

SIX GUN



Vigilance Press

Rick Jones



DUE VIGILANCE

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Due Vigilance: Six Gun

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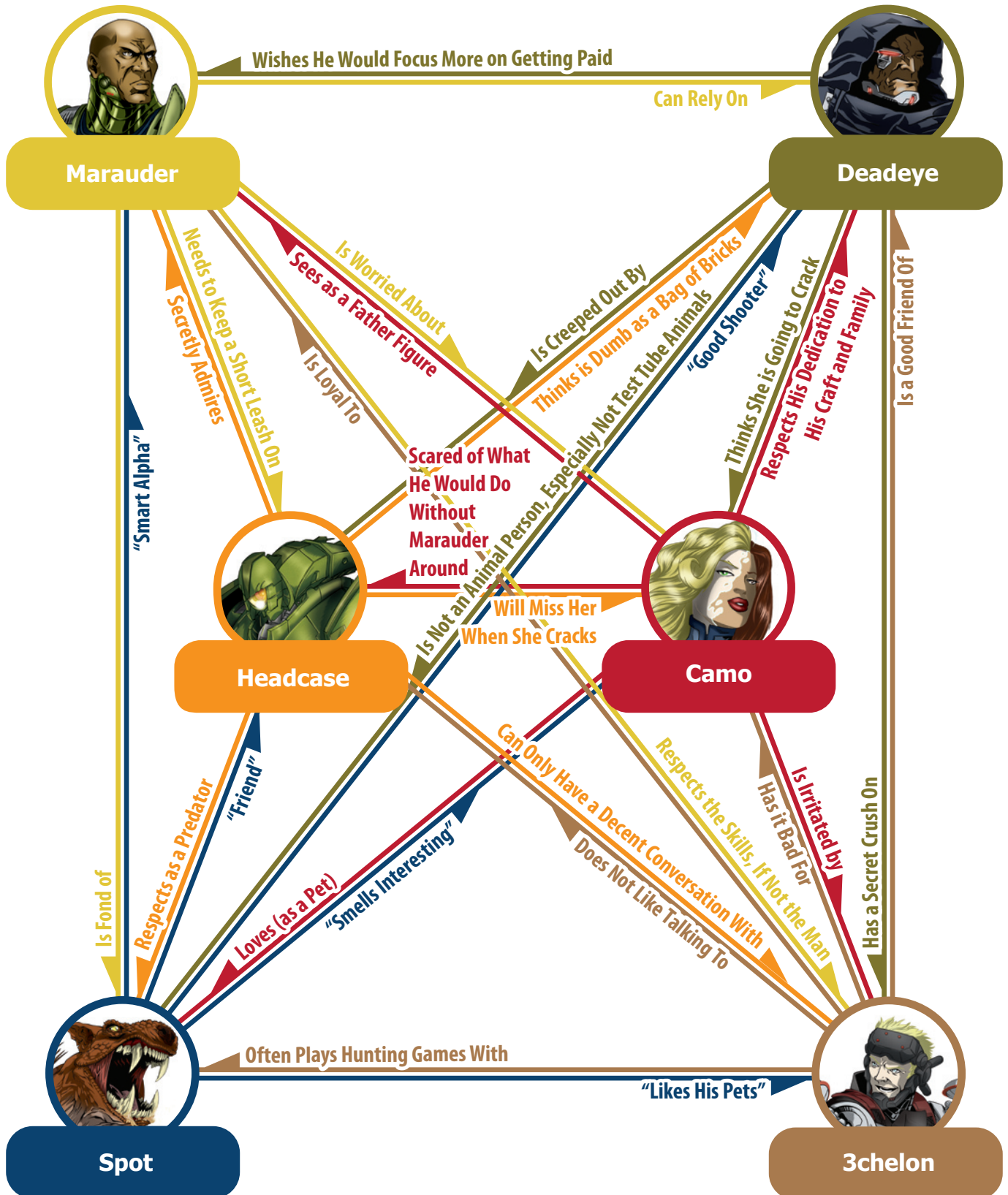
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Thanks for your time, and happy gaming to you!

James Dawsey

Vigilance Press Publisher and Owner

Relationship Map



Group History

SixGun are a high-tech band of cyborg mercenaries, humans originally rebuilt as part of an illegal cybernetics project by the multinational corporation known as Orion Private Security. On the surface, OPS is a legally recognized security firm providing everything from bodyguards for movie stars to protection for oil wells in the Middle East. However, the company also provides mercenaries to third world dictators, smuggles high-tech weaponry to countries under United Nations embargo, and engages in illegal weapons development and human experimentation.

Five of the SixGun were once OPS employees, either in overt sectors or in “Black” operations. After being mangled in the line of duty, they were declared legally dead and handed over to the Black OPS medical research facility as subjects for “Option Nineteen.” They were rebuilt, and OPS Management planned to use them for off-the-books (and massively illegal) operations around the world. The sixth member is a vat-grown chimeric beast of war, the first successful creation of “Option Twenty.” Management had not counted on the team deactivating their tracking chips, obviating other (nastier) inducements to stay, and “quitting with extreme prejudice,” as team leader Marauder describes it. In retaliation, OPS produced a paper trail connecting SixGun to an unpopular (and conveniently dead) dictator and framed them for war crimes. Wanted by law enforcement agencies around

the world, they have been forced to become soldiers of fortune engaging in the same ugly work they did under Black OPS just to stay alive and one step ahead of the authorities.

No one in SixGun thinks of themselves as “super-villains,” though they have certainly committed more crimes than the average costumed bank-robber. In order to live free of OPS control they routinely work for some very bad people, including “real” super-villains in need of muscle and able to meet SixGun’s very high prices. OPS has tried to recapture SixGun, only to be faced with the reality that they created a set of unstoppable super-soldiers without a proper means to control them. Presently, a tense detente between OPS and SixGun keeps the war cold; however, both sides are well aware that Spot was just a prototype—once Option Twenty is ready for field-testing, SixGun will be once again in OPS’ crosshairs.

SixGun stay together not just due to shared history and enemies, but because they are, literally, linked together. Cybernetic brain implants have the team in almost constant mental contact; while they can mute their own thoughts for a time, the Tactical Data Distributor (“Teddy”) ensures they cannot avoid each other’s presence, even if it is only virtual.

DOCTOR DOOM BETTER PAY UP, HONEY!

In comics, most mercenaries are portrayed as criminal scumbags. Costumed heroes and villains alike looked down on the guns for hire because the mercenary was “just in it for the money,” often lumped in with assassins as money hungry killers. Mercenary villains are a writer’s shorthand for “this guy is a criminal, we just don’t feel the need to give them a cool origin.” DC’s Monitor, in his initial appearance, was a mercenary broker, providing clients with highly trained killers—most famously Cheshire.

Villains were not the only super-powered people concerned with a paycheck. In the 1970s, Marvel Comics melded the concepts of super-hero and private investigator with Luke Cage, Hero for Hire. He soon teamed up with Iron Fist and the comic book was re-titled *Heroes for Hire*. As time passed, the Heroes for Hire were joined by other mercenary heroes like Paladin, Jon Sable: Freelance, and Grimjack. Although they were in it for the money (Luke Cage once famously invaded Latveria to collect the \$200 Doctor Doom had promised him), these heroes more or less followed, if not the super-hero’s code of ethics, then certainly the moral compass of hard-boiled private investigators. Today, the ranks of “heroes for hire” include groups like X-Factor Investigations and independent heroes like the Mark Shaw incarnation of Manhunter.

During the Iron Age, the line between super-villain and anti-hero blurred. Deathstroke the Terminator, one of the New Teen Titans’ first foes, was written as a villain who would kill without mercy but kept his word, either to other villains or to heroes. Deathstroke progressed to the point where he was given his own

comic book and regularly teamed up with other DC heroes. Antihero mercenaries allowed comics to star ostensibly heroic characters who nonetheless dealt out the violence that Iron Age readers had come to love.

Comics have tried to soften the ultra-violent antiheroes by making them funny. Deadpool, infamously known as the “Merc With The Mouth”, is renowned for his fourth-wall-breaking brand of nihilistic humor. Lobo, DC’s alien “Main Man”, once went on an all-out rampage at the North Pole, getting in an over the top firefight with Santa Claus.

Mercenary antiheroes provide options for stories that more square-jawed superheroes cannot. The mercenaries may be hired to perform tasks they come to find are morally questionable, even for hardened killers. Though initially formed as a government black ops team, DC’s Suicide Squad had a brief stint as super-mercenaries with a price tag of a million dollars a mission. Squad members included heroes like Nightshade and Oracle and hardened criminals like Captain Boomerang and Deadshot. The spiritual successor to the Suicide Squad was the modern incarnation of the Secret Six. Lex Luthor initially put the team together to fight against the plots of an other-universe imposter, but after earning their freedom they continued to work together as villains for hire. They often fought other villains, but occasionally found themselves discovering that there were lines of moral behavior even they were not willing to cross. Most notably, these anti-villains came to trust and depend on their teammates, even attempting to sacrifice themselves for one another on occasion.

Group Dynamics

SixGun are incredibly effective on the battlefield; their military training and cybernetic implants give them a precision that is rarely seen among super-powered criminals. Off the battlefield, however, is another story entirely. The stress of being on the run and continual arguments about what lines the team should or should not cross are fracturing the team. Only the strong leadership of Marauder has (so far) kept the team from falling apart. In addition to these summaries of how SixGun see each other, there is a relationship chart included to help explain these complex foes.

Camo

Camo genuinely respects Marauder and looks up to him. She shares Deadeye's belief in the need to protect family, and has a tight bond with Spot. 3chelon's personality grates on her, and she wishes she could get him to just stop talking for a little while. Initially, she was frightened of Headcase, having seen what the cyborg is capable of. She has since started to see Headcase's walls crack, and is beginning to think he may be more than a monster. She knows that the rest of the team is concerned about her, but she believes she can hold it together as long as the team itself stays together. If they fell apart, she would not know what to do.

Deadeye

Deadeye is Marauder's second-in-command, keeping the team in line on the battlefield. His bionic eyes give him perspectives on the situation the others simply cannot have. Off the battlefield, Deadeye and Marauder privately butt heads constantly. Deadeye has less and less time for Marauder's morals. He finds Headcase creepy, wondering why the psychopath even bothers to hang around, does not care for Spot, and is getting ready to write off Camo as a basket case. He has a crush on his teammate 3chelon, but has so far kept these thoughts to himself – no easy feat considering the constant cyberpathic connections between the team.

3chelon

3chelon has never been much of a people person—"I've always gotten along with tech more than meat," he will admit. However, he understands exactly what would happen if the team fell apart, and does not want to hang separately. He really wants to be a team player, but does not have the skills for it. He respects the abilities of his team and understands when to be a know-it-all and when to let the better-skilled person take the lead. He is in love with Camo, but understands that she would not love him back. He tries to be the "Nice 'Guy' Friend" to her, but fails to see how much it gets on her nerves.

Headcase

Headcase initially saw himself as a reluctant member of the team. He was (as far as he was concerned) the smartest thing in the room, and everyone else was an idiot. The TDD link between the crew has, however, given him some perspective on the others and, almost against his will, he has begun to care for them. He respects Marauder's leadership skills, can have a decent conversation with 3chelon, and is quite fond of Spot, choosing to partner with it when possible. He also likes Camo, but is more than aware she needs help adapting, and is protective of her when possible. On the other hand, he considers Deadeye an idiot, though one he is fond of.

Marauder

Marauder is the glue that holds the team together; he understands how to best use each member in a fight and how much pressure he has to exert on each of them to get the team to function optimally. He privately admits that the only member he does not worry about is Spot, since its loyalty is unquestionable. Keeping the team together takes a lot out of him, and he could desperately use a break. However, the world does not give villains a break—as far as he is concerned.

