



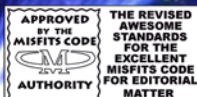
#16

STEVEN
TRUSTRUM

MISFITS & MENACES



COSMIC THREATS



REQUIRES THE MUTANTS AND MASTERMINDS RPG
BY GREEN RONIN PUBLISHING FOR USE



Author, Additional Illustrations, Coloring, Cover & Design: Steven Trustrum

Playtesters: AJ Gibson, Psistrike, Leon Mallet

Original Art: Scott Harshbarger, with Shawn Richter

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INTRODUCTION

Misfits and Menaces is a series of sourcebooks for the **M&M Superlink** rules. Each offering focuses on a number of villains and/or one or more villainous organization that may be inserted into most super-heroic campaigns with little effort. Each organization is constructed using the new rules for designing organizations presented in **Better Mousetrap**, also from **Misfit Studios**.

METAHUMAN THREAT SCALE

To make using the accompanying characters easier, a threat scale is used throughout this work. Each character will be assigned a threat level from this scale, giving players and Gamemasters alike an idea of how characters and law enforcement agencies should perceive the villain, regardless of actual PL. The assigned threat level takes into account more than the immediate threat posed, as it also considers goals, ideals, behavior, state of mind, and so on.

If desired, this metahuman threat scale (MTS) can be incorporated into your game as the system actually used to assess metahuman threats, in much the same way as the government uses a color system to indicate states of national security awareness and preparedness.

Alpha: Of minimal danger, an Alpha-level threat is relatively low-powered and/or modestly trained. Such metahumans offer little more threat than a common non-metahuman street thug. A typical law-enforcement response should be sufficient to deal with the threat in most instances.

Such a threat can be restrained within standard containment facilities.

Beta: Beta-level threats possess sufficient metahuman abilities and/or training to pose a risk to a typical law-enforcement response. Tactical response units are likely the best way of dealing with such a threat, just to be safe.

Such a threat can usually be restrained within standard containment facilities, or those that have undergone a minimum of alteration.

Gamma: Threats of this level are an exceptional danger to society and are not easily dealt with by standard law-enforcement personnel (including normal tactical response units.) This is the most common metahuman threat level in most societies and usually represents the apex of threats whose abilities are based entirely on knowledge and training rather than metahuman powers.

Such a threat can rarely be held for long within standard containment facilities, usually requiring specially prepared conditions for long-term confinement.

Delta: Extremely dangerous, and only to be approached in force and with extreme care, Delta-level threats have the capability of causing great damage and represent a significant, immediate threat to life and public resources/services. Delta-level threats are best handled by other metahumans of comparable (individual or combined) power, or by specially trained response units and/or the military.

Such a threat cannot be held within standard containment facilities, requiring specially prepared conditions for long-term confinement.

Epsilon: Entire nations, continents and possibly even whole planets are at risk from Epsilon-level threats. Possessing abilities and/or influence to literally shatter civilizations, nations put great amounts of resources into anticipating and countering such beings before their machinations or rampages cause irreparable damage to a planet's social order, political stability, and/or physical well-being.

Such a threat cannot be held within standard containment facilities, requiring specially prepared, often-unique conditions for long-term confinement. In the most extreme cases, practical containment is impossible and more extreme (permanent?) solutions must be found.

Omega: Omega-level threats are the greatest threat known, as they can affect things on a cosmic scale, be it by eradicating entire intergalactic civilizations or putting the very fabric and stability of reality at risk. This threat level is the broadest in its scope, allowing for a variety of actual ability potencies.

Restraining such threats requires a legendary act by beings of lesser threat levels, or an intervention of another Omega being/artifact/power. Generally speaking, though, Omega-level threats are considered unstoppable forces of nature/the cosmos/whatever, and are better tricked, negotiated with, or avoided altogether than directly opposed, as undertaking the latter can easily result in the dangers meant to be avoided.

Containing such beings requires the power of a sun, act of god, or similarly extraordinary expenditure of cosmic power or influence, feats usually only available to other Omega-level beings or incredibly advanced civilizations.

“-A” Notation: When added to a threat level, this notation indicates the threat is arcane/magical in nature.

“-E” Notation: When added to a threat level, this notation indicates the threat is extraterrestrial (alien) in nature.

“-D” Notation: When added to a threat level, this notation indicates the threat is extradimensional (from another plane of existence) in nature.

“-P” Notation: When added to a threat level, this notation indicates the threat is psychic in nature.

“-T” Notation: When added to a threat level, this notation indicates the threat is Terran (from Earth), but not human in nature.

A

B

Г

Δ

E

Ω

Real Name:
Lord Syz

Aliases: The
Avenging Heart,
the Legion Killer

Threat Level:
Delta-E

Age: 1,342

Height:
9 feet, 2 in.

Weight:
1,320 lbs

Native
Language:
Idalkal-Ra

Exile

PL 12

STR	DEX	CON	INT	WIS	CHA
+10	+5	+6	+1	+2	+1
30	21	22	13	14	12

TOUGH

+10

FORT

+12

REF

+10

WILL

+8

Skills: Bluff 4 (+5), Computers 1 (+2), Concentration 3 (+5), Diplomacy 6 (+7), Intimidate 5 (+7), Knowledge (civics) 4 (+5), Knowledge (physical sciences) 2 (+3), Knowledge (tactics) 3 (+4), Language (Nadilian, select eight more), Notice 3 (+5)

Feats: All-Out Attack, Attack Focus (ranged) 4, Improved Initiative

Powers: **Flight 8** ■ **Gravity Control 10 *** (*Power Feats:* Alternate Powers—**Deflect 5 *** [Slow and fast projectiles; *Extras:* Perception], **Environmental Control 10 *** [high gravity], **Environmental Control 10 *** [low gravity], **Telekinesis 6 *** [*Power Feats:* Precise, Subtle; *Extras:* Damaging]) ■ **Growth 4** (Large; *Power Feats:* Innate; *Extras:* Continuous; *Flaws:* Permanent) ■ **Impervious Toughness 6 6** ■ **Magnetic Control 10** (*Power Feats:* Alternate Powers—**Attract/Repel 10**, **Blast 10** [*Extras:* Line (Targeted); *Flaws:* Touch], **Bullet 6** [*Power Feats:* Improved Range, Precise; *Extras:* Autofire], **Obscure 10** [radio, 1 PP/rank; *Power Feats:* Progression [area; 100,000-ft. radius] 10; *Extras:* Burst; *Flaws:* Touch], **Snare 10** [*Extras:* Constricting; *Flaws:* Medium (metal)]) ■ **Protection 4** (*Extras:* Impervious) ■ **Radiation Control 10** (*Power Feats:* Alternate Powers—**Dazzle 10** [visual, 2 PP/rank], **Drain Constitution 10** [*Extras:* Ranged], **Environmental Control 10** [irradiate], **Nauseate 6** [*Power Feats:* Affects Insubstantial, Reversible; *Extras:* Ranged]) ■ **Space Travel 6** ■ **Super-Senses 43** (Cosmic Awareness [extended 10], Darkvision [Extended 2], Direction Sense, Distance Sense, Ladar [extended 10], Radio, Tracking, Visual [extended 10]) ■ **Super-Strength 4**

