord of Hell, he will gain numerous powers, including Immunity 30 (Fortitude), Flight, and Movement 2 (Dimensional Travel: Infernal Realms). He will gain access to various demonic minions, Status 4 (Lord of Hell), and his Abilities and Powers will grow several ranks- at least enough to elevate him to PL14. Any Oktobermen who remain loyal to him will see similar enhancement, likely raising 1 PL on average and gaining various demonically themed powers.

STRENGTH
9
STAMINA
7
AGILITY
4
DEXTERITY
2
FIGHTING
7
INTELLECT
4
AWARENESS
4
PRESENCE
5

POWERS

Demonic Powers (Array)

- Blue Hellfire Blast:** Damage 11 (DC 26; Affects Insubstantial: half ranks, Increased Range: ranged, Incurable)
- Blue Hellfire Breath:** Cone Area Damage 11 (DC 26; Affects Insubstantial: half ranks, Cone Area: 60 feet cone, Incurable)
- Go to Hell:** Movement Attack 15 (Dimensional: Infernal Realms 2: group, 1600 lbs., Extra Ranks 13, DC 25; Accurate: +2, Attack: Dodge, Increased Mass 5, Reversible; Side Effect: on failure - If attack fails, Springheel Jack is transported to Hell and cannot leave until the next sundown)

Demonic Senses: Senses 8 (Darkvision, Detect: Innocence 2: ranged, Postcognition)

Immortal Half-Demon

- Immortality:** Immortality 5 (Return after 1 day)
- Immunity:** Immunity 12 (Aging, Life Support, Sleep)
- Impervious Defense:** Impervious Toughness 6
- Protection:** Protection 2 (+2 Toughness)
- Regeneration:** Regeneration 5 (Every 2 rounds)

Springheeled

- Enhanced Trait:** Enhanced Trait 3 (Advantages: Skill Mastery: Acrobatics, Skill Mastery: Athletics, Ultimate Effort: Athletics)
- Leaping:** Leaping 5 (Leap 250 feet at 60 miles/hour)
- Movement:** Movement 3 (Safe Fall, Sure-footed 2)
- Speed:** Speed 3 (Speed: 16 miles/hour, 250 feet/round)

ADVANTAGES

Agile Feint, Assessment, Benefit, Status: Bastard Prince of Hell, Defensive Attack, Evasion, Fearless, Hide in Plain Sight, Instant Up, Jack-of-all-trades, Languages 3 (English, French, Latin, Romanian, Russian), Leadership, Move-by Action, Power Attack, Ranged Attack 4, Ritualist, Skill Mastery: Acrobatics, Skill Mastery: Athletics, Takedown, Ultimate Effort: Athletics, Well-informed

SKILLS

Acrobatics 4 (+8), Athletics 5 (+14), Close Combat: Unarmed 8 (+15), Deception 5 (+10), Expertise: Criminal 5 (+9), Expertise: History 4 (+8), Expertise: Magic 4 (+8), Insight 2 (+6), Intimidation 3 (+8), Investigation 1 (+5), Perception 3 (+7), Persuasion 1 (+6), Ranged Combat: Demonic Powers 7 (+9), Stealth 4 (+8)

OFFENSE

Initiative +4

Blue Hellfire Blast: Damage 11, +13 (DC 26)

Blue Hellfire Breath: Cone Area Damage 11 (DC 26)

Go to Hell: Movement Attack 15, +9 (DC 25)

Grab, +7 (DC Spec 19)

Throw, +6 (DC 24)

Unarmed, +15 (DC 24)

DEFENSE

Dodge	14	Fortitude	7
Parry	14	Toughness	9
Will	12		

POWER POINTS

Abilities 84 + Powers 86 + Advantages 22 + Skills 28 (56 ranks) + Defenses 25 = 245

COMPLICATIONS

Honor: Springheel Jack always keeps his word, honors a contract, and repays any favors. He will, of course, try to twist such agreements to his advantage whenever possible.

Obsession: When Springheel Jack has collected 1,313 souls he may descend in the infernal ranks and become a full demon. This will increase his power immensely and as such he is devoted to accomplishing this goal above all else.

Vulnerability: Springheel Jack is only considered to have Toughness, Fortitude, and Will Defenses of 4 to resist holy powers or attacks.