Spot

Spot is a pack animal, and considers the team his pack. He will protect each of them with his life, if necessary. He does not understand the rules of human society and interaction, so he had to be trained not to eat whoever or whatever he wants. It makes no sense to him, but Spot will follow the team's Alpha (Marauder, obviously) because that is what was bred into him.

TEAM COMPLICATIONS

All members of SixGun share the following complications:

Enemy: OPS is still monitoring SixGun and plan to field-test Option 20 on them.

Framed: Due to the OPS smear campaign, all of SixGun are believed to be war criminals. This keeps them from taking legitimate mercenary work.

Freakish Appearance: Deadeye, 3chelon and Marauder are obviously cyborgs. They have a -5 circumstance bonus on Deception Checks to disguise themselves as normal humans. Headcase cannot be mistaken for human, as he was built to look intimidating. Spot does not look like any sort of animal known to man, and cannot be disguised. Only Camo can pass as human, something the other cyborgs often envy.

Team Tactics

SixGun are a military unit and treat all missions, even ones where they are just muscle for some half-mad evil genius, with military precision. Their usual tactics are as follows: have Deadeye somewhere far away in a sniper's nest, ready to blow away the biggest threat to the team. Some missions he is not even used, just held as backup. 3chelon is often nearby, in an escape vehicle ready to pull his teammates out of the area. His drones act as scouts and guards against incoming attacks. Once they come out of cloak, they either concentrate fire on one opponent, or use their on-board guns to aid other members with team attacks. Marauder, Headcase and Camo are the front line, with Spot as backup to assist anyone in need. Most of their foes find SixGun unnerving, as they never speak in combat, relying on their TDDs to send and receive orders. The way they silently warn or assist each other without any visible outward indication makes them deadly on the battlefield.

Softening the Ground

Whenever possible, the team likes to gain control of the battlefield long before the fight starts. They will set up explosive charges, place supplies, and use 3chelon's cloaked drones to scout the scene and occasionally set up cameras and listening devices they can access with the TDDs. They always have at least two escape routes preplanned, along with pre-set stolen vehicles.

The Inside Woman

When the team has to handle a bunch of non-combatants, Camo will insert herself into the group, using her shapeshifting and pheromone powers to be

everyone's best friend, then reveal herself as a mole when necessary; more than a few super-heroes have "rescued her", only to fall victim to her powers and be manipulated into dropping their guard.

Disinformation

Since the team does not need to speak to communicate, they rarely do—which can be unnerving. However, when dealing with foes they have never faced before, they will sometimes bark out orders, at first matching what they are doing, then changing things up to confuse their enemies and get them to drop their guard. This tactic should net them a small circumstance bonus to feints and tricks.

Set 'em Up, Knock 'em Down

Thanks to the TDD, every member of the team can benefit from a member's combat interaction maneuvers—when one member of SixGun does a Feint (someone with a high Deception, like Camo or Headcase), that target is now vulnerable to everyone else on the team. Similarly, they can pass around the benefits of Tricking and Demoralize. One member of the team, decided silently over the TDD, will usually attempt this every turn. They also take frequent advantage of Aid Another or Team Attacks, combining fire whenever possible.



Camo PL9



History: Marla Lopez grew up in the shadow of her older and more beautiful sister, Maria. Maria was beautiful, graceful and everyone loved her; Marla was (in her own opinion) too tall, too gangly, too ugly and too blunt. After high school, Maria got married to a wealthy businessman and delighted her parents by having many beautiful children. Marla's romantic prospects were less promising – largely because, assuming she was the ugly duckling, she

never gave herself the opportunity. Her favorite uncle was a Marine, and since college did not appeal to her, she enlisted. The service gave her the self-confidence she had long been lacking. While she made an excellent Marine, she grew frustrated with the regulations about women in front line positions. OPS recruiters had no such prejudices and quickly snapped her (along with a number of her fellow Marines) up. While on assignment in Central America, rebels threw a Molotov cocktail her way, causing burns over 97% of her body.

After “processing” her, OPS peeled away the destroyed flesh and rebuilt it with an artificially grown layer of tissue and skin that gave her limited abilities to change her appearance. Her new baseline appearance is nearly identical to her sister, which horrifies her to this day. OPS also installed synthetic glands that produce pheromones with different effects. OPS intended her to be used in infiltration, assassination, and occasional bodyguard duty, should a client needed a pretty face on their arm who would (and could) take a bullet for them.

Personality: Camo's personality fluctuates with the face she is wearing. Like an actress who has trouble dropping character, Camo falls in to her role. When she is planning the next job with SixGun, her no-nonsense Marine persona is dominant—she is a soldier on a mission and focused. Her role in the group is often to infiltrate an area, soften up security with her pheromones, and surprise the hell out of rescuers who thinks she is a hostage or bystander. With the combination of pheromones and shapechanging, she can be whoever she needs to be, and the marks believe it. One constant in all her forms is: she hates to be touched. The pressure without sensation is like an itch she can never scratch. She is also developing a cruel streak, occasionally using her powers to mess with people. She has come to enjoy wrecking relationships involving happy couples she notices holding hands or indulging in public displays of affection. Marauder tries to keep that to a minimum, believing it risks exposing the team.

Powers and Abilities: It would be unwise to mistake Camo for the “team girl” —she was a decorated Marine trained to kill for her country. Camo has limited shapechanging abilities, allowing her to alter her face, complexion, build, hair length and color, and even (thanks to alterations in her long bones) her height. Her fingernails are actually razor-sharp ceramics, and biochemical pumps throughout her body produce pheromones capable of making people more agreeable, fall in love with her, fall asleep, or become terrified of her.

Nemesis Options: Camo hates to see other people enjoying the relationships and sensations she cannot experience. Heroic couples can become her primary targets, driving her to use her shapeshifting and pheromone powers to break them up, either by becoming “the other woman” or replacing the heroine and engineering a fake “cheating” scenario so that the hero thinks his partner is unfaithful. *Strange Attractors*, another fine Vigilance Press product, has a lot to say about super-heroic relationships and would be put to good use with this option.

STRENGTH

5

STAMINA

6

AGILITY

4

DEXTERITY

8

FIGHTING

7

INTELLECT

2

AWARENESS

5

PRESENCE

7

POWERS

Cybernetic Physical Enhancements: Enhanced Advantage (Diehard); Enhanced Agility 3; Enhanced Dexterity 4; Enhanced Fighting 5; Enhanced Stamina 3; Enhanced Strength 3; Feature (Ambidexterity); Impervious Toughness 8, Subtle; Protection 3, Subtle; Senses 2 (Infravision, Low-light Vision); Strength-based Damage 5, Penetrating 5

Dermal Overlay: Enhanced Advantages 2 (Attractive 2); Enhanced Presence 4; Mimicry (Feature 1); Morph 2 (humanoids)

Pheromone Ducts (20 point Array)

- **Arachnid Response:** Cloud Area Affliction 9 (Resisted by Will; Impaired, Compelled), Limited Degree, Insidious, Subtle, Limited to Causing Terror
- **Cooperative Pheromone:** Cloud Area Affliction 9 (Resisted by Fortitude; Entranced, Compelled), Insidious, Subtle, Limited Degree
- **Love Pheromone:** Affliction 11 (Resisted by Fortitude; Entranced, Compelled, Controlled), Insidious, Subtle, Limited to humans attracted to women, only to make them love her
- **Sleep Pheromone:** Cloud Area Affliction 9 (Resisted by Fortitude; Dazed, Stunned, Asleep), Insidious, Subtle

Tactical Data Distributor: Enhanced Advantages 11 (Eidetic Memory, Evasion 2, Improved Initiative, Set-up 5, Teamwork, Uncanny Dodge); Enhanced Defenses 4 (Dodge 2, Parry 2), Quirk: Requires presence of other team members; Communication 3, Area, Rapid, Subtle, Limited to other team members, **AE:** Remote Sensing 4 (Auditory and Visual); Senses 7 (Danger Sense (Visual), Direction Sense, Distance Sense, Radius Vision, Time Sense), Quirk: Danger Sense and Radius Vision are dependent on other team member being able to perceive it

EQUIPMENT

Heavy Pistol, Smoke Grenade

ADVANTAGES

Accurate Attack, *Attractive 2*, Chokehold, Daze (Deception), Defensive Attack, *Diehard*, *Eidetic Memory*, Equipment 4, *Evasion 2*, Fascinate (Deception), Fast Grab, Improved Grab, Improved Hold, *Improved Initiative*, Languages 1 (Spanish; English is native), *Set-up 5*, *Teamwork*, *Uncanny Dodge*

SKILLS

Acrobatics 2 (+6), Athletics 5 (+10), Close Combat: Unarmed 3 (+10), Deception 8 (+15), Expertise: Marine 7 (+9), Insight 5 (+10), Perception 5 (+10), Persuasion 12 (+19), Ranged Combat: Guns 6 (+14), Sleight of Hand 2 (+10), Stealth 6 (+10), Technology 4 (+6), Treatment 4 (+6), Vehicles 5 (+13)

OFFENSE

Initiative +8

Arachnid Response —	Close, Cloud Area Affliction 9 (Resisted by Will)
Cooperative Pheromone —	Close, Cloud Area Affliction 9 (Resisted by Fortitude)
Fingernails +7	Close, Damage 10, Penetrating 5
Heavy Pistol +14	Ranged, Damage 4
Love Pheromone +7	Close, Affliction 11 (Resisted by Fortitude)
Sleep Pheromone —	Close, Cloud Area Affliction 9 (Resisted by Fortitude)
Smoke Grenade +8	Ranged, Cloud Area Visual Concealment Attack
Unarmed +10	Close, Damage 5

DEFENSE

Dodge	9/7	Fortitude	10
Parry	9/7	Toughness	9
Will	7		

POWER POINTS

Abilities 44 + Powers 141 + Advantages 13 + Skills 37 + Defenses 9 = 244

COMPLICATIONS

Caught in the Masquerade: The psychological trauma of her burns, along with the changes done to her body, has taken a hard toll on Camo. Additionally, with her pheromone implants, she can never be sure if someone likes her because of the pheromones or because of her.

Enemy: OPS is still monitoring SixGun and plan to field-test Option 20 on them.

Estranged but not Forsaken: Camo's family is still out there, and her sister (who has the same face as Camo's "default") does not believe the smear campaign against SixGun. However, as SixGun continue to commit more and more crimes, their support has begun to waver.

Framed: Due to the OPS smear campaign, all of SixGun are believed to be war criminals. This keeps them from taking legitimate mercenary work.

Skin of Plastic: Camo's skin has only limited nerve input—she can feel pressure, but nothing more than that. Her senses of taste and smell were also severely damaged (treat as Impaired).

Team Loyalty: Camo is loyal to her teammates, seeing them as the only family she can ever have.

Traumatic Flashbacks: Fire can sometimes trigger post-traumatic flashbacks to when she was burned.

Deadeye PL12



History: When Lance Dyson was ten, his parents died in a car crash, leaving him and his younger sister, Denise, to the tender mercies of the foster care system. Lance did not like leaving Denise behind, but wanted to join the army like his favorite foster father did; however, he sent every penny he could back to his sister so she could go to college. While stationed in Iraq, he got word his sister was sick and that her medical bills were more than she could manage, especially once she was too sick to work. Lance volunteered for increasingly dangerous duty, hoping the hazard pay would help, but the bills kept coming. While off-duty, Lance met OPS mercenaries doing bodyguard work for some oil executives; they passed his story on to OPS recruiters, who took one look at his exemplary service record and made him an offer he could not refuse. The average mercenary working overseas makes ten times what an equally

trained Army soldier does; the average OPS agent makes twice that—more, if they are willing to engage in questionable activities.