Drawbacks: **Power Loss** (flight; absence of gravimetric or magnetic fields, minor, uncommon) -1, **Power Loss** (space travel; absence of gravimetric or magnetic fields, minor, uncommon) -1, **Signature** (space travel; special [cosmic], trail) -2

Combat: Attack +8 (-1 size; +12 ranged), Damage +10 (unarmed), +6 (telekinesis), +6 (bullet effect), +10 (magnetic blast), +10 (radioactive blast), Defense +7 (-1 size), Initiative +9

Abilities 40 + Skills 10 (40 ranks) + Feats 6 + Powers 178 + Combat 34 + Saves 17 - Drawbacks 4 = 281

* Dynamic

Once the ruler of Idalkal, a planet of mineral-based sentient beings on the Galactic Fringe, Lord Syz's people were visited by Celestial Legionnaire Theofen (pg 9) nearly a millennia ago, accepting the stranger from the stars and making him welcome. Unfortunately for Idalkal, Theofen had already begun down his path to corruption and madness, and the Idalkian's hospitality was perceived as the sort of weakness that made it easy for the renegade to conquer the rock men. Finally, following nearly four centuries of tyrannical rule and one crushed attempt at revolution after another, some of Theofen's fellow Celestial Legionnaire's arrived to drive off their rogue brother. During the battle with the other Legionnaires, Theofen (now known as Marauder) activated a doomsday weapon that devastated Idalkal, razing its surface and rendering it nearly uninhabitable. Fleeing, Idalkal's conqueror left the planet to suffer its death throes.

But Idalkal didn't die entirely. Returned to his throne, Lord Syz brought hope to the hopeless by promising his people they would have their revenge. Using their planet's only remaining resources, Lord Syz was transformed by Idalkal's science priests into a living weapon that would blast into the heavens to find ex-Legionnaire Theofen and bring the monster the death he had so richly earned. It would be the last thing his people would do before their once utopian planet killed off the final survivors who had hung on to life long enough to see their ruler become the weapon of their manifest vengeance.

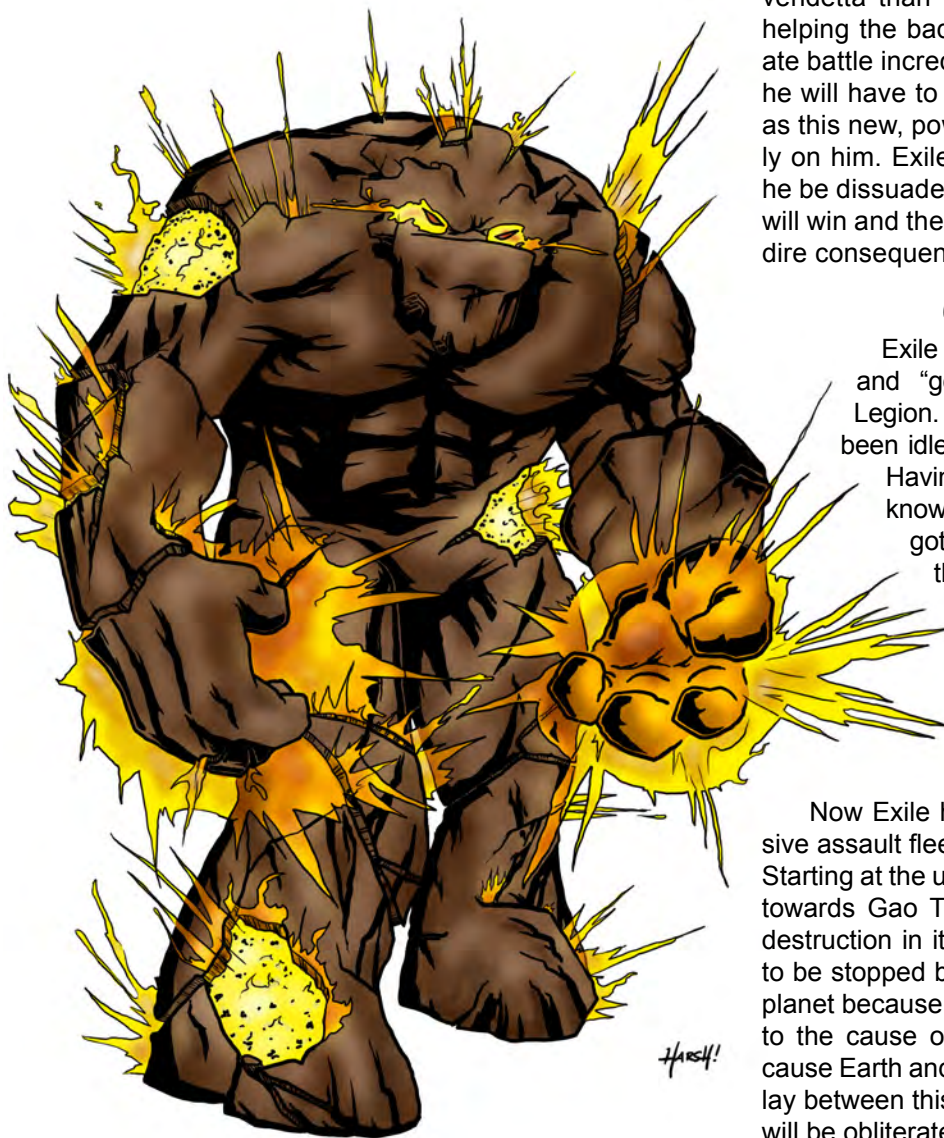
The last of his kind, Exile is a morose, fatalistic being of constant rage and total focus upon his mission to find and kill Marauder. This mission has since expanded to include all Celestial Legionnaires, as he's since seen their influence in the universe and holds them to blame for granting Theofen the power to destroy Idalkal and for allowing him to run free as Marauder.

Exile's powers derived from the mysterious power source nested in his chest where his dual hearts of stone once resided. By means of the process that transformed him into a living weapon, Exile can manipulate the radiation to control and manipulate gravity and magnetic fields, including in such a way as to provide him with the means to fly between stars, or he can unleash the energy in its raw form.

Appearance: Within Exile's rock-like, barrel chest beats a nuclear heart that makes him virtually immortal. Veins and cracks crossing his body's surface glow with this energy. His body looks like it has been taken apart and put back together as best as was possible with pieces broken and missing, although glowing energy fills the gaps and holes, granting his body cohesion.

CAPER IDEAS

The following may give Gamemasters ideas on how to incorporate Exile into their game.



ROCK AND A HARD PLACE

Exile finally caught up to Marauder and nearly killed him. The rogue Celestial Legionnaire was able to get away, though, and has now shown up on the heroes' doorstep, begging them for sanctuary. If the characters are familiar with Marauder, they'll know that he deserves his fate, but can they all but commit murder by allowing Exile to take the renegade, and if the heroes choose to show Marauder mercy will they be forced to kill the vengeful rock man in turn due to the latter's unrelenting pursuit of ultimate vengeance?