Personality

Once a wild and rebellious youth, Springheel Jack's temperament has melted with the ages, but not his wicked nature. Outwardly, he affects an air of sophistication and behaves in many ways as a honorable gentleman. Beneath this exterior lurks a dark heart, one determined to kill the last vestiges of his humanity for power and hungering for human souls. While often charming, witty, and engaging, he is truly a creature of evil desires and hellish ambition.

Powers & Abilities

Springheel Jack is a supernaturally strong, tough, and functionally immortal half-demon. He takes his name from his inhuman athletic prowess, which enables him to leap tall buildings and bound away in the blink of an eye. He can generate blue hellfire and even send targets to Hell, though if this power fails he will be sent there instead (until the next sunset). He has centuries of experience in manipulation and deception.

Something Wicked This Way Comes

The following adventure seeds and plot ideas are only some of the ways to use the Oktobermen in a campaign. They are meant as a starting point and GMs are encouraged to come up with their own fiendish ways to use this group to menace their PCs.

That Old Black Magic

Graf Goethe, an occultist who sold his soul to Springheel Jack for revenge on a romantic rival, has come to the heroes asking for help. The Oktobermen have already killed his rival, and are now targeting the lover who spurned him. The woman is a young magician named Tabitha Taboo, who masks her magic as stage tricks and illusions. Graf wants the heroes to save Tabitha and defeat the Oktobermen. He hopes this will break the agreement so he can keep his soul. Will the heroes defeat the villains and save the girl? Can they keep Goethe from losing his soul and, really, do they even want to?

Me and My Shadow

The Oktobermen are out to steal a powerful artifact called the Mirror of Shadows. The Mirror is part of the estate of an eccentric collector of curiosities that recently passed away. This ancient relic can create twisted duplicates of all who look inside it. Springheel Jack plans to auction the Mirror off to the highest bidder at a secret meeting of various occult villains and supernatural baddies. Any heroes who attempt to stop him risk facing the Oktobermen as well as their own dark twins.

The Mirror of Shadows creates mirror image duplicate of whoever looks at their own reflection in it (Dodge check to avoid, DC 20). This duplicate lasts until the next sunrise, and acts like a polar opposite version of the target.

Baby, It's Cold Outside

During one of the worst blizzards in history, the Oktobermen take over the town

of Mountain Witch, Wyoming. This dying former mining town's remaining residents are part of Springheel Jack's latest scheme to fulfill his birthright. He has taken the children of the town hostage and plans to sell them back to them the town in exchange for their souls. A desperate call for help reaches the heroes, but can they arrive in time to save the children and their parent's souls? Will this grand scheme be enough for Springheel Jack to complete his quota and become a full demon? Can they find an ally in the sometimes squeamish Bookbinder? And is this blizzard natural or does it have some darker source?

Witchcraft

The Oktobermen have taken a contract with a group of anti-magic fanatics called the Sons of Salem to wipe out several covens of mostly harmless witches, sorcerers, and mystics around the world. Word of this pact has reached the ears of the mystical community and, through this, the heroes. The price for this commission has been set as a large cash payment combined with several potent artifacts collected from previous victims of the fanatical faction. As a complication, the Sons of Salem don't plan to honor their agreement any more than the Oktobermen plan on giving them any choice in the matter. Can the heroes save the innocent mystics and stop this modern day witch-hunt? Can they possibly reason with the Oktobermen and convince them this one time to think of the greater good of the mystical community? If the villains succeed, what sorts of powerful tools will they now have at their disposal, and will the heroes defend the Sons of Salem from them or leave them to their fate?

Treat the Sons of Salem as a collection of thugs, soldiers, militants, and similar archetypes from the Mutants and Mastermind's Hero's Handbook (p. 216-218). The group's leader, Assurance Mather, is treated as a Crime Lord from the Hero's Handbook (p. 217), except with Expertise: Theology in place of Expertise: Criminal and Status (Extremist Group Leader) in place of Status (Crime Lord).

GRAF GOETHE PL6

STR 0, STA 1, AGL 0, DEX 1, FGT 1, INT 3, AWE 3, PRE 1

Powers: [Magic Powers (Array)] •Mystic Fire: Damage 6 (DC 21; Increased Range: ranged, Alt.) •Mystic Shield: Protection 6 (+6 Toughness; Impervious, Alt.) •Phantasmal Constructs: Illusion 6 (Affects: Two Sense Types - Visual and Hearing, Area: 60 cft., DC 16, Alt.) •Transmutation: Transform 3 (Affects: Broad > Broad - Elements into other Elements, Transforms: 6 lbs., DC 13; Increased Duration: continuous; Tiring, Alt.)], **Magical Awareness:** Senses 1 (Awareness: Magic).