Lance liked being a soldier, but loves his sister more. Once the two were on their own, they looked out for each other, whether he was pummeling some kids who were being mean to her or jumping ship. The “going AWOL” bonus OPS offered was too high to pass up. He immediately launched into the Black OPS—no matter how dirty or dangerous the mission was, he took it and sent the check home. Then a mission in Central America—getting rid of some judges—went wrong. Lance managed to get out, but while the doctors could mend most what was done to his face, his eyes were irreparably damaged. The Black OPS doctors offered him a chance, along with a hefty cash bonus they would happily send to his sister (properly laundered to not raise suspicions), if they could augment him.

Lance was the hardest to convince to leave OPS. He hated what he was doing for them but, by that point, he was used to hating the job and himself. Nevertheless, so long as he could rationalize that he was doing it to save his sister, he could sleep at night. But Marauder knew just the right button to press—he showed Lance some files 3chelon had stolen, showing how much OPS was paid compared to how much trickled down to them, then asked a simple question:

“Why don’t we cut out the middleman?”

Deadeye was in. Though technically Marauder’s second-in-command, the two argue as much off duty as they cooperate in the field. Deadeye wants the high-paying missions. He does not care about the morality of what he does because he believes it is all for a higher moral purpose; Marauder, on the other hand, has the remnants of a conscience. That can get in the way.

OPS tried to get at SixGun through Deadeye’s sister once. Three members of the board of directors, as well as their families, were made an example to the rest.

Come after SixGun all you want. Their families are off limits.

Personality: Deadeye sees the world through a simple lens: “Will what I’m doing help my sister get well?” If so, he will do it. He would put a bullet through a toddler’s heart and count the money. That said, he is not capriciously cruel, and shares Marauder’s belief in minimizing collateral damage. His singular focus makes him hard to get along with, but easy to understand. SixGun know he is all about the bottom line. He backs SixGun, even occasionally doing personal missions without pay, only because he knows he makes more as a member of the team than as a solo operative. The only luxury he allows himself is his collection of classic Hollywood movies, and the team knows better than to mock his Fred Astaire collection.

Powers and Abilities: Even before getting his implants, Deadeye was a highly trained soldier and an elite marksman and sniper. Deadeye has the

STRENGTH

3

STAMINA

6

AGILITY

2

DEXTERITY

7

FIGHTING

5

INTELLECT

2

AWARENESS

7

PRESENCE

4

POWERS

Cyber Eyes: Enhanced Skill 6 (Perception +12), Limited to Vision Only; Senses 17 (Darkvision, Extended Vision 4, Vision Counters All Concealment, Vision Counters Illusion, Vision Penetrates Concealment)

Cybernetic Physical Enhancements: Enhanced Advantage (Diehard), Enhanced Awareness 4, Enhanced Dexterity 5, Enhanced Stamina 4, Feature (Immunity to Camo's Pheromones), Impervious Toughness 7, Protection 2

Fiber Optic Cloak: Concealment 4 (All Visual), Blending, Passive; Removable

Rail Gun: Ranged Damage 12, Extended Range 3, Indirect (fixed point, directed away), Penetrating, Subtle; Distracting, Inaccurate 3, Quirk: Cannot punch through objects of Toughness higher than 12; Enhanced Advantage 3 (Improved Critical 3); Removable

Rapid Ascent/Descent Device: Movement 4 (Safe Fall, Swinging, Wall-crawling 2); Removable

Tactical Data Distributor: Enhanced Advantages 11 (Eidetic Memory, Evasion 2, Improved Initiative, Set-up 5, Teamwork, Uncanny Dodge); Enhanced Defenses 4 (Dodge 2, Parry 2), Quirk: Requires presence of other team members; Communication 3, Area, Rapid, Subtle, Limited to other team members, **AE:** Remote Sensing 4 (Auditory and Visual); Senses 7 (Danger Sense (Visual), Direction Sense, Distance Sense, Radius Vision, Time Sense), Quirk: Danger Sense and Radius Vision are dependent on other team member being able to perceive it

EQUIPMENT

Submachine gun

standard TDD brain implant and cybernetic enhancements to his physical abilities, but his eyes are engineering marvels, giving him the ability to see through solid objects, in the dark, and at distances impossible even for the most advanced telescopic sights. He is also equipped with a fiber-optic cloak that allows him to blend in with the background as long as he stands still. The most impressive weapon in his arsenal is the rail gun rifle: using high-powered magnets, it fires carbon steel rods at supersonic speeds, allowing it to punch straight through walls and most forms of armor. Combined with the deadly accuracy his eyes give him, Deadeye can shoot a target inside a protective bunker from over a mile away.

Nemesis Options: Deadeye's sniper tactics usually means he is away from the battlefield and thus avoids close combat when possible. If an opponent manages to find his cloaked self in his sniper's nest, it usually means things have gone wrong, and if a hero blows an operation, Deadeye does not get paid. Put those together and you have one mad sniper on your hands. Deadeye might decide to single that hero out for payback. With his cybernetic eyes, he can easily look through masks and learn secret identities. Marauder may have forbidden Deadeye from simply shooting a hero's family, but heroes' secret identities can be a valuable commodity.

ADVANTAGES

All-out Attack, *Diehard*, *Eidetic Memory*, Equipment 3, *Evasion* 2, Improved Aim, Improved Critical 3 (Rail Gun), *Improved Initiative*, Power Attack, Ranged Attack 10, *Set-up* 5, Skill Mastery (Ranged Combat), Takedown 2, *Teamwork*, Ultimate Aim, *Uncanny Dodge*

SKILLS

Acrobatics 6 (+8), Athletics 7 (+10), Close Combat: Unarmed 7 (+12), Deception 2 (+6), Expertise: Soldier 3 (+5), Insight 3 (+10), Intimidation 6 (+10), Investigation 3 (+5), Sleight of Hand 3 (+10), Stealth 7 (+9), Technology 5 (+7), Treatment 4 (+6), Vehicles 8 (+15)

OFFENSE

	Initiative +6
Rail Gun +11	Ranged, Damage 12 (Crit. 17-20)
Submachine gun +17	Ranged, Multiattack Damage 4
Unarmed +12	Close, Damage 3

DEFENSE

Dodge	8/6	Fortitude	8
Parry	8/6	Toughness	8
Will	8		

POWER POINTS

Abilities 46 + Powers 113 + Advantages 20 + Skills 32 + Defenses 8 = 219

COMPLICATIONS

Enemy: OPS is still monitoring SixGun and plan to field-test Option 20 on them.

Framed: Due to the OPS smear campaign, all of SixGun are believed to be war criminals. This keeps them from taking legitimate mercenary work.

Freakish Appearance: Deadeye is obviously a cyborg; he has a -5 circumstance bonus on Deception Checks to disguise himself as a normal human.

Sister's Keeper: Deadeye is fiercely devoted to his sister. She is his primary concern, and has done horrible things to anyone who threatens her. She is conversely afraid of what her brother is becoming.

Team Loyalty: Deadeye is loyal to his teammates, especially Marauder.

3chelon PL11



History: David Blake, by the time he turned eighteen, was a hacker well on his way to either becoming a millionaire or going to jail for the rest of his life. Blake could have easily set himself up for life, living a comfortable existence through credit-card fraud, identity theft, and good old-fashioned computer crime, but could not resist a challenge; when some punk script kiddie dared him to hack OPS databases, he dove into it with all the enthusiasm of someone not yet aware of their own mortality. OPS did not bother calling the cops when they discovered the leak—they just snatched him off the street, stuffed him in the cargo compartment of an OPS-run airline, and took him to a morally-flexible country in South America. After the electric shocks and a once-over by a sadist named Raoul, a “pleasant man in a business suit” explained David’s options. He could make amends by working for

OPS—patching holes in their security systems, finding holes in whatever remote sites they desired—or the oh-so-pleasant man could press a button, and the bracelet welded onto David’s wrist would inject enough poison to kill him before he took two steps.

For a brief time, David did as he was told; but when his handler told him to verify security for an OPS cybernetics research lab, David could not resist poking through the files to see just what sort of mad science they were up to. That night he woke up in the recovery room of that very lab, his head pounding as the anesthetic from his seven operations finally wore off. The doctors installed many of the same upgrades they had given to the rest of the six, but Blake’s TDD has some extra functionality—he was now a living wireless controller for a set of small UAVs (Unmanned Aerial Vehicle) called “Skybugs”, drones which pack the firepower of three soldiers. The wires in his brain could also be overloaded, sending enough electricity through his head to render him a drooling idiot.

When SixGun made their escape, he wiped the codes from OPS’ databases. David also believes he has successfully disabled the hardware, but still wakes up sweating in the middle of the night, afraid that OPS will hack into his brain and literally blow his mind.

Personality: David is the first to admit he does not have the combat skills of his teammates; he is not a fighter. He does, however, have four little robotic friends with onboard machine guns. Marauder and Deadeye are the strategists, but 3chelon does the team’s legwork, getting the info they need to plan their operations. On the battlefield, he is the one wanting to be far away, behind cover if at all possible, thank you; but behind a keyboard (or controlling his four little friends), he considers himself a god among men.

Powers and Abilities: 3chelon’s implants make him a living Wi-Fi hotspot, a satellite phone uplink, and give him direct control over the Skybugs. Each of the ‘bugs’ can fly silently and, once they land, use technology similar to Deadeye’s cloak to blend into the environment. They are also equipped with an onboard machine gun and rack of grenades. Even without his implants, 3chelon is an “l33t haxx0r” experienced at system intrusion, cracking passwords, and computer crimes. He routinely pays for the team’s expenses via stolen credit card numbers, laundering the money through dummy accounts and shell corporations.

Nemesis Options: 3chelon considers himself a hacker without equal; therefore, any technically skilled hero who tries to pit himself against “The Master” will find themselves his enemy. He would not necessarily go out and try to shoot the hero, but he might have his drones follow the hero and see what dirt they could dig up or engineer some himself. Heroes with public identities would find themselves even tastier targets: he will cancel their credit cards, get their home foreclosed on, and register them as a “person of interest” to various anti-terrorist agencies. Tax audits are a favorite trick of his.

STRENGTH

5

STAMINA

6

AGILITY

5

DEXTERITY

5

FIGHTING

3

INTELLECT

5

AWARENESS

5

PRESENCE

2

POWERS

Cybernetic Physical Enhancements: Enhanced Advantage (Diehard), Enhanced Agility 3, Enhanced Awareness 3, Enhanced Dexterity 3, Enhanced Stamina 5, Enhanced Strength 3, Feature (Immune to Camo's pheromones), Impervious Toughness 8, Protection 2, Senses 2 (Infravision, Low-light Vision)

Skybugs: Summon 8, Active, Controlled, Mental Link, Multiple Minions 2, Sacrifice

Tactical Data Distributor: Enhanced Advantages 11 (Eidetic Memory, Evasion 2, Improved Initiative, Set-up 5, Teamwork, Uncanny Dodge); Enhanced Defenses 4 (Dodge 2, Parry 2), Quirk: Requires presence of other team members; Communication 3, Area, Rapid, Subtle, Limited to other team members, **AE:** Remote Sensing 4 (Auditory and Visual, Range: 500 feet); Senses 7 (Danger Sense (Visual), Direction Sense, Distance Sense, Radius Vision, Time Sense), Quirk: Danger Sense and Radius Vision are dependent on other team member being able to perceive it

Wi-Fi Interface: Feature 1

EQUIPMENT

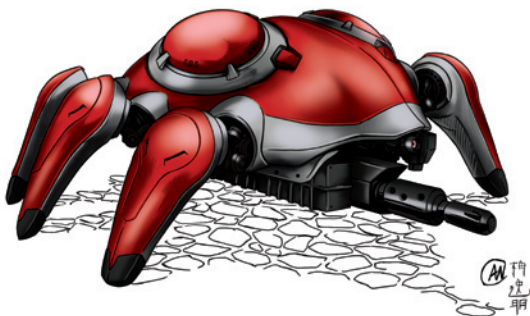
Bulletproof Vest, Submachine Gun

ADVANTAGES

Connected, Contacts, Defensive Attack, *Diehard*, *Eidetic Memory*, Equipment 3, *Evasion 2*, *Improved Initiative*, Inventor, Jack-of-all-trades, *Set-up 5*, Skill Mastery (Expertise: Hacker), Speed of Thought, Taunt, *Teamwork*, *Uncanny Dodge*, Well-informed

SKILLS

Athletics 3 (+8), Deception 10 (+12), Expertise: Financial Fraud 10 (+15), Expertise: Forgery 10 (+15), Expertise: Hacker 15 (+20), Insight 5 (+10), Investigation 10 (+15), Perception 4 (+9), Persuasion 8 (+10), Ranged Combat: Submachine gun 2 (+7), Sleight of Hand 10 (+15), Stealth 7 (+12), Technology 10 (+15), Treatment 5 (+10), Vehicles 5 (+10)



OFFENSE

Initiative +9

Submachine Gun +7

Ranged, Multiattack Damage 4

DEFENSE

Dodge 12/10

Parry 10/8

Will 9

Fortitude 11

Toughness 10

POWER POINTS

Abilities 38 + Powers 149 + Advantages 12 + Skills 57 + Defenses 19 = 275

COMPLICATIONS

Enemy: OPS is still monitoring SixGun and plan to field-test Option 20 on them.