YOU ALL LOOK THE SAME TO ME

Despite being a champion for justice, a player character Celestial Legionnaire (see **Do-Gooders & Daredevils: Champions** for details on building such a character) has been tracked down and comes under attack out of nowhere during the middle of a climactic battle against some super-villains. It seems Exile is more concerned with his blind vendetta than the repercussions of inadvertently helping the bad guys. This will make the immediate battle incredibly difficult for the Legionnaire, as he will have to deal with his previous foes as well as this new, powerful arrival that is focused entirely on him. Exile cannot be reasoned with nor can he be dissuaded, but if he isn't stopped the villains will win and their diabolical plan shall succeed with dire consequences.

ASSAULT ON THE HOMEWORLD

Exile has disappeared for several years and "good riddance" says the Celestial Legion. However, the last Idalkalian has not been idle in his absence—far from it, in fact. Having traveled beyond the universe's known edge, Exile has found and negotiated with the ancient, terrible evil that helped the Zettex Demesne so long ago (see **Do-Gooders & Daredevils: Champions**) and had convinced them to come out of hiding to assault the bastion of justice and home of the Celestial Legion, Gao Tho.

Now Exile has returned at the head of a massive assault fleet of incredible and unknown power. Starting at the universal frontier, it is pushing inward towards Gao Tho, leaving nothing but death and destruction in its wake. Not only will this evil need to be stopped before it reaches the Legion's home planet because preserving Gao Tho is so important to the cause of intergalactic justice, but also because Earth and so many other planets and species lay between this enemy and their ultimate goal and will be obliterated by the fleet's passing.

KEEPERS CPL 8/MINION RANK 173

Threat Level:
Gamma-E

Height:
9 feet, 3 in.

Weight:
1,300 lbs

Native
Language:
Unknown com-
puter cypher

Keepers			PL 8/Minion Rank 17		
STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	—	6 (-2)	12 (+1)	8 (-1)
SAVES	TOUGH +8	FORT —	REF +6	WILL +6	

Skills: Computer 4 (+2), Craft (electronic) 6 (+4), Craft (mechanical) 6 (+4), Knowledge (life sciences) 6 (+4), Notice 2 (+3), Pilot 4 (+5)

Feats: Ambidexterity

Powers: **Additional Limbs 3** (Four extra arms) ■ **Blast 8** (Suppressors; Power Feats: Accurate, Precise, Alternate Power—**Paralyze 8** [Power Feats: Slow Fade 2; Extras: Ranged]; Extras: Autofire) ■ **Communication 6** (Radio; Power Feats: Rapid, Subtle; Extras: Area) ■ **Force Field 6** (Power Feats: Selective; Extras: Affect Others +1, Impervious, Ranged) ■ **Growth 4** (Large; Power Feats: Innate; Extras: Continuous; Flaws: Permanent) ■ **Immunity 60** (Fortitude effects, mental effects; Power Feats: Innate) ■ **Protection 8** ■ **Snare 10** (Tangle lines; Power Feats: Chokehold, Reversible, Tether; Extras: Constricting; 2 20-foot increments) ■ **Snare 8** (Containment hold; Extras: Engulf; Flaws: Medium-size or smaller) ■ **Super-Senses 20** (Infravision [extended 2], Ladar, Microscopic Vision 4, Normal Sight [extended 2], Radar, Ultra-Hearing, Ultravision [extended 2]) ■ **Super-Strength 5** (Power Feats: Bracing)

Drawbacks: **Disability** (mute; very common, moderate) -4, **Reduced Range** (tangle lines) -2, **Short Range** (tangle lines) -2 *

Combat: Attack +5 (-1 size; +7 suppressors), Damage +7 (unarmed), +8 (suppressors), Defense +5 (-1 size), Initiative +1

Abilities -10 + Skills 7 (28 ranks) + Feats 1 + Powers 223 + Combat 24 + Saves 10 - Drawbacks 8 = 247

* See *Better Mousetrap*

Pseudo-sentient robots of unknown origin, the devices universally known as “the Keepers” have wandered the stars for as long as any known history can recall.

Traveling in their massive vessels, these machines visit worlds and gather samples of all the universe’s varied life forms (preferably in groups capable of reproducing) for purposes unknown. However, the care taken to avoid harming the samples suggests the robots look to safeguard their charges in perfect condition, thus the enigmatic machines’ names (although the same can’t be said for anyone trying to prevent the machines from carrying out their duties.) What few people that have managed to infiltrate the Keeper vessels and escape confirm this perception with reports of great vaults of creatures held in stasis, including species thought extinct for thousands—even millions—of years.

The Keepers’ master, if they do indeed have one, has never been discovered, and they are themselves incapable of (or unwilling to be) reasoned with. Their duties are all they know and they go about them with a diligence that even puts aside any sense of self-preservation. The coming of a Keeper ship is considered an omen of ill-fortune across the universe, although their practice of nev-

er traveling faster than light except to escape unavoidable danger (it is presumed the robots don’t want to risk their scanners missing a life form not yet in their collection) allows some advanced civilizations time to get out of the way if they receive sufficient warning. Rumors of Keeper vessels using faster-than-light technology when not pressed by enemies are either written off as mistaken tales or believed to be rare glimpses of vessels with full sample vaults returning to some unknown central “zoo” in order to empty their holds before returning to their mission anew.

Keepers act according to their mission, without conscience, mercy, or concern for anything but the capture and protection of their samples. They do not offer warning or pause, nor do they negotiate. These robots will usually act in numbers intended to overwhelm any resistance, throwing themselves in the way of incoming attacks in order to defend those Keepers assigned to specimen collection and transportation. As robots, Keepers are unable to heal but will repair each other when they return to their ship. It is unknown if these machines are capable of replenishing their numbers by building replacements, or if such facilities are counted amongst those concealed within their dreaded ark spacecraft.