Advantages: Connected, Languages 3 (Arabic, English, German, Greek, Latin), Luck 2, Ritualist.

Skills: Close Combat: Knives 2 (+3), Deception 3 (+4), Expertise: Magic 4 (+7), Intimidation 1 (+2), Investigation 1 (+4), Perception 2 (+5), Ranged Combat: Magic 5 (+6), Stealth 2 (+2).

Offense: Initiative +0, Grab, +1 (DC Spec 10), Mystic Fire: Damage 6, +6 (DC 21), Throw, +1 (DC 15), Transmutation: Transform 3, +1 (DC Dog 13), Unarmed, +1 (DC 15).

Defense: Dodge 5, Parry 5, Fortitude 4, Toughness 1, Will 8.

Power Points: Abilities 20 + Powers 16 + Advantages 7 + Skills 10 (20 ranks) + Defenses 17 = 70.

TABITHA TABOO PL8

STR 0, STA 2, AGL 1, DEX 2, FGT 3, INT 2, AWE 2, PRE 3

Powers: Magic Powers (Array) •Illusions: Illusion 8 (Affects: Two Sense Types - Visual and Hearing, Area: 250 cft., DC 18; Independent; Distracting, Dyn. Alt.) •Levitate Object: Move Object 8 (6 tons, Dyn. Alt.) •Now You See Me...: Concealment 4 (All Visual Senses, Dyn. Alt.) •Vanish: Teleport 5 (900 feet in a move action, carrying 100 lbs.; Accurate, Increased Mass, Dyn. Alt.), Magical Awareness: Senses 1 (Awareness: Magical), Misdirection: Enhanced Trait 8 (Traits: Dodge +4 (+12), Parry +4 (+12); Resistible: Will)

Advantages: Attractive, Benefit, Status: Minor Celebrity, Fascinate (Expertise), Languages 2 (Chinese (Mandarin), English, Latin), Ritualist, Skill Mastery: Sleight of Hand.

Skills: Close Combat: Unarmed 1 (+4), Deception 3 (+6), Expertise (PRE): Performance 5 (+8), Expertise: Magic 4 (+6), Insight 2 (+4), Perception 3 (+5), Persuasion 2 (+5), Ranged Combat: Magic 5 (+7), Sleight of Hand 5 (+7).

Offense: Initiative +1, Grab, +3 (DC Spec 10), Levitate Object: Move Object 8, +7 (DC 18), Throw, +2 (DC 15), Unarmed, +4 (DC 15).

Defense: Dodge 12/8, Parry 12/8, Fortitude 6, Toughness 2, Will 8.

Power Points: Abilities 30 + Powers 28 + Advantages 7 + Skills 15 (30 ranks) + Defenses 22 = 102.