Framed: Due to the OPS smear campaign, all of SixGun are believed to be war criminals. This keeps them from taking legitimate mercenary work.

Freakish Appearance: 3chelon is obviously a cyborg; he has a -5 circumstance bonus on Deception Checks to disguise himself as a normal human.

Nosy: 3chelon cannot help but poke his nose into things he should best leave alone.

SKYBUG PL11

STR -1, **STA** —, **AGL** 5, **DEX** 3, **FGT** 0, **INT** —, **AWE** 2, **PRE** —

Powers: **Cloaking Field:** Concealment 3 (Radar, Sight), Blending, Passive, Increased Action (Standard); **Whisper Jets:** Flight 6 (120 mph), Subtle; **Robotic Drone:** Immunity 60 (Fortitude Effects, Will Effects); **Onboard Guns:** Ranged Damage 4, Multiattack, **AE:** **Smoke Bomb:** Cloud Area Concealment Attack 2 (Sight), Cloud Area, Continuous, Partial; **Hull:** Protection 8, Impervious; Shrinking 4, Permanent, Innate; **Sensors:** Senses 3 (Darkvision, Radius Vision); **Wi-Fi Tap:** Feature 1

Advantages: Evasion, Power Attack, Teamwork

Skills: Ranged Combat: Onboard Guns: 7 (+10)

Offense: Initiative +5, Onboard Guns +10 (Ranged Multiattack Damage 4), Smoke Bomb (Cloud Area Concealment Attack 2)

Defense: Dodge 14, Parry 2, Fortitude Immune, Toughness 8, Will Immune

Power Points: Abilities -10 + Powers 116 + Advantages 3 + Skills 4 + Defenses 7 = 120

Headcase PL10



History: Brad Thomas started killing as a child, getting better at it as he grew up. He had the horrific combination of being a pure sociopath with a genius+ IQ. As he got older, the possibility of eventual capture and imprisonment loomed larger and larger. He was smart, but did the math and realized his methodical planning would someday fail him. After a close call in Miami, he began investigating other ways to satisfy his urges with fewer risks. He spent six months in the Marines and another six with a New Orleans crime family, both times realizing he was not going to get enough action and would have to listen to orders. Even being a hit man for hire led him back to the original problem of how to avoid capture.

Then one of his employers turned out to be an OPS executive who wanted a rival in the company eliminated. He impressed the exec and took the job.

He had enough backing to keep him covered and enough freedom to do the job his way; it did not matter how he did his job as long as the target was dead. Brad was in a car heading to Baghdad's Green Zone airfield, savoring the buzz of a new kill. He never heard the rocket-propelled grenade being fired. He never felt the explosion.

The full cybernetic conversion process had yet to find a successful subject. A normal person's brain went into a full psychotic break when they learned that they are just a disembodied brain floating in a special nutrient tank, so OPS tried the process with a high-functioning psycho, just to see if that worked any better. Brad "woke up" in a small robotic body designed only to make sure the interface functioned. It did, so (with careful supervision and hardwired safeties) Brad's brain was transferred to more and more advanced robot shells until he was installed in his new body, the OPS Mobile Artillery Platform (OMAP). Brad got to kill, and reveled in his newfound power, but the hardwired controls were a prison without bars, and Brad needed out. He was the first of SixGun to suggest they revolt.

Brad has found his niche. At first, he resented the call-sign "Headcase," preferring something more intimidating like "Devastator" or "Annihilator", but has come to accept it. He chafes under Marauder's limited casualty edicts, but goes along with it since Marauder's plans a) succeed 96% of the time, and b) still provide him with plenty of targets to kill. As the neural channels linking SixGun continued to grow, Brad discovered something that no doctor or medication ever could have hoped to accomplish: being in the heads of the rest of SixGun has given him a limited sense of empathy (though only to the team; other people still do not count as "people" to him). It is strange and disconcerting, but the feelings will not go away.

Personality: Headcase initially believed that his new state was transcendent, that he was the first of a new species: Homo Machinamentum, the species that would one day replace humanity. He hoped to ditch the rest of the (inferior) team after their mutual escape. On good days, he would even think that, if one or two of them were upgraded, they might become equals. However, spending time in the others' heads gave him a limited empathy—the first he had ever felt.

Headcase is a cold-blooded sociopath who cares as much about human lives as most people care about ants. A self-anointed genius, he is often frustrated by "stupid" and is likely to kill someone for the horrendous crime of

STRENGTH

10

STAMINA

5

AGILITY

1

DEXTERITY

2

FIGHTING

5

INTELLECT

6

AWARENESS

4

PRESENCE

9

POWERS

Brain in a Tank: Protection 10; Impervious Toughness 13; Growth 4, Permanent, Innate; Immunity 35 (Fatigue Effects, Fortitude Effects); **Onboard Cannon:** Ranged Burst Area Damage 9, **AE: Onboard Machine Guns:** Ranged Damage 9, Multiattack; Speed 3 (16 mph)

Cyborg Sociopath: Immunity 10 (Emotion Effects, Interaction Skills)

Tactical Data Distributor: Enhanced Advantages 8 (Eidetic Memory, Improved Initiative, Set-up 5, Teamwork); Enhanced Defenses 4 (Dodge 2, Parry 2), Quirk: Requires presence of other team members; Communication 3, Area, Rapid, Subtle, Limited to other team members, **AE:** Remote Sensing 4 (Auditory and Visual); Senses 7 (Danger Sense (Visual), Direction Sense, Distance Sense, Radius Vision, Time Sense), Quirk: Danger Sense and Radius Vision are dependent on other team member being able to perceive it

ADVANTAGES

Daze (Intimidation), *Eidetic Memory*, Improved Hold, *Improved Initiative*, Ranged Attack 8, *Set-up 5*, Skill Mastery 2 (Deception, Intimidation), *Teamwork*

SKILLS

Athletics 5 (+15), Close Combat: Unarmed 5 (+10), Deception 9 (+18), Expertise: Assassin 7 (+13), Expertise: Classical Music 4 (+10), Expertise: Psychology 4 (+10), Expertise: Tactics 4 (+10), Insight 11 (+15), Intimidation 9 (+20), Investigation 2 (+8), Perception 6 (+10), Persuasion 6 (+15), Ranged Combat: Guns 1 (+3), Technology 4 (+10), Treatment 4 (+10)

cutting him off in traffic. Marauder keeps Headcase on a short leash, making it clear to him that once he steps out of line, the Six will become the Five.

The newfound feelings of empathy for the others have unnerved him and, while he rationalizes his behavior as coldly logical ("being in SixGun lets me indulge my urges more than I could without them"), the truth is he really does care for them. He still thinks Deadeye and Camo are idiots, but they are his idiots.

Powers and Abilities: Before his operations, Brad Thomas was an experienced killer. He is highly trained with most military grade weapons, but preferred knives or other close quarters weaponry. His brain was removed from his ruined body and placed in a life support tank that contains artificial nerve pathways allowing him to control specially built robot bodies. His Headcase body is a small but powerful tank platform, armed with a cannon and a .45 caliber machine gun.

Nemesis Options: Headcase used to pull the wings off flies (and, later, birds) just for fun. He might decide to target a hero, especially one known

OFFENSE

Initiative +5

Onboard Cannon —
Onboard Machine Guns+11
Unarmed +10

Ranged, Burst Area Damage 9 (DC 24)
Ranged, Multiattack Damage 9
Close, Damage 10

DEFENSE

Dodge 1/-1
Parry 5/3
Will 4

Fortitude
Toughness 15
Immune

POWER POINTS

Abilities 68 + Powers 139 + Advantages 12 + Skills 41 + Defenses 0 = 260

COMPLICATIONS

Brain in a Tank: Headcase has no sense of touch or smell. It cannot taste, either, but since it does not have a mouth, the point is moot.

Enemy: OPS is still monitoring SixGun and plan to field-test Option 20 on them.

Framed: Due to the OPS smear campaign, all of SixGun are believed to be war criminals. This keeps them from taking legitimate mercenary work.

Freakish Appearance: Headcase cannot be mistaken for human, having been intentionally built to look fearsome.

Psychopath: Headcase is a psychopath who enjoys killing. His bloodlust can sometimes distract him, but the TDD Link has inadvertently given him feelings for the rest of the team, and he no longer sees them as worthless objects (which is how he sees everyone else in the world).

for being exceptionally virtuous, and see if he can break them. He will leave threatening messages, put known friends and allies in deathtraps, and generally escalate the pressure to see if he can make a good man crack. He believes that all people are, deep where they do not admit it, just as selfish and evil as he is.



Marauder PL11



History: Stephen Summers grew up in a Navy family. His father, grandfather, and two uncles all served proudly. Stephen progressed farther than any other Summers had, first earning a spot in the SEALs, then progressing up the ranks to the coveted "O-5" Commander's rank. Unfortunately, the Summers family also had a history of alcoholism. Stephen normally kept it under

control, but one night he slipped. He woke up in the crumpled remains of his car, and could see the paramedics pulling limp body after body from the minivan he had plowed into. In prison, he joined AA and did his best to get his head on straight, but nobody cared about that after his release; they just saw his record and his dishonorable discharge. Worse, all he knew was the military and they would not touch him, either. An OPS recruiter found him, and he seemed to have found his place in the world again. Deep down he knew that serving a corporation and serving his country were completely different, but the pay was first rate and he could almost feel like he belonged.

While on assignment protecting an oil field in postwar Iraq, Stephen's jeep ran over an IED. Option Nineteen scooped up what was left of Stephen and began the operations immediately. His first reaction to the change was feeling like he was going to be, if not a super-hero, then a super-soldier. While some of the members of his new unit (especially Headcase and Spot) worried him, he enthusiastically took the team's training seriously. It was not until the team's third mission that cold reality hit him: they were not heroes—they were the bad guys. This drove him to persuade, threaten and otherwise twist arms to get his team out from under OPS control. When OPS retaliated by framing the team for war crimes, Marauder took it the worst. He was not proud of the things he had done, but to be blamed for atrocities hit him on a level he did not know existed. SixGun had no other options—they became the villains the public thought they were. At first, they targeted OPS' interests, stealing expensive hardware, destroying assets and making a healthy profit while doing so. OPS has enemies, and many of them had no trouble paying SixGun to ruin the competition. Then came an offer from a drug cartel to "liquidate" a rival gang. It was not for revenge, nor for a good cause. It was just for the money, and it was just so easy. One job led to another, and while Marauder tries to steer the team towards missions that pit them against worse people, the upkeep on six million dollar cyborgs is substantial, especially while keeping ahead of OPS and law enforcement.