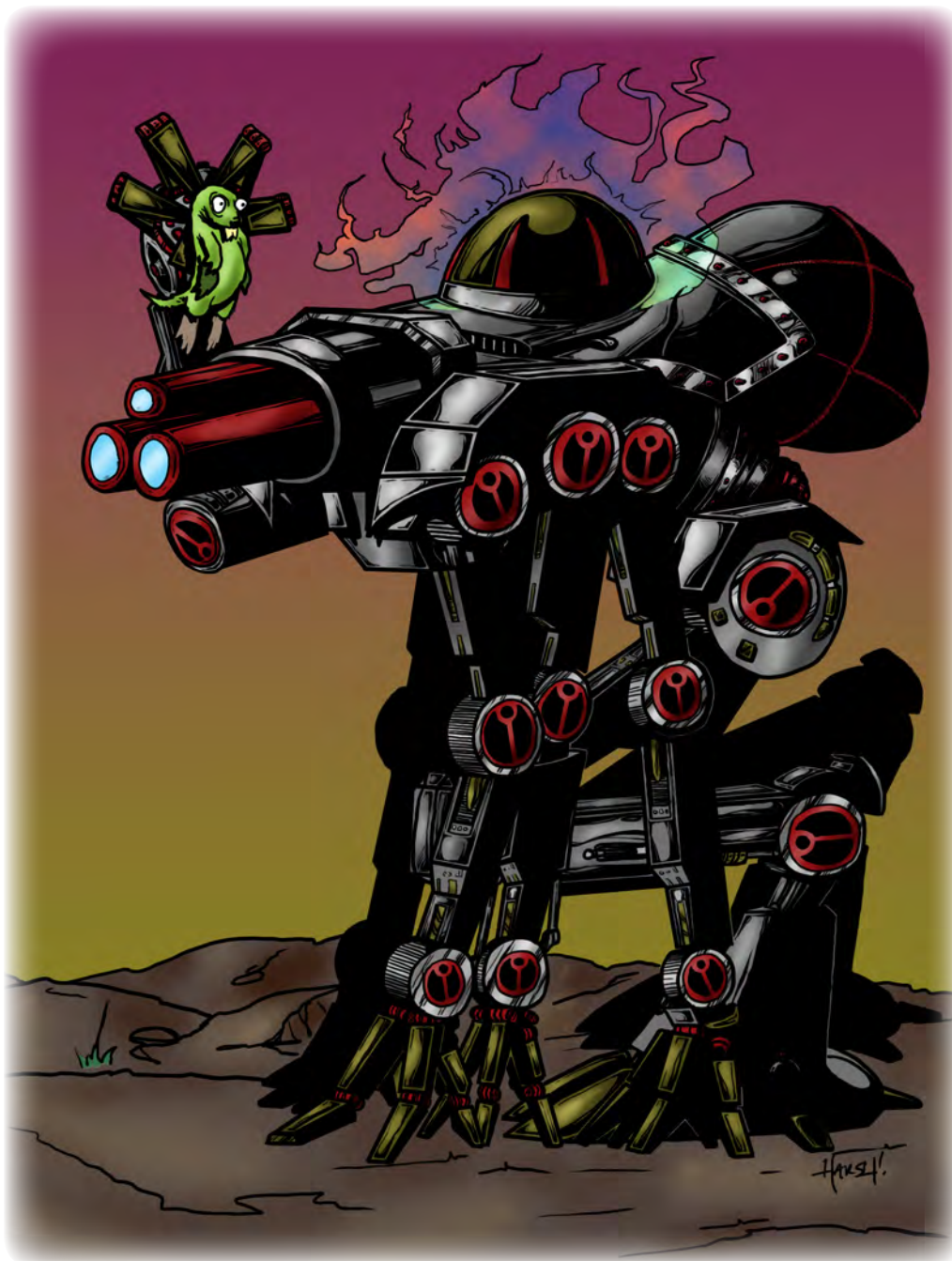
Appearance: Bipedal, these robots hunch forward and possess a tri-lens turret nestled between their massive, rounded shoulders instead of a face. Each of its six long arms hangs nearly to the ground and terminates in three long fingers with two opposable thumbs. Their sloped back is topped by a bulbous sensor pod and force field projector, and ends in a pod-like mass to provide the top-heavy machine with balance and contain small samples (or ensnare larger samples to.)

KEEPER IDEAS

The following may give Gamemasters ideas on how to incorporate Keepers into their game.

THE KILLING JAR

A Keeper ark has gone mad and instead of seeking to collect to safeguard other life forms, this particular ship's crew has taken to capturing and killing specimens, much as people would with insects. Worse yet, once its samples have been taken, the ark turns its weapons on each planet it visits and razes it, destroying all life it detects so that only what it takes remains as a reminder of what once was. This malfunctioning ark is now headed into a more densely populated section of space and, unless stopped by the heroes, will wreak untold havoc and death.



KEEP IT IN THE BOX FOR FULL VALUE

For some reason (perhaps sensing some manner of immediate, universal threat?), the Keepers have suddenly escalated their activities, but with far more focus. Rather than collecting specimens merely capable of reproducing, these robots have taken to targeting creatures that are already pregnant, on the verge of their asexual reproductive cycle, etc. They will attempt abducting as many such samples as possible before moving on and fleeing into FTL travel, yet another unusual behavior for them. Whatever their reason for taking samples ready to reproduce (the Gamemaster may develop the reason further, if he wishes), the Preserves will need to be stopped (especially if they take someone important to the heroes, or to the galaxy at large, such as a galactic princess whose pregnancy was to seal a peace between two warring factions, for example.)

THE DAY THE WORLD DISAPPEARED

The heroes return from a mission in outer space only to find the entire planet has disappeared. Anyone with the ability to discern as much will find unusual gravitonic energies everywhere within a million miles of where Earth once rested. This is due to a planetary displacement that shifted the planet, warping its location to elsewhere. If the heroes trace this energy pattern, they'll find it pulls through sub-space, just below the current layer of reality, into distant space.

It turns out the Keeper's great vault, the location where all ark ships drop off their cargo, has itself become lost in sub-space and only by moving a planet of similar proportions into the same location can the vault planet be returned, but at the cost of Earth's destruction. The process will take several days, giving the heroes an opportunity to trace the energy and hopefully find a way to prevent the process, thus saving the Earth, and hopefully return it to its original position. (Or perhaps not, if the Gamemaster is really looking to shake things up—what would happen if the Earth suddenly found itself on the other side of the galaxy?)

KEEPER ARK

Although each Keeper spacecraft is different, each shares enough characteristics for typical game statistics to be provided.

It is suspected that, along with the massive, environmentally adaptable vaults for containing samples (taking up a full two-thirds or more of the ship), each ark is outfitted with the ability to facilitate several thousand Keepers, although ships with several hundred or so is more common (possibly due to losses suffered during their endless mission.)

Size: Titanic (8,000 ft.); **Str:** 140; **Speed:** 10 (flight; *Flaws:* Space only); **Toughness:** 35; **Defense:** -20; **Features:** Chaff *, Environmental Systems *, Force Field 14 (*Power Feats:* Selective), Navigation System, Radar Detector *, Radar Jammer *, Remote Control, Space Travel 8; **Weapons:** Blast 6 (*Point defense lasers; Power Feats:* Improved Range 2; *Extras:* Autofire 2; *Flaws:* Limited Firing Arc) x 20, Blast 8 (*Primary laser; Power Feats:* Improved Range 4; *Flaws:* Limited Firing Arc) x 8; **PP/EP Cost:** 553/111

* See *Better Mousetrap*

Theofen's great desire to see social injustices righted drove him to enlist with the Nadilian space-faring lawkeepers upon reaching the age of maturity before being selected to join the Celestial Legion (see **Do-Gooders & Daredevils: Champions.**) He showed great promise, but no one could have foreseen the transmergence process planting the seeds of insanity in the Goathoem essence to which he was bonded.

Dedik, the essence bound to Theofen, became increasingly paranoid about conspiracies within the Legion and this began to affect the host, to the point where the Nadilian saw enemies everywhere he looked. The only solution Legionnaire Theofen

could think of was to place himself at the top, where he would have the power both to administer proper justice and to fight the countless entities that doubtlessly plotted his death. Even lost to his insanity, the Nadilian's intentions remained noble and justice was ever foremost in his mind until the incident at Idalkal (see *Exile*, pg 4.) Thinking he had to start somewhere, Theofen visited the planet of pacifists and was disgusted by what he saw as complacency—a lack of will to aid the universe in becoming a place of stability and righteousness. Things would change under his rule.