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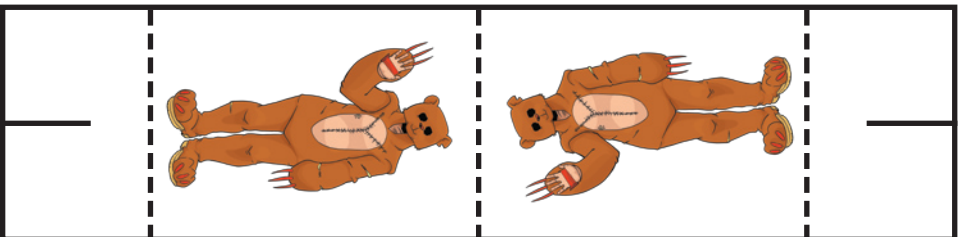
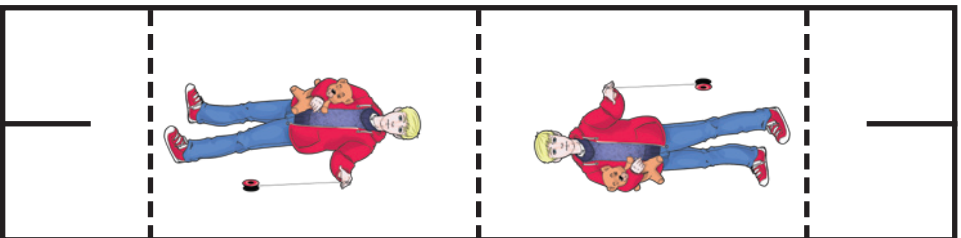
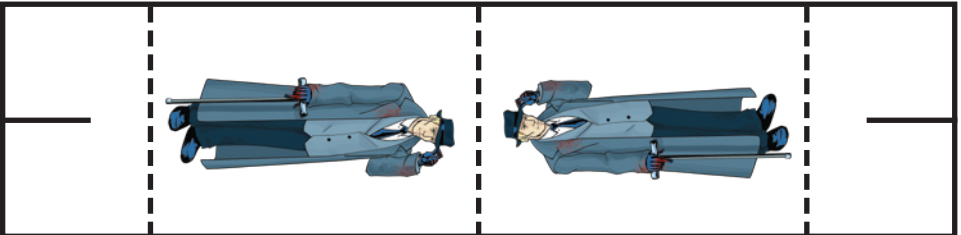
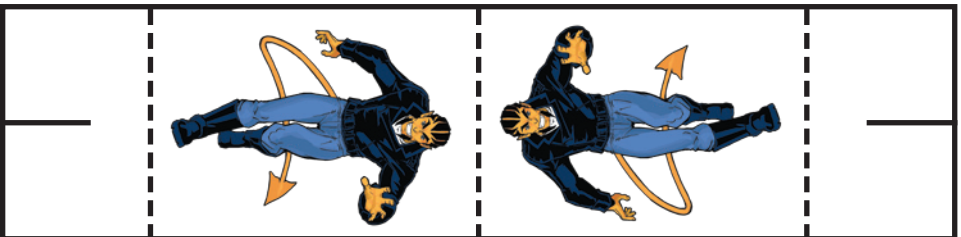
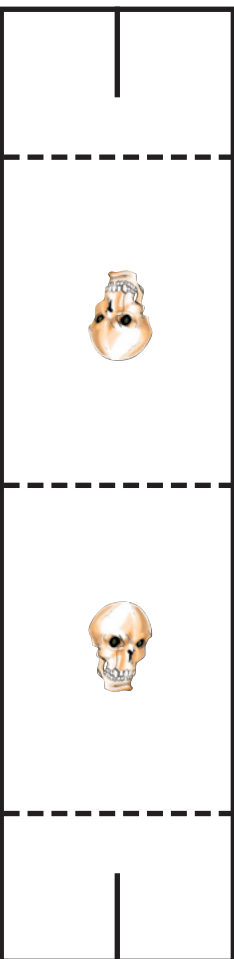
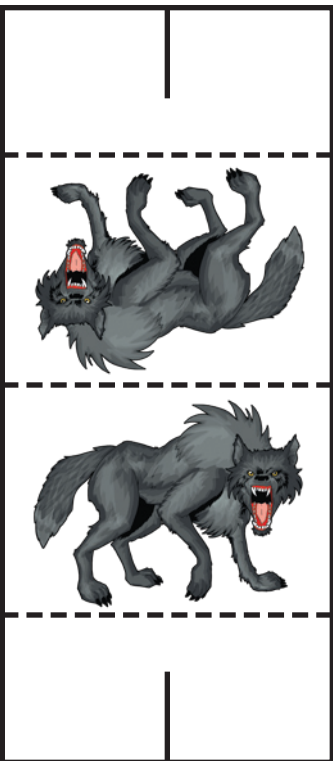
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AS NIGHT FALLS...

...THE OKTOBERMEN RISE!

This first issue of Due Vigilance brings you a team of supernatural super villains, ready to strike fear into the hearts of your players. Bound together by greed and darker urges, the Oktobermen are mystic mercenaries eager to take on the ugliest jobs for the right price. Springheel Jack leads his team to achieve his ultimate goal: to become a crown prince of Hell! These seven unholy villains will challenge the mettle of your players. Be warned! They are fearsome foes indeed.

Designed by author Jack Norris, this supplement brings you a complete history and personality for each character, team tactics, and several spooky suggestions for adventures. Also included are standee templates you can use to make tabletop paper miniatures for your games, and two bonus NPC occult characters to help flesh out one of the adventure seeds.

For this team of Nightmarish Ne'er-do-wells, every night is Halloween!



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