Personality: Marauder has kept his military outlook on life because it is all that keeps him together. He realizes he has turned his back on everything else that mattered to him. Keeping the unit together is what drives him. The calculus of mission planning is how he deals with stress. He used to believe that someday SixGun would expose OPS and be exonerated, but with every new crime SixGun commits, that goal gets farther and farther away. So he focuses more on the next mission, the next step deeper and deeper into darkness. He knows the six of them will not live happily ever after, but does not know how he can possibly break the cycle.

He knows he has become a villain, and hates himself for it; but if he can take care of his people, keep the unit together and alive, it is enough.

STRENGTH

8

STAMINA

8

AGILITY

8

DEXTERITY

8

FIGHTING

8

INTELLECT

2

AWARENESS

6

PRESENCE

5

POWERS

Cybernetic Physical Enhancements: Enhanced Advantage (Diehard); Enhanced Agility 5; Enhanced Awareness 4; Enhanced Dexterity 5; Enhanced Fighting 3; Enhanced Stamina 5; Enhanced Strength 5; Feature (Immune to Camo's Pheromones); Impervious Toughness 10; Protection 2; Senses 2 (Infravision, Low-light Vision); Speed 5 (60 mph), **AE:** Leaping 5 (250 feet)

Gill Implants: Immunity 2 (Drowning, High Pressure)

Tactical Data Distributor: Enhanced Advantages 11 (Eidetic Memory, Evasion 2, Improved Initiative, Set-up 5, Teamwork, Uncanny Dodge); Enhanced Defenses 4 (Dodge 2, Parry 2), Quirk: Requires presence of other team members; Communication 3, Area, Rapid, Subtle, Limited to other team members), **AE:** Remote Sensing 4 (Auditory and Visual); Senses 7 (Danger Sense (Visual), Direction Sense, Distance Sense, Radius Vision, Time Sense), Quirk: Danger Sense and Radius Vision are dependent on other team member being able to perceive it

EQUIPMENT

Assault Rifle, Flash-bang, Fragmentation Grenade, Submachine gun

ADVANTAGES

Accurate Attack, Assessment, Close Attack 6, Connected, *Diehard*, *Eidetic Memory*, Equipment 12, *Evasion* 2, Favored Environment (Underwater), Improved Critical (Assault Rifles), Improved Critical (Unarmed), *Improved Initiative*, Inspire 3, Interpose, Languages 2 (Arabic, Spanish; English is native), Leadership, *Luck* 2, Power Attack, Quick Draw, Ranged Attack 6, *Set-up* 5, Takedown 2, *Teamwork*, *Uncanny Dodge*

SKILLS

Acrobatics 3 (+11), Athletics 12 (+20), Deception 4 (+9), Expertise: Navy 7 (+9), Expertise: Tactics 7 (+9), Insight 1 (+7), Intimidation 5 (+10), Investigation 3 (+5), Perception 4 (+10), Persuasion 2 (+7), Ranged Combat: Guns 3 (+11), Sleight of Hand 2 (+10), Stealth 7 (+15), Technology 5 (+7), Treatment 5 (+7), Vehicles 6 (+14)

OFFENSE

Initiative +12

Assault Rifle +17

Ranged, Multiattack Damage 5, Crit. 19-20

Flash-bang +14

Ranged, Burst Area Affliction 4 (Resisted by Dodge)

Fragmentation Grenade +14

Ranged, Burst Area Damage 5

Submachine gun +17

Ranged, Multiattack Damage 4

Unarmed +14

Close, Damage 8, Crit. 19-20

DEFENSE

Dodge 12/10

Fortitude 10

Parry 12/10

Toughness 10

Will 8

POWER POINTS

Abilities 52 + Powers 114 + Advantages 41 + Skills 38 + Defenses 8 = 253

COMPLICATIONS

Conflicted: Marauder sees himself as a good man trapped in a bad situation. He does not want to pay for crimes he did not commit, but has had to commit many crimes to keep his team alive. He tries to steer the group towards missions where they are taking on other very bad types, but it is not always possible.

Enemy: OPS is still monitoring SixGun and plan to field-test Option 20 on them.

Framed: Due to the OPS smear campaign, all of SixGun are believed to be war criminals. This keeps them from taking legitimate mercenary work.

Freakish Appearance: Marauder is obviously a cyborg; he has a -5 circumstance bonus on Deception Checks to disguise himself as a normal human.

Leader of the Pack: He sees SixGun as his squad, his brothers-in-arms. He is fiercely protective of the team and would willingly sacrifice himself for them.

Powers and Abilities: Marauder was a Navy SEAL, one of the most elite military units in the world. He is an expert in fields ranging from underwater demolitions to combat medicine to urban assault. Of the six, Marauder has had the most "body work" done. Artificial muscles connect to titanium wrapped bones, and optical fiber nerves pass information at the speed of light. To Marauder, the world is made of balsa wood and everyone is moving at half speed.

Nemesis Options: Marauder's concern for his teammates might lead him to single out a hero who was perhaps overzealous in thwarting the team's plans. If anyone in SixGun were seriously injured or captured, Marauder

would want payback and, being the leader of an elite squad of cyber-mercenaries, has ample means to single out a hero and make his life miserable. Being a military leader, he makes a good contrast to military-themed or patriotic heroes.

Spot PL9



History: While OPS' best cyberneticists were busy replacing meat with machinery in humans, their best biotechnologists were developing ways to replace meat with superior tissue. The first experiments in Option 20 were done on animals, using gene therapy to mutate them into weapons. That round of experiments was shelved after the mutated animals went mad and had to be put down. The animals' instincts knew something was very wrong with them, even ones who had been altered in utero; they simply could not handle the change. The second round of experiments was the construction of chimeric species—splicing together DNA from different predators to make, essentially, a super-predator. The chimera now known as “Spot” was one of Option 20's first viable creations. The TDD was installed

to give the rest of the team more insight into Spot's behavior and a greater degree of control over the creature. Once they got over Spot's appearance (and considering what had been done to them), accepting the animal into their midst was easy.

Personality: Spot has canine pack tendencies; it sees SixGun as his pack and Marauder as the alpha, and will protect and support the pack in any way possible. There is large cat DNA in its makeup as well, and a lot of its behavior more resembles that of tigers. When idle, Spot can be playful (though it's a bit rough for normal humans), like other social animals; it will, however, rip the throat out of any being that threatens the pack.

STRENGTH

5

STAMINA

7

AGILITY

7

DEXTERITY

1

FIGHTING

7

INTELLECT

0

AWARENESS

6

PRESENCE

5

POWERS

Animal Senses: Senses 6 (Accurate, Acute Scent, Infravision, Tracking 2 (Scent))

Immune to Camo's Pheromones: Feature 1

Jaws and Claws: Strength-based Damage 6

Predator's Edge: Movement 4 (Sure-footed 2, Trackless (Smell), Wall-crawling), Speed 5 (60 mph)

Regeneration: Regeneration 10

Tactical Data Distributor: Enhanced Advantages 11 (Eidetic Memory, Evasion 2, Improved Initiative, Set-up 5, Teamwork, Uncanny Dodge); Enhanced Defenses 4 (Dodge 2, Parry 2), Quirk: Requires presence of other team members; Communication 3, Area, Rapid, Subtle, Limited to other team members, **AE:** Remote Sensing 4 (Auditory and Visual); Senses 7 (Danger Sense (Visual), Direction Sense, Distance Sense, Radius Vision, Time Sense), Quirk: Danger Sense and Radius Vision are dependent on other team member being able to perceive it

ADVANTAGES

All-out Attack, Defensive Roll 2, *Eidetic Memory*, *Evasion 2*, *Improved Initiative*, *Improved Trip*, *Power Attack*, *Set-up 5*, *Startle*, *Teamwork*, *Uncanny Dodge*

SKILLS

Athletics 5 (+10), Insight 4 (+10), Intimidation 14 (+19), Perception 9 (+15), Stealth 8 (+15)

OFFENSE

Initiative +11

Jaws and Claws +7

Close, Damage 11

DEFENSE

Dodge 9/7

Parry 9/7

Will 8

Fortitude 10

Toughness 9/7*

*Without Defensive Roll

POWER POINTS

Abilities 76 + Powers 71 + Advantages 6 + Skills 20 + Defenses 5 = 178

COMPLICATIONS

Animal: While Spot is smarter than most animals, it remains a creature of instinct. Additionally, while its front paws are a little more articulated than the average animal, Spot does not have opposable thumbs.



Powers and Abilities: Besides the TDD, Spot has the combined DNA of sixteen different predators, with the hunting instincts to match. Its claws and teeth are both deadly. Its claws also give it the ability to climb up sheer surfaces, and its sense of smell dwarfs that of bloodhounds. The creature also has a very high metabolism, giving it the ability to heal at an incredible rate, but it means that Spot needs a lot of food every day. At first Marauder did not let Spot eat its kills, but practicality took precedence.

Nemesis Options: Spot's predator instincts might kick in when facing animal-powered heroes; their very scent can kick in its need to hunt the hero as prey or as a challenge for dominance. Spot obeys Marauder's commands, but instinct is hard to overcome. It might even sneak out and track down the hero, endangering their secret identity and loved ones.

Orion Private Security

Orion Private Security (NYSE: OPS) is a security and consulting firm headquartered in the United States with offices around the world. It has contracts with the United States government, multinational corporations, foreign governments, and a select list of private and very, very wealthy individuals. While some human rights groups have protested the use of excessive force by their contract mercenaries, the company itself has a clean reputation. They spend a lot of money to keep it that way. Orion has a dark side, too. The "Black" OPS side of the company is engaged in illegal arms trading, arming both sides of civil conflicts, and illegal research into cutting edge cybernetics, biotech enhancements, and genetic therapy designed to make the ultimate soldiers.

The company was founded in 1999, initially providing guns and ammunition to various fringe groups. The founders, brothers Charles and Adam Markham, were both ex-military and looking for something to do after their tour was over. A chance encounter with an arms dealer in Madrid gave them the idea to become gunrunners, rolling the profits gained into a Private Security corporation. Since then, the company has grown almost exponentially. Charles is the figurehead of the corporation; Adam secretly runs the Black OPS side of the company.

Headquarters: The Safe House • 12 Points

Size Medium, **Tou** 8, **Features:** Computer, Deathtraps, Garage, Gym, Living Space, Secret 2, Security System, Self-Destruct, Workshop

This headquarters can be used either as a prepared safe-house SixGun would return to between missions, or a newly renovated headquarters for the team when they are in town on a mission. It looks like an abandoned industrial building—anything from a warehouse to a factory.

Vehicle: The Seventh Gun • 64 Points

STR 9, **Def** 6, **Tou** 12, **Size** Large

Powers: Chameleon Paint (Morph 2); **Plating** (Impervious Toughness 12, Subtle); **Ram Plate** (Strength-based Damage 1, Penetrating 10)

Features: Alarm 3, Caltraps, Hidden Compartments 2, Navigation System 2, Oil Slick, Remote Control, Self Destruct

Offense: Ram Plate +0, Close Damage 10

SixGun tends to be hard on vehicles, especially considering they are usually rigged to explode if necessary. When they have the resources, they will refit a cargo truck or delivery van with armor plating and all the gear 3chelon can cram into it.

IF YOU HAVE A PROBLEM, IF NO ONE ELSE CAN HELP, AND IF YOU CAN FIND THEM, MAYBE YOU CAN HIRE....