Over the next four centuries, Theofen ruled Idalkal with an iron fist, his power and insanity corrupting him to the point where justice was no longer a concern. Only control and power mattered to the Celestial Legionnaire, and so he stripped the planet and its inhabitants of all it had in order to serve his wants and desires. After hearing rumors, and long concerned over their peers disappearance, some

of Theofen's peers went looking for him and were horrified by what the Nadilian had done to Idalkal and its people. An epic battle ensued, wherein Theofen gave a surprisingly good (if bloody) account of himself. Despite being heavily wounded, the renegade Legionnaire was able to flee into the void of space, but not before killing half his foes and devastating the planet with a doomsday weapon he'd hidden in his continent-spanning palace.

Real Name:
Theofen Theele

Aliases: The
Renegade
of Idalkal,
the Fallen
Legionnaire

Threat Level:
Delta-E

Age: 1162

Height:
10 feet, 9 in.

Weight:
1,220 lbs

**Native
Language:**
Nadilian



YOU SHOULD BE HONORED THAT YOU'LL DIE BY MY HANDS, EVEN THOUGH YOUR NAME WILL BE LOST AMONGST THE THOUSANDS THAT DIED BEFORE YOU.

Marauder				PL 15	
STR	DEX	CON	INT	WIS	CHA
+5/+8	+2/+3	+2/+3	+1	+2	+1
21/26	14/16	14/16	12	14	13
TOUGH	Skills: Bluff 3 (+4), Computers 1 (+2), Concentration 3 (+5), Intimidate 5 (+8), Knowledge (civics) 6 (+7), Knowledge (super-beings) 3 (+4) Ω, Knowledge (tactics) 4 (+5), Notice 3 (+5), Sense Motive 1 (+3), Stealth 3 (+1/+2)				
+8/+9	Feats: Assessment, Ambidextrous, Elusive Target, Evasion, Fearsome Presence 5, Improved Initiative, Move-By Action, Redirect, Sidekick 14 (Dedik), Sneak Attack, Uncanny Dodge (radar)				
FORT	Powers: Additional Limbs 2 (arms) ■ Communication 16 (Mental; <i>Power Feats:</i> Selective; <i>Extras:</i> Area; <i>Flaws:</i> Celestial Legionnaires only) ■ Comprehend 1 (languages) ■ Cosmic Energy Control 15 ‡ (<i>Gaiothoem essence</i> ; <i>Power Feats:</i> Costume *, Alternate Powers— Blast 15 ‡ [<i>Power Feats:</i> Knockback; <i>Extras:</i> Explosion; <i>Flaws:</i> Touch], Force Constructs 7 ‡ [<i>Power Feats:</i> Affects Insubstantial 2, Progression (object size) 5, Precise, Stationary, Tether; <i>Extras:</i> Movable], Force Field 10 ‡ [<i>Power Feats:</i> Selective; <i>Extras:</i> Affects Others, Impervious], Regeneration 27 ‡ [All damage conditions and ability: 1 round, Recovery Bonus +5; <i>Power Feats:</i> Persistent, Regrowth]) ■ Enhanced Strength 5 ■ Enhanced Dexterity 2 ■ Enhanced Constitution 2 ■ Extra Attacks 2 ** (<i>Power Feats:</i> Combo [unarmed, cosmic blast]) ■ Flight 12 ■ Growth 4 (Large; <i>Power Feats:</i> Innate; <i>Extras:</i> Continuous; <i>Flaws:</i> Permanent) ■ Immunity 17 (Aging, Cold Damage, Life Support, Sleep, Starvation and Thirst) ■ Protection 6 (<i>Extras:</i> Impervious) ■ Mind Shield 8 ■ Space Travel 5 ■ Super-Senses 14 (Visual [extended 6], Radar [extended 4]) ■ Super-Strength 4				
+10/+11					
REF					
+8/+9					
WILL	Drawbacks: Vulnerable (Magnetism; major, uncommon) -3, Weakness (Strong magnetic fields; major, uncommon) -3				
+6	Combat: Attack +8 (-1 size), Damage +4/+7 (unarmed), +15 (cosmic blast), +15 (explosive cosmic blast), Defense +7 (-1 size), Initiative +6/+7				
	Abilities 16 + Skills 6 (32 ranks) + Feats 28 + Powers 182 + Combat 34 + Saves 18 – Drawbacks 6 = 278				

* See *Do-Gooders & Daredevils: Champions*

** See *Misfits & Menaces: DOOM*

Ω See *Better Mousetrap*

‡ Dynamic

Now calling himself Marauder and thoroughly corrupt and sociopathic due to his own malevolent actions and Dedik's increasing insanity, Theofen has since traveled the universe in a ceaseless quest for ultimate power. Many times this fallen Legionnaire has carved out a kingdom here or there, but each time someone has cast him down, be it the Celestial Legion, the conquered people he stomped beneath his will, or wandering heroes. And yet his thirst has not lessened, but rather grown—Marauder will not stop until the universe bends a knee to his command and all those who would do him harm are slain (a rather long list considering his insane paranoia.)

Marauder is ruthless and wholly devoid of the sense of justice that once drove him. He is both malicious and ruthless, reveling in violence and cruelty, especially on a scale so large that it affects entire civilizations rather than just individuals. Dedik's paranoid voice whispering in his mind also makes

the renegade incredibly suspicious of everyone and everything, making it difficult to take him by surprise or to double cross him.

Appearance: Like any Nadilian, Marauder has four arms and looks like a cross between a carapace-covered insect and a reptile. Instead of the usual Nadilian earth tones, however, this rogue Legionnaire's carapace is covered with a cosmic starfield that glows blood red with Marauder's corruption. His powers also cause him to appear far more monstrous and horrific when manifested.

Dedik			PL 4/Minion Rank 14		
STR	DEX	CON	INT	WIS	CHA
—	—	—	17 [+3]	20 [+5]	14 [+2]
SAVES	TOUGH —		FORT —	REF —	WILL +12
Skills: Computers 4 (+8), Language (Nadilian, Select three), Knowledge (earth sciences) 4 (+7), Knowledge (physical sciences) 10 (+13), Knowledge (tactics) 2 (+5)					
Powers: Insubstantial 4 (<i>Power Feats:</i> Innate; <i>Extras:</i> Continuous; <i>Flaws:</i> Permanent) ■ Invisibility (All visual senses, 8 PP; <i>Power Feats:</i> Innate; <i>Extras:</i> Continuous; <i>Flaws:</i> Permanent) ■ Immunity 14 (Aging, Critical Hits, Life Support, Starvation and Thirst, Sleep; <i>Power Feats:</i> Innate) ■ Mind Shield 8 (<i>Power Feats:</i> Innate) ■ Super-Senses 2 (Visual [radius]; <i>Power Feats:</i> Innate)					
Drawbacks: Disability (Bodiless; bonded to host) -4					
Combat: Attack +0, Damage —, Defense +0, Initiative +0					
Abilities 1 + Skills 6 (24 ranks) + Powers 57 + Saves 7 – Drawbacks 4 = 67					

CAPER IDEAS

The following may give Gamemasters ideas on how to incorporate Marauder into their game.