Waging war for pay instead of patriotism goes back to ancient times. Mercenaries have fought for Roman emperors, British monarchs, and American revolutionaries. Modern times, though, have turned mercenaries into a multi-billion dollar industry. By the end of the Cold War, military conflicts evolved into smaller conflicts based around small units of highly trained soldiers using high-tech weapon systems. Initially, modern governments used Private Military Contractors (PMCs) in non-combat support roles, providing technical or logistical support; however, a growing number of these companies eventually began to provide combat specialists.

Most PMCs come from the standard military services, often lured away by the promise of salaries ten to twenty times higher than they were making previously. The modern "War on Terror" led to an explosion of private military firms, growing from a \$5 billion industry in 2000 to over \$130 billion in 2010. Soldiers who considered a lifelong career in the military are leaving the service as quickly as possible to grab the big paychecks, to the point that military units like the US Special Operations forces and British Special Air Service are having difficulty holding on to their soldiers. The use of PMCs has jumped from one contractor per 50 soldiers in the 1990s to one in 10 today.

While the use of PMCs often provides cost-benefits to the governments and individuals who employ them, there are also risks accompanying their use. PMCs should, under ideal circumstances, work seamlessly with the military units they are supplementing; the reality is far from the case. PMCs are not part of the chain of command, and this has led to problems ranging from miscommunication to "friendly fire." Additionally, PMCs are not as heavily monitored as military personnel, leading to numerous incidents of PMCs using excessive force and committing, had they been done by standard military units, what are considered war crimes. Civilian contract soldiers occupy a murky area of jurisdiction that has allowed them to escape justice for crimes both small and horrendous. Furthermore, they are not covered by laws such as the Freedom of Information Act, allowing them to avoid public oversight. These companies provide plausible deniability for governments who do not wish their wartime goals and actions to become public knowledge. Governments wanting to limit what these companies can legally do run into cross-jurisdictional issues these multinational companies fall under. Many companies do not even have standing forces, relying instead on databases of qualified personnel hired on a contract-by-contract basis.

Real-world companies like Academi (formerly known as Blackwater) or Global Strategies Group would be rivals to Orion Private Security. In our world, they are certainly not manufacturing cybernetic killing machines; but in a super-heroic world, who knows what they might be into?

Adventure Seeds:

The following adventure seeds are examples of how to use SixGun in your campaign. Take what works best for you and have fun with them.

Going to the Mattresses: After his wife and child were killed in the cross-fire between two warring organized crime families, millionaire Andrew Boyle swore revenge. He put his considerable resources to use and hired SixGun to eliminate every member of both families. Right now, the police and press agree it is a good old-fashioned gangland war. Closer examination by the player heroes will reveal SixGun has a hand in it. This begs the question (especially if the team leans closer to vigilantism)—do the heroes really want to stop the killings, as they have dealt crippling blows to local syndicates?

Tech Support: Since their escape from OPS, SixGun have relied on their self-repair routines and visits to evil overlords, trading their service for repairs. Now, one of the team has been seriously injured, and they need a specialist. Coincidentally, the expert they need is one of the following: one of the heroes, either in their heroic or secret identity (for those teams who have either engineering or biomedical geniuses), an NPC who has been the heroes' scientific advisor, or even a hero's romantic interest.

Crossfire: A stone tablet rumored to contain secrets of a lost civilization is on display at the local museum. Security is tight because rumors abound that unscrupulous individuals have their eye on the tablet while it is in the campaign's town, and the local superheroes have even been asked to provide advice on how to best protect the tablet. A yakuza oyabun has hired SixGun to steal the tablet from the museum, as he believes that the tablet is a map to an ancient treasure hoard. Unbeknownst to the yakuza and SixGun, another group of villains is planning to steal the tablet on the same night, believing the tablet contains ancient arcane secrets. The second group of villains should be a team that the players have encountered before, preferably one with at least one mystical member (perfectly viable options would be the Oktobermen or Black Chapter, also available from Vigilance Press.)

Spare Parts: A villainous organization, the kind with hordes of similarly dressed goons that the heroes have faced before, decides they need an edge if they are ever going to beat the heroes. Under the pretext of hiring SixGun for a mission, they have captured all but one, who narrowly escaped. The organization plans to take the team members apart so they can use the information to make their own cadre of cyborg soldiers. The lone mercenary wants to free his team, and goes to the heroes for help.

Supporting Cast

Nightwitch



History: Tamara Roskova comes from a long line of insane pilots dating back to the original Night Witch squadron (officially called the 588th Night Bomber Regiment of the Russian Air Force during World War II). The Night Witches flew twenty-year-old aircraft mostly used as trainers and crop dusters, but were nonetheless the most highly decorated female military unit in the Soviet Military. The pilots were able to turn the slow airspeed of their Polikarpov Po-2 aircraft into a deadly advantage—their planes' top speed was slower than the stall speed of their German opponents, and the agile biplanes were able to slide out of the Germans' sights as the Nazis blew past them.

Colonel Roskova flew modern jets for the USSR up until the dissolution of the Soviet Union, when her unit was absorbed into the Russian military. Low pay and growing disillusionment led her to resign her commission. She thought she would enjoy a quiet retirement, but was slowly going stir crazy. An old friend from the Soviet Air Force looked her up, having found more lucrative ways to enjoy his retirement: smuggling for the Russian Mafia. Given the choice between a slow descent into alcoholism and the chance to fly again, Tamara took the only rational choice. Roskova flew with the Russian Syndicates for over a decade, keeping her skills sharp, but her body started to betray her, her reflexes becoming a hair slower.

Everything changed when Roskova discovered the Hungry Shadow, an experimental stealth aircraft locked in an old Soviet Science City warehouse that the Syndicate was looting. While not a top-of-the-line fighter jet, it was still love at first flight. After cutting a deal with the Syndicate for her

freedom, Roskova became an independent flier taking on whatever work she felt like. In between jobs, she has a nice little stretch of land in the Caribbean where the nights are warm.

Roskova met SixGun after their break with OPS. She and the mercenaries both used Maurice St. John as a go-between and money launderer. She has flown them into hot spots on occasion and, more importantly, flown them back out again. SixGun trusts her, and while she may complain to high heaven about the insane jobs they need her for, she still gives them her unofficial “old friends discount.”

Appearance: Nightwitch has hard features, only cracked by a rare smile or her preferred brand of filthy Cuban cigars. She is in incredible condition for a woman in her 60s and can still throw down in a bar fight when she needs to. Her silver hair is shoulder length, having decided to grow it out in her semi-retirement.

Personality: Nightwitch puts on an abrasive front—a glare as cold as the Siberian Winter. She trusts few people and likes even fewer. She prefers to be left alone, and will break the thumbs of anyone who tries to push her. She will fight like a rabid wolverine to protect the rare individual she cares about, however.

Powers and Abilities: Nightwitch is in excellent shape and would still be considered one of the top air combat pilots in the world in terms of skill. There are younger and faster pilots, but she knows more about flying than any ten Top Guns combined, and is just plain meaner.

Plot Hooks: Nightwitch has come to the heroes’ city to visit an old, dying comrade, her wingman Susana Bershanskaya. Susana is in hospice care at a

HUNGRY SHADOW • 66 POINTS

STR 10, DEF 8, TOU 9, SIZE Huge

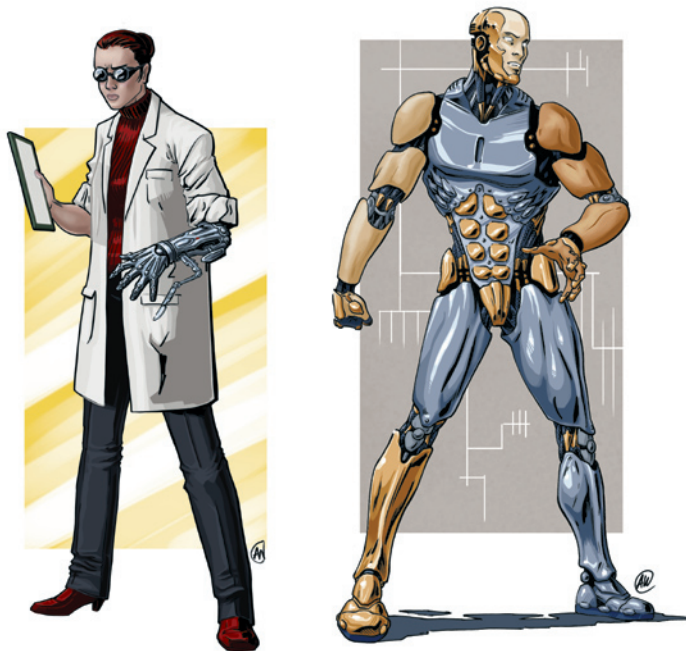
Powers: Autocannons: Ranged Damage 5, Multiattack; **Missiles:** Ranged Damage 9, Homing 3, Unreliable (5 uses); **Radar Invisible:** Concealment 2 (Radar), Check Required (Technology, DC 11), Limited to Machines; **Thrusters:** Flight 9 (1000 mph)

Features: Alarm 2, Hidden Compartments, Navigation System

Offense: Autocannons +6, Ranged Multiattack Damage 5; Missiles +4, Ranged Damage 9

local cancer center, and Nightwitch has come to bid her old friend good-bye. Unfortunately for her, a government agent has been watching Bershanskaya, hoping to catch the elusive Nightwitch. She is currently in custody, but has made a call to Maurice St. John, who has called SixGun to bust her out.

Doctor Sharma and Copperhead



History: One of the problems with being a top-of-the-line cyborg is that you cannot just go to any doctor to get fixed properly. The number of cyber-technicians who have the skill to handle advanced prototype modifications like SixGun would not fill an elevator, and those who are willing (and able) to do so for wanted criminals can be counted on a single bionic hand. Doctor Shriya Sharma is the one SixGun trusts to handle repairs that they cannot.

Doctor Sharma, like 95% of her clients, is a wanted criminal. In her case, it was for illegal and unethical experiments on human subjects. Her eventual goal is the complete replacement of the human organism, which she calls “the Avatar Project”—a form of perfect mechanical life that has all of the boundless potential of the human animal. She will do whatever it takes to make the next discovery possible, and does not care for the cost, either financial or in human lives.

NIGHTWITCH PL8

STR 3, STA 3, AGL 3, DEX 4, FGT 4, INT 3, AWE 3, PRE 3

Equipment: Holdout Pistol, Knife; Hungry Shadow (Vehicle)

Advantages: Accurate Attack, Benefit: Piloting Feint (Like Agile Feint, but with Vehicles Skill), Connected, Contacts, Defensive Roll, Diehard, Equipment 15, Evasion, Languages 4 (Arabic, Chinese (Mandarin), English, German, Japanese, Spanish; Russian is native), Move-by Action, Power Attack, Second Chance (Crashing), Seize Initiative, Skill Mastery (Vehicles)

Skills: Athletics 6 (+9), Close Combat: Knife 5 (+9), Expertise: Russian History 4 (+7), Expertise: Smuggler 4 (+7), Ranged Combat: Heavy Weapons 2 (+6), Technology 4 (+7), Vehicles 11 (+15)

Offense: Initiative +3, Hold-out Pistol +4, Ranged Damage 2; Knife +9, Damage 4; Unarmed +4, Damage 3

Defense: Dodge 6, Parry 9, Fortitude 8, Toughness 4/3, Will 8

Power Points: Abilities 52 + Powers 0 + Advantages 31 + Skills 18 + Defenses 18 = 119

Complications: **Daredevil:** Nightwitch excels in insane air combat maneuvers, the kind that makes trained fighter pilots wince. This does not endear her to her passengers. If given a choice between two maneuvers, she will automatically go for the more difficult one. **Wanted:** Nightwitch is wanted in multiple jurisdictions for various crimes, both in her past as a smuggler for the Russian Mafia and her present actions.