MEET YOUR NEW RULER

After years of facing defeat at the hands of the planet's heroes (including the player characters, if the Gamemaster has had the opportunity to do so), Marauder has come to Earth at the head of an alliance of conquerors he has managed to forge together by means of their shared hatred for a world that has produced so many do-gooders. The varied flotillas of alien spacecraft will make quick work of anything the Earthling nations can put into the air, leaving it up to the metahumans (villains and heroes alike) to do what they can to defend Earth. If these defenders can get word to the Celestial Legion, Earth will find an ally in any Legionnaires capable of responding to the call.

KINSLAYER

Someone has been hunting and killing Celestial Legionnaires and all fingers point to Marauder, a conclusion that would seem to fall in line with the fact that the renegade has gone to ground and been keeping a low profile of late. This will make tracking him down all the more difficult although the reverse can not be said to be true if the heroes' group includes a Legionnaire. When the heroes finally catch up to Marauder, will they learn that he has indeed been hiding so as to make it easier for him to stalk his prey or is it because something else has been killing the Legionnaires and it turns out this traitor has reason to believe he is next?

THE ANTI-LEGION

After centuries of being hunted by the Celestial Legion, Marauder has had enough of defeat and has decided to form his own group as a counterbalance. Calling themselves the Forsaken, this group of rogue Celestial Legionnaires is a motley group of contrary goals and clashing personalities; the only things capable of keeping these malcontents together is Marauder's will (and power) and a shared interest in seeing the Celestial Legion brought low.

The Forsaken's first big plot, before they make the universe aware of their unification, will be to cut separate swaths of destruction and death throughout the galaxy, all leading back to a shared, central point. Doing so will certainly draw Celestial Legionnaires onto their tail, Legionnaires each expecting to be hunting a single foe. Once the latter reach the Forsaken's destination, the rogues will ambush each pursuer in turn, killing the individual heroes as a group. Will a player character Legionnaire be one such intended victim who happens to bring his friends along, or will the heroes come to a Legionnaire's rescue after the trap has been sprung, perhaps arriving in time or perhaps too late, leaving them only able to avenge the Legionnaire's death?

Real Name:
None

Aliases: The
Death Nebula

Threat Level:
Omega-E

Age: Unknown

Breadth: 460
million miles

Weight: Not
applicable

Native
Language:
None

Nebulon				PL 20	
STR	DEX	CON	INT	WIS	CHA
—	-4	+45	-3	+1	+0
—	2	100	4	12	10
TOUGH	Powers: Death Touch 5 (<i>Power Feats</i> : Potent 5*, Slow Fade 5; <i>Extras</i> : Affects Corporeal, Aura, Sustained, Vampirism) ■ Flight 19 ■ Growth 140 (Cosmic; <i>Power Feats</i> : Innate; <i>Extras</i> : Continuous; <i>Flaws</i> : Permanent) ■ Immunity 60 (Fortitude Effects, Will Effects; <i>Power Feats</i> : Innate) ■ Insubstantial 3 (<i>Power Feats</i> : Innate; <i>Extras</i> : Continuous; <i>Flaws</i> : Permanent)				
+45	Drawbacks: Disability (blindness; very common, minor) -3, Disability (deafness; very common, minor) -3, Disability (mute; very common, minor) -3, Disability (no arms or legs; common, major) -4				
FORT	Combat: Attack -132 (-132 size), Damage — (not applicable), Defense -132 (-132 size), Initiative -4				
—	Abilities -62 + Powers 576 - Drawbacks 13 = 501				
REF					
-4					
WILL					
—					

* See *Misfits & Menaces: DOOM*

An enigmatic creature that resembles a nebula, it is formed of cosmic dust, plasma, several gases and an unidentifiable current of ionized energy that gives this cloud-being its life. Barely more than an animal, Nebulon (as it has long since become known) has no malicious intent or desires beyond feeding. It slowly (relatively speaking) floats through space, camouflaged as natural stellar phenomenon, as it drains the life from all ships, planets, or space stations that happen to pass through its expanse.

Appearance: Nebulon appears as a normal (if comparatively tiny) nebula cloud, the shape and colors of which varies depending upon the influences of stellar phenomenon around him, and what it has fed upon most recently.

CEPER IDEAS

The following may give Gamemasters ideas on how to incorporate Nebulon into their game.

ULTIMATE WEAPON

A cosmic-level conqueror of the Gamemaster's choice has discovered a way to direct Nebulon's path using an ancient means of warping space. Using this technology, the villain can channel Nebulon's energy through a space warp and jet-tison it back into reality just about anywhere he wants, effectively allowing him to aim Nebulon as a weapon against his foes.

Regardless of why the villain is using Nebulon in this manner—motives will depend on the character the Gamemaster selects—nearly a week of turnaround is needed between space warps to re-

charge and align the ancient device, and prepare Nebulon for transmission. This gives the heroes nearly seven days after the first few incidents make them realize Nebulon's appearance at impossible distances apart in such a short time is no accident to find whoever is responsible and stop them before they kill billions more people.

NEWBORN NEBULA

Interplanetary shipping recently spotted Nebulon but, unlike normal, it has stopped entirely, remaining stationary between solar systems. Observation has noted strange undulations in the nebulous creature's composition, coloring, and light intensity, leading to rampant speculation as to what is going on. Finally, after several months, a portion on several million miles across on Nebulon's edge appears to be sectioning itself off. Horrifically, this is the final stage of Nebulon birthing an offspring. As if it wasn't bad enough to have one of these mindless horrors floating through the universe, draining entire swaths of space of life, it seems there will be another to deal with in a matter of weeks.

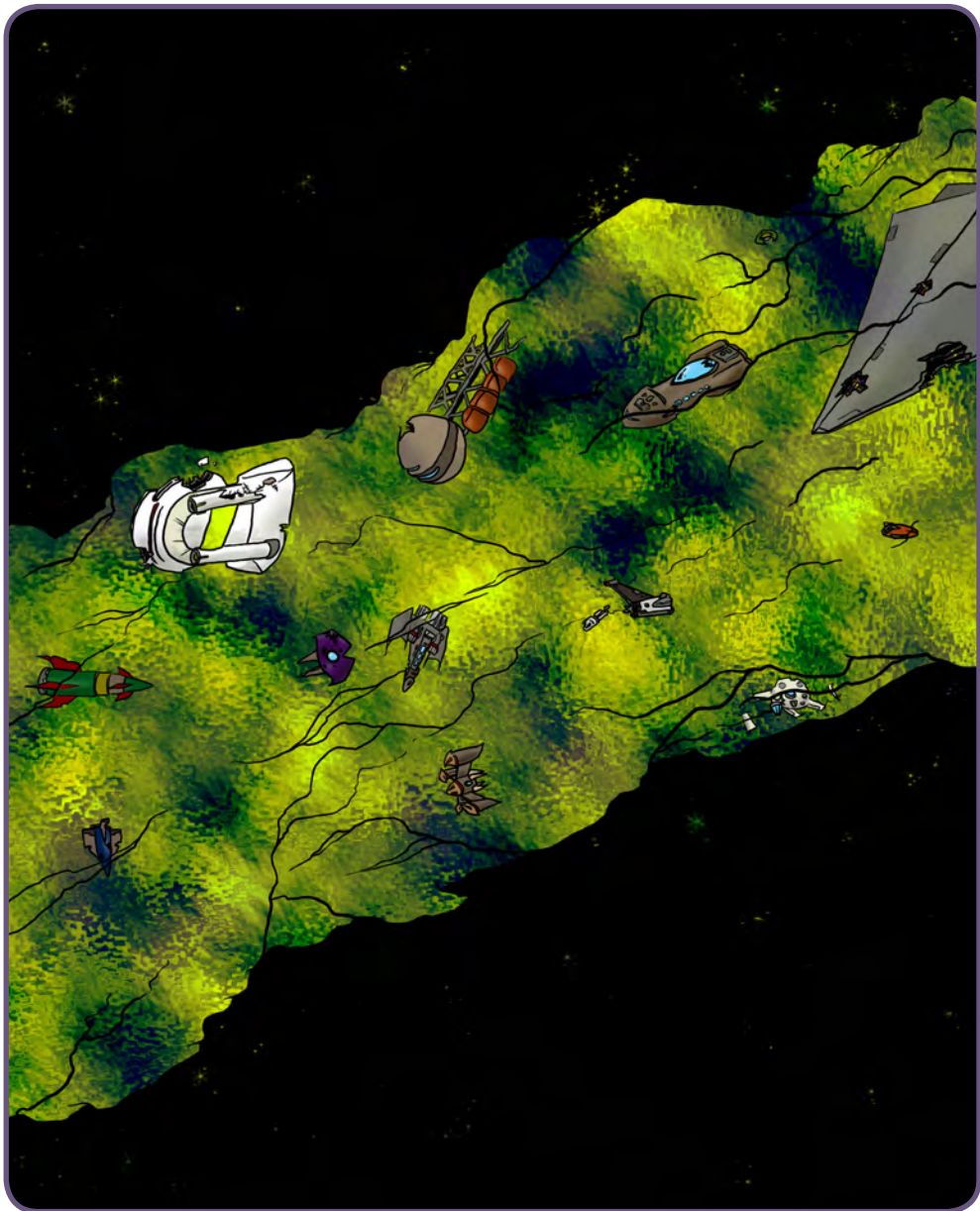
Unwilling to let such a creature begin its life in their sector of space, the locals are calling on all aid to tackle the newborn menace while it's still in a (hopefully) weakened state (or before the birth is complete, if possible.) A plan is devised to position hundreds of building-sized energy diffusion devices around the separating portion, the hope being the machines will break up the newborn's coherence and cause it to dissipate, effectively killing it in a process Nebulon itself is too massive and powerful to be subjected to. In an astonishing display of co-operation and solidarity, the local interstellar civilizations manage to construct the devices and put them into place, but things still manage to go wrong.

Just as the newborn is ready to finally break off from Nebulon and the machines are made ready, the unthinkable happens: countless starships suddenly drop into space near the devices and hijack them, quickly reprogramming them to absorb ambient cosmic energy and funnel it into the newborn creature, expediting its growth and maturation geometrically. Unable to respond because their respective fleets had been tasked to remove as many locals from the area as possible in case the plan failed, there is no military presence that can stop the mysterious saboteurs from increasing the monster's size beyond the point where it can be dealt with. That leaves a call to the heroic player characters as the only hope to survive whatever the villains have planned for Nebulon Junior.

BIRTHING THE DEAD

Attacks of unknown origin have been striking out against nearby star systems seemingly from the space behind the path Nebulon has been travelling upon for several years. The spacecraft involved have never been seen before their current activities and no interstellar civilization can explain why they are being targeted by the newcomers.

As it turns out, the attackers are from another dimension, one where the undead have long since wiped out all life in the universe. These walking (and spacefaring) monstrocities are now somehow using Nebulon as a gateway into this dimension so that they may carry out their crusade against the living upon other realities. The attacks will continue to increase in frequency and ferocity as the portal in Nebulon's center expands, allowing ever more ships carrying the walking dead through. Eventually a survivor of the undead's purges will learn of the attackers' true nature and report it to others, at which point it will become someone's (e.g., the player characters) responsibility to unite all the living of this dimension—enemy and ally alike—against the invaders before they gain a stronger foothold and transform this reality into a cosmic graveyard much like their home.



Real Name:
Rico Reynolds

Aliases: None

Threat Level:
Gamma

Age: 24

Height:
5 feet, 6 in.

Weight:
172 lbs

Native
Language:
English

Nexus

PL 5

STR	DEX	CON	INT	WIS	CHA
+0	+2	+1	+2	+2	+3
10	14	12	15	15	16
TOUGH	Skills: Bluff 4 (+7), Concentration 10 (+12), Diplomacy 2 (+5), Gather Information 2 (+5), Investigate 3 (+5), Pilot 1 (+3), Notice 3 (+5), Search 3 (+5), Sleight of Hand 2 (+4), Stealth 2 (+4)				
+4					
FORT	Feats: Assessment, Defensive Attack, Elusive Target, Equipment 4, Sneak Attack, Taunt				
+6					
REF	Powers: Probability Control 2 (<i>Reality intuition</i> ; <i>Extras:</i> Jinx [Ranged]; <i>Flaws:</i> Uncontrolled) Teleport 19 (<i>Power Feats:</i> Easy, Progression [weight] 7, Alternate Powers— Teleport 19 [<i>Power Feats:</i> Progression (portal size; 25,000 ft.) 8; <i>Extras:</i> Accurate, Portal; <i>Flaws:</i> Distracting, Only in Zero-Gravity, Tiring]; <i>Extras:</i> Accurate; <i>Flaws:</i> Tiring)				
+7					
WILL	Equipment: Armored jumpsuit, blast pistol, universal translator: Comprehend (Languages)				
	Combat: Attack +4, Damage +0 (unarmed), +5 (blast pistol), Defense +6, Initiative +2				
+7	Abilities 22 + Skills 8 (32 ranks) + Feats 9 + Powers 57 + Combat 20 + Saves 15 = 131				

An Earthman born in New Jersey, Rico's mutant powers manifested in his late teens after he had already dropped out of school and begun burglarizing homes (somewhat incompetently) to pay for his raucous, party boy lifestyle. He was serving a short jail sentence for these crimes when he was attacked by another prisoner armed with a knife, an event that triggered his abilities and instantly transported him out of prison and all the way to Australia!

Following his attack, Jeffery was left with a sense of the reality around him—he could detect the threads of being, reach into that quantum existence, and bend them somewhat, allowing him to transport himself across great distances. Furthermore, he could sometimes feel those threads intuitively, instinctively shifting reality around him and others in ways that can best be described as manipulating luck.

Taking on the name Nexus, for that is what he believes himself to be with regards to the threads of reality, Rico practiced with his powers until he realized there were few limitations on them, as they allowed him to travel to distant stars and interact with alien species! He has since earned an intergalactic reputation as a thief-for-hire who can steal from even the most secure locations and also offers his services to pirates and the like, opening escape and ambush portals for their ships in exchange for wealth and favors.