Dr. Sharma would probably fare better if she were to collaborate with other, like-minded evil geniuses, but has yet to find a partner that has the necessary level of genius and (for her) level of obedience. In the meantime, she makes do with “Copperhead”, a prototype android she continues to tinker with. Copperhead is one part lab assistant, one part bodyguard, and one part twisted child. Unfortunately, Copperhead lacks the spark of initiative and genius she truly wants.

When SixGun was built, she had been operating as an independent contractor for OPS. She has, over the years (usually when in need of some quick money), consulted for super-villains and clandestine organizations that share her lack of scruples. She contributed to Option 19 in return for a few million dollars and a small amount of enriched plutonium. She departed the project long before SixGun went rogue.

After a particularly disastrous mission, SixGun were in dire need of repair and contacted her, hoping they could buy her services. They did, though not as they had intended: she traded repairs for missions, sending SixGun up against an armored American super-hero whose mind/machine interface technology cut three years off the Avatar Project’s timeline. SixGun depends on Dr. Sharma enough they risked capture and death to rescue her from a criminal syndicate who wanted her to make cyborgs for them. She appreciates their loyalty, but only understands it as a rational transaction. They need her for repairs; she needs her freedom. She does, however, derive some small satisfaction from her interactions with Headcase, who she sees as an important step towards Avatar.

Personality: Doctor Sharma is a cold-blooded sociopath, ruthless in her pursuit of cybernetic ascension, and not concerned if her technological paradise is built on the blood of a million failed experiments. She does not “rant and rave” like other mad scientists; she simply does her job and expects to be paid. Copperhead is her silent servant, able to understand her without even the need for speech or a technological link. Minor changes in expression or gestures, too subtle for the human eye, are all the instructions he needs.

Powers and Abilities: Doctor Sharma severed her own left arm for an experiment in human/machine interface design performed by the android Copperhead. The arm, in addition to having great crushing strength, contains all the tools she needs for cyber-surgery and a powerful force field. The Copperhead android is a patchwork creation. Dr. Sharma continues to tinker with it, adding functionality here, removing obsolete technology there. It is likely that, should player characters encounter Copperhead more than once, it will have very different abilities.

Plot Hooks: Doctor Sharma believes that a local super-genius (either a member of the super-team or a scientist they consult) has some crucial bit of knowledge for the Avatar Project. She has called in a marker with SixGun to kidnap the scientist and extract the information from him. Marauder is not wild about this caper, as he prefers to avoid super-heroic entanglements, but the team needs her technical expertise.

DR. SHARMA PL3

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

Powers: **Cybernetic Arm** (Enhanced Advantages (Improvised Tools); Enhanced Strength 4, Limited to Crushing and Grabbing Only; Protection 6, Impervious, Sustained, Distracting)

Advantages: Assessment, Benefit (Well-off), Contacts, Eidetic Memory, Equipment 1, *Improvised Tools*, Inventor, Languages 2 (English, Latin; Standard Hindi is native), Skill Mastery (Expertise: Cybernetics), Ultimate Effort (Cybernetics), Well-informed

Skills: Expertise: Criminal Underworld 5 (+9), Expertise: Current Events 2 (+6), Expertise: Cybernetics 8 (+12), Expertise: Engineering 5 (+9), Expertise: Medicine 2 (+6), Perception 1 (+3), Persuasion 1 (+1), Technology 6 (+10), Treatment 6 (+10)

Offense: Initiative +0, Unarmed +0, Damage 4

Defense: Dodge 0, Parry 0, Fortitude 0, Toughness 6/0, Will 2

Power Points: Abilities 16 + Powers 11 + Advantages 11 + Skills 18 + Defenses 0 = 56

Complications: **Sociopath:** Dr. Sharma is a sociopath, and sees other humans as just potential test subjects. **Wanted for Mad Science:** Dr. Sharma is wanted on three continents for murder and unethical medical experiments.

COPPERHEAD PL7

STR 7, STA —, AGL 0, DEX 0, FGT 1, INT 0 AWE 2, PRE 0

Powers: **Armor** (Protection 13, Impervious); **Artificial Being** (Immunity 30 (Fortitude Effects)); **Cybermind** (Communication 1, Rapid 3; Comprehend 2 (Machines / Electronics)); **Force Shell** (Protection 12, Impervious, Affects Others Only, Continuous); **Sensors** (Senses 5 (Danger Sense (Visual), Darkvision, Microscopic Vision 2)); **Servo Boost** (Speed 5 (60 mph))

Advantages: Accurate Attack, Assessment, Defensive Attack, Eidetic Memory, Improved Disarm, Improved Grab, Interpose, Power Attack, Second Chance (Assisting Dr. Sharma), Seize Initiative

Skills: Close Combat: Unarmed 4 (+5), Expertise: Cybertechnology 4 (+4), Perception 1 (+3), Technology 5 (+5), Treatment 5 (+5), Vehicles 7 (+7)

Offense: Initiative +0, Unarmed + 5, Damage 7

Defense: Dodge 0, Parry 1, Fortitude Immune, Toughness 13, Will 4

Power Points: Abilities 10 + Powers 113 + Advantages 10 + Skills 13 + Defenses 2 = 148

Complications: **Barely Human:** Copperhead can barely pass as human. Anyone who can see him directly will see that his face looks more like a mannequin than a human being. His expression is frozen. **Hardwired Servitude:** Copperhead is completely loyal to Dr. Sharma and will do whatever it takes to protect her from harm.

Maurice St. John



History: Maurice St. John grew up wanting to be rich. Not just regular rich, like movie stars or sports heroes; he wanted the sort of money that is its own thing, a hungry beast continuing to roll on, ever expanding. In school, he studied business and law, believing that while one could get rich building something and selling it, the only way to get to the real wealth was in manipulating the system of finance itself. The stock market was a casino, and the only way to win was to become the house. With enough money, he could start shaping the laws of the land so that he could, in turn, make more money. He bought and sold companies, propping them up and then grinding them down.

Eventually, it all came crashing down. Should anyone want to know, he can explain how a single shipment of faulty computer chips became the first domino in an epic crash that left him virtually penniless. After about five minutes, even professors of economics start to lose track of it all. The system—the system he believed in with an almost religious fervor—betrayed him.

So he did the only thing he could think of: if he could not make money, he would take it. He knew all the ins-and-outs of the financial system, all the ways he could slide through cracks and loopholes. He knew powerful men and how to help them hide their money; business tycoons, super-villains, and Mafia dons were soon coming to him for advice, which he would give—for a healthy percentage. His network of illegal contacts grew. Five years ago, while closing a deal for a South American drug lord, he overheard one of the kingpin's lieutenants complaining about a deal with some mercenaries that went bad. Maurice had just completed a deal with some KGB operatives now working freelance in Europe, so he gave the kingpin the operatives' number; a new side business was born. He does not seek out new

clients—he just deals with his money-laundering clients, keeping an ear open for times when he knows the right operative for the job.

St. John rarely deals with anyone in person, preferring to handle everything over the phone and through electronic channels. He never stays in one place for more than a week.

Personality: Maurice is a smooth salesman. He knows how to put clients at ease and show them that he is not just *good* at what he does—he is the *best*.

Powers and Abilities: Maurice has no superhuman powers or skills. What he does have, however, is a list of contacts that can collectively level cities and favors owed him by powerful men in all walks of life.

Plot Hooks: Maurice never got over the sting of losing his fortune, even though (truth be told) he is happier now. Over the years, he has poked and prodded at the chain of dominos that ruined him. He finally boiled it down to George Duncan, a junior quality assurance technician who approved the bad chips. George had a few tough years after the company closed, but has turned his life around. He sells real estate in the heroes' hometown. He may have even sold one of the player characters their house, or helped in some way to get their base constructed. Initially, Maurice just made him suffer: George's credit was ruined, his bank accounts frozen, his insurance cancelled. The heroes can see that someone is targeting George, but it is not obvious why. Digging into George's history will connect the junior technician with a now infamous money-launderer. The issue gets complicated when, as the heroes get involved, Maurice decides to up the stakes by calling in SixGun.

MAURICE ST. JOHN PL4

STR 0, STA 1, AGL 1, DEX 0, FGT 2, INT 3, AWE 2, PRE 4

Equipment: Bulletproof Vest, Machine Pistol, Smartphone

Advantages: Attractive, Benefit 5 (Status: "The Money Maestro"; Millionaire), Connected, Equipment 3, Skill Mastery (Deception), Well-informed

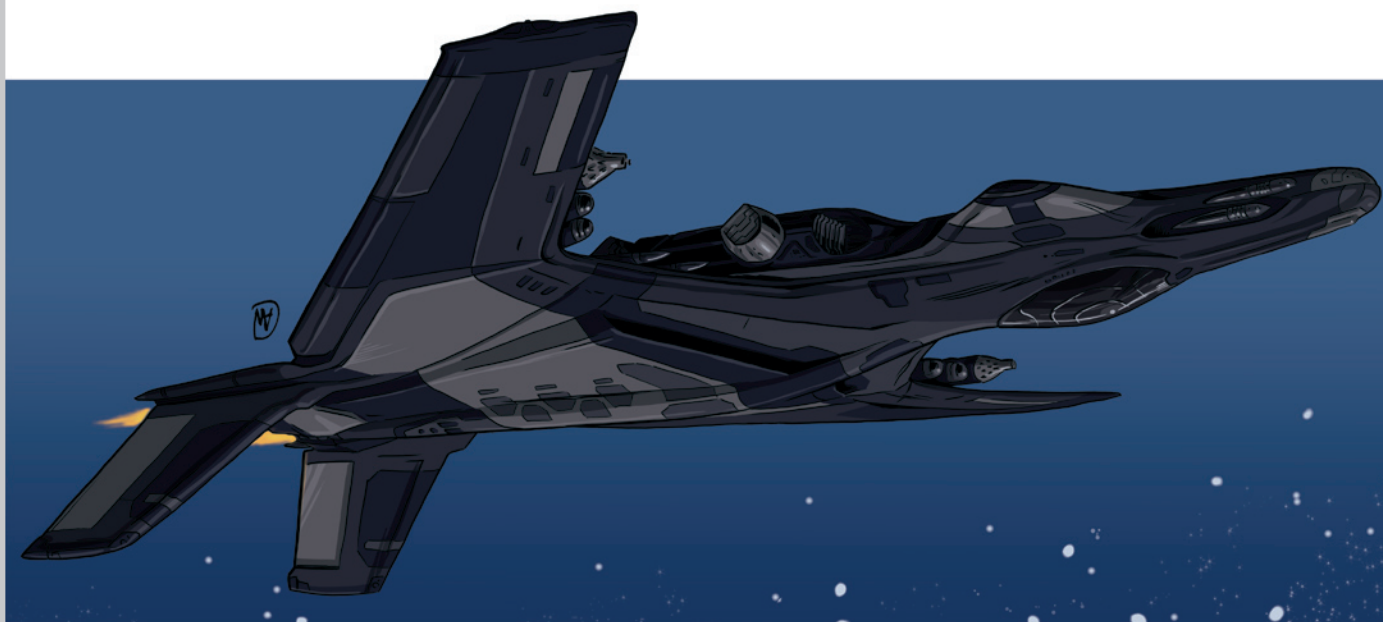
Skills: Deception 5 (+9), Expertise: Business 5 (+8), Expertise: Current Events 5 (+8), Expertise: Mercenary World 5 (+8), Expertise: Money Laundering 6 (+9), Insight 2 (+4), Intimidation 2 (+6), Perception 2 (+4), Persuasion 4 (+8), Ranged Combat: Machine Pistol 4 (+4), Technology 6 (+9)

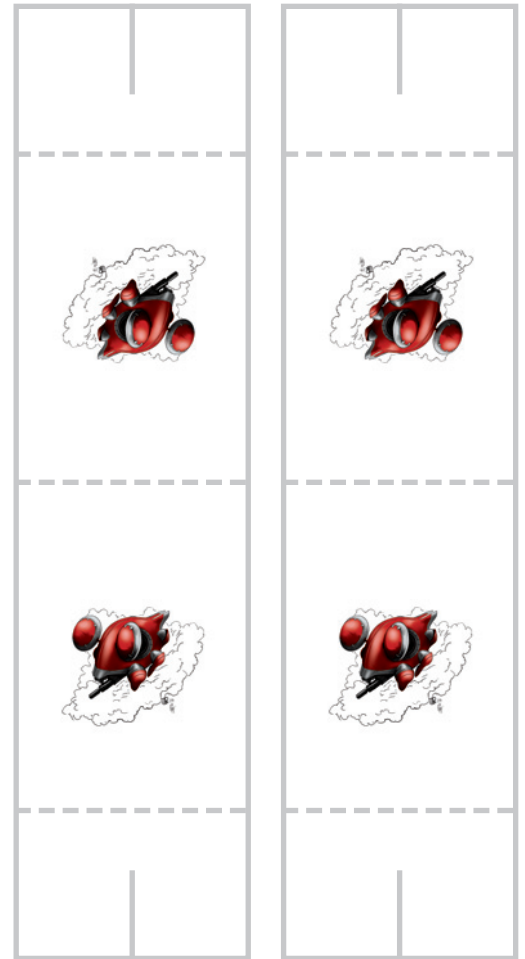
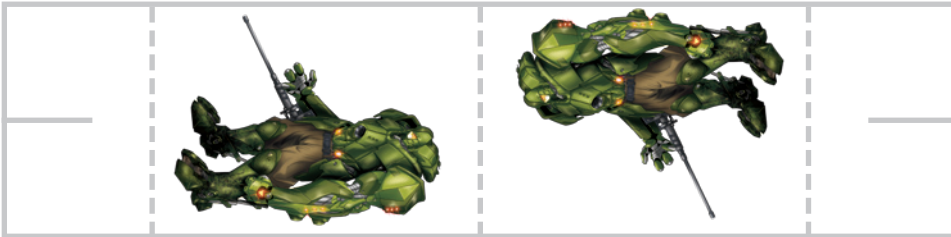
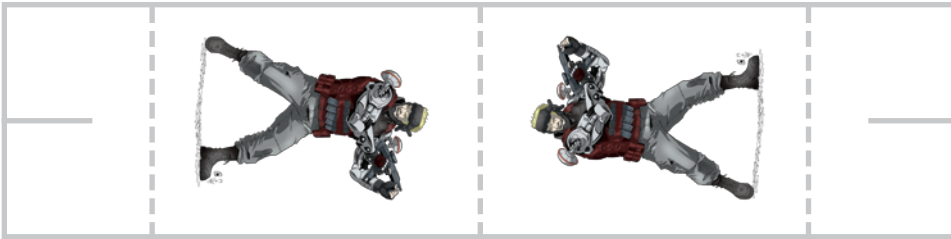
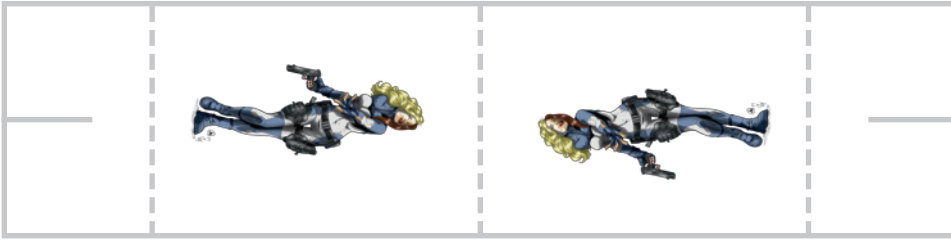
Offense: Initiative +1, Machine Pistol +4, Ranged Damage 3

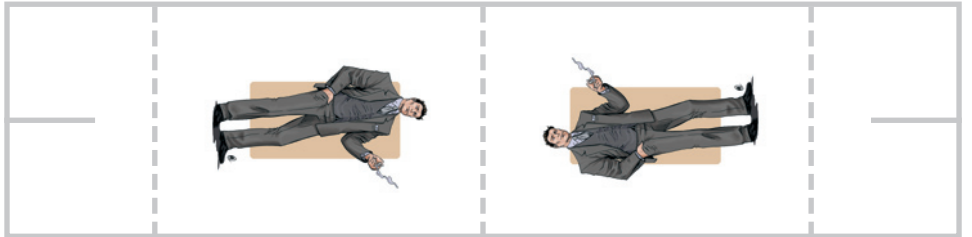
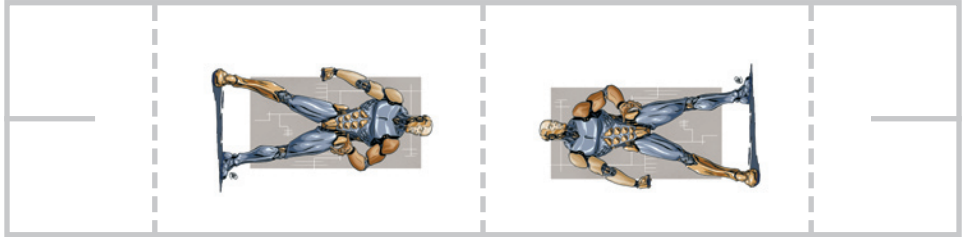
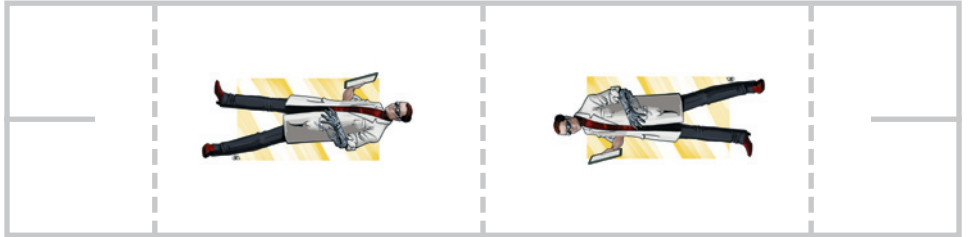
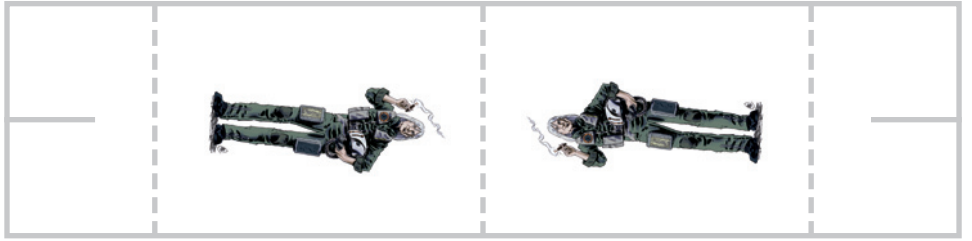
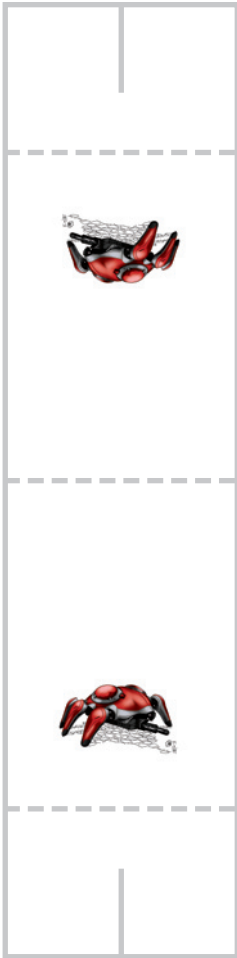
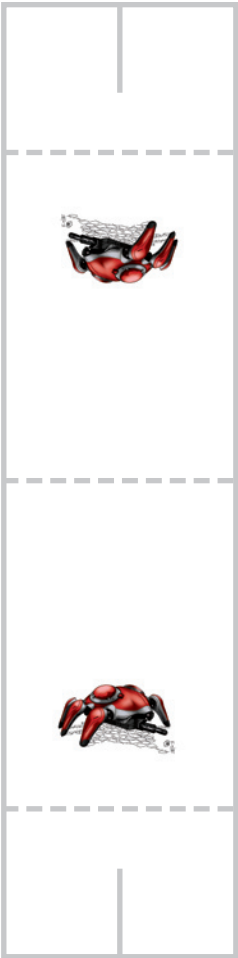
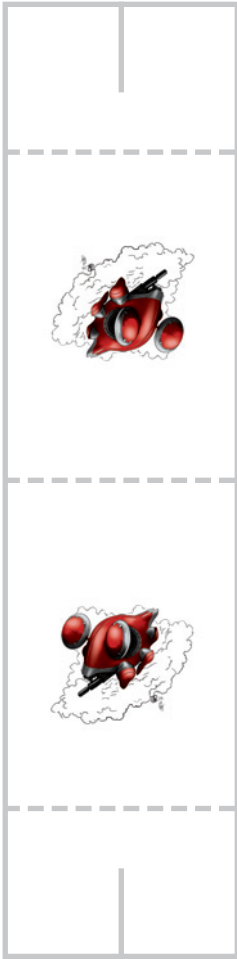
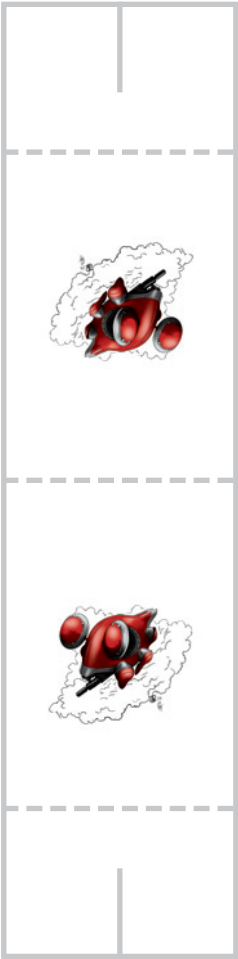
Defense: Dodge 3, Parry 3, Fortitude 3, Toughness 5, Will 5

Power Points: Abilities 26 + Powers 0 + Advantages 12 + Skills 23 + Defenses 8 = 69

Complications: Always Honors a Contract: Maurice is a man of his word. He will abide by his contracts and tries to do right by his clients. Screwing a customer is bad for repeat business. **Never been caught:** Various federal and international legal organizations would love to bring him down. They have yet to get anything they can prove on him. **Yes, I am a coward:** While he is a master of negotiation, Maurice is a coward in an actual firefight.







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Version 1.0a

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LOCK AND LOAD!

Private Military Companies are becoming more and more common, exchanging higher costs for better trained and better equipped military specialists. In a world where people in spandex can juggle armored personnel carriers, they need to be even better trained and better equipped! Enter SixGun, a team of cybernetic super-soldiers who will work for anyone if the price is right. Author Rick Jones brings you a team of ruthlessly efficient, battle-hardened foes for your Mutants and Masterminds Third Edition campaign, ready to deploy at a moment's notice.

No battle theater is off-limits for these six cyborgs. Marauder, Camo, 3Chelon, Headcase, Deadeye, and "Spot" have the technology and the skill to strike anywhere the money leads them. With art by Alex Williamson, Yad-Ming Mui, Denise Jones, and Jesse Justice, this full-color book brings illustrations for the team, their gear, and their support personnel. We also include full-color standees for you to use at the gaming table.

If you're not familiar with Private Military Companies, fear not, we've included an essay on their history and how they operate... both in the real world, and in the world of your own Superhero campaigns. We also include background and history for the insidious Orion Private Security, whose mysterious connection to SixGun is still classified "Eyes-Only" for the Game Master.

So make one final gear check, and prepare for a fierce battle. SixGun is ready, are you?

**"Sanguine et Aurum!
Blood and Gold!"**



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