Although not interested in doing anyone harm, Nexus is an extremely selfish young man and will (with regret) sacrifice others in order to save his own hide. Although still somewhat in awe of the wider universe he is now exploring, Nexus also likes to play the role of "gentleman thief," and so will bluff

and bluster his way through conversations, often playing things close to the chest in order to hide his ignorance, spinning his lack of education into a façade of cool, quiet confidence.

Appearance: A young human of mixed Caucasian-Mexican heritage, Nexus is rather non-descript and doesn't bother with a mask. He adorns himself practically in a black jump suit with the sole adornment of an upright, neon blue ellipse in the center of the chest.

COOPER IDEAS

The following may give Gamemasters ideas on how to incorporate Nexus into their game.

THE BIG HEIST

A rather powerful and ancient artifact has rested in its supposedly impregnable fortress, guarded by some of the galaxy's deadliest warriors, since before recorded time. Safe. Secure. Away from the hands and eyes of all who would seek to use its power to do harm. Recently, however, someone has decided they need this item, no matter what removing it from its safehold may mean for the rest of the universe. As someone with the abilities and skills needed to get past the otherwise insurmountable defenses, Nexus has been hired on to do the job.

The player character heroes can either learn of the heist before it occurs and hope to stop Nexus (somehow) before he leaves the artifact in the wrong hands, or they can become involved after the fact and must stop Nexus from making the transaction or they'll be left needing to stop his boss if they are too late to prevent the exchange. The repercussions of Nexus delivering the artifact will vary to suit

the Gamemaster's will. Shall the guardians come looking for their lost charge, destroying everything in their path until it is returned? Will the buyer begin using the artifact immediately to his own ends, such as conquering the galaxy or committing genocide upon his race's hated foes? Will Nexus feel sufficient regret to help the heroes after he sees what the artifact is capable of? The story rests in your hands to develop.

PIRATE'S PORTALS

A small fleet of interstellar pirates previously restricted to an isolated sector of space has recently become bolder and taken to striking at prizes deep within what is considered secure systems. Local authorities are baffled, as the pirates somehow manage to bypass entire sensor nets and law enforcement and naval fleet pickets, attacking prime shipping lanes that are so far within protected territory that their defenses are minimal and caution is likewise negligible amongst transport captains.

Through wile or by guile, the heroes learn that Nexus has been hired by the pirates to create portals that allow them entry into areas of occupied space where they can acquire the greatest prizes for the least risk, and be gone before the authorities can respond. These events may be beneath the heroes' concerns until the pirates become even more brazen and begin attacking larger targets, such as colonies. Because of the greater amount of people that must be contained and controlled while these grander jobs are being pulled, the criminals have taken to killing many of their hostages to immediately pacify the remainder. When Nexus hears of this, he does not approve but is now in too deep to merely walk away, so it's possible the player characters may find a reluctant and unexpected ally in taking down the pirates, should they be able to find and make contact with the teleporting thief.

AMBUSH UPON THE HIGH ROAD

An alien enemy (known or not) is looking to invade from afar, and that means finding a way to Earth (or whatever planet the Gamemaster deems suitable) quickly and without being detected, bypassing all intervening defenses. These aggressors have no or limited faster-

than-light capabilities, a great deterrent for invasion thus far, but they have now found a way to circumvent this: Nexus.

The invaders are working to track Nexus down and strap him into a machine that will amplify his powers to the point where he can sustain a massive portal large enough to allow even the largest ships of their fleet through, maintaining the tunnel through space so that all the vessels can pass through and into Earth space. Unfortunately for Nexus, the stress will kill him in the process, and so he is fleeing.

Exactly when the player characters get involved can vary to suit the Gamemaster's designs. The heroes can learn of the invasion beforehand and seek to run Nexus to ground before the invader's agents can, thus keeping him safe, but failing that they may seek to infiltrate the aliens' staging ground and stop the portal from forming, even if it means killing Nexus.



Harsh!

Real Name:
Unknown

Aliases:
The World
Ender, the
Harbinger, The
Devourer of All

Threat Level:
Omega-E

Age: Unknown

Diameter:
12,522 miles

Native
Language:
None

Omfinis the Feeder				PL 20	
STR	DEX	CON	INT	WIS	CHA
+88	-5	+44	-4	+2	+0
186	1	98	2	14	10
TOUGH	Feats: Attack Focus (melee) 12, Improved Initiative				
+44	Powers: Flight 16 ■ Growth 88 (Planetary III; <i>Power Feats:</i> Innate; <i>Extras:</i> Continuous; <i>Flaws:</i> Permanent) ■ Immunity 46 (Aging, Dazzle Effects, Life Support, Need For Sleep, Will Effects; <i>Power Feats:</i> Innate) ■ Impervious Toughness 44 ■ Matter-Eater 20 (<i>Extras:</i> Stomach Storage) ■ Regeneration 6 (Bruised/unconscious 1 round, injured/staggered 20 minutes, disability/ability 5 hours; <i>Power Feats:</i> Diehard, Persistent) ■ Space Travel 2 ■ Strike 20 (<i>Bite</i> ; <i>Power Feats:</i> Progressive [area; 25,000 ft. wide by 50,000 ft. long] 11; <i>Extras:</i> Line; <i>Flaws:</i> Limited to Forward Facing) ■ Telekinesis 200 (<i>Gravitonic snare</i> ; <i>Power Feats:</i> Improved Range 12; <i>Flaws:</i> Limited to directly before maw; Two 20,000,000–ft. [3,788 mile] range increments) ■ Super-Senses 14 (Radar [Extended 10])				
FORT	Drawbacks: Disability (blindness; very common, major) –5, Disability (deafness; very common, moderate) –4, Disability (mute; very common, minor) –3, Disability (no arms or legs; common, major) –4, Reduced Range (telekinesis) –2 *				
+44	Combat: Attack +0 (-80 size; +12 melee), Damage +20 (bite), Defense -60 (-80 size), Initiative -1				
REF	Abilities –13 + Feats 13 + Powers 700 + Combat 200 + Saves 18 – Drawbacks 18 = 900				
-5					
WILL					
+20					

* See *Better Mousetrap*

The origins of the peerless beast known across the cosmos as Omfinis the Feeder is unknown, save perhaps only to those beings who have lived as long as this seemingly ageless planet-creature. Predating any surviving civilization's history, Omfinis has always traversed the vacuum of space in a ceaseless hunt for food. Asteroid rings, comets, spaceships, and even entire planets are all on the menu if they are in Omfinis's path.

While hunting, it will use short bursts of its Space Travel power and then stop, flying around at sub-light speed in search of food. Omfinis will return to faster-than-light speeds if it finds nothing, otherwise it will begin to gorge itself upon its prize. Omfinis will use its gravatonic snare to pull food into its massive maw where it will be chewed and processed within its massive gullet, thereby transformed into the energy and raw resources it needs to survive. Terrifying and awesome though Omfinis may be, it is little more than an animal and so it cannot be reasoned with and it has no concern for any living things that may be slain by its feeding. Indeed, entire intergalactic empires have fallen before Omfinis and entire species lost to its digestive system.

Time and again peoples targeted by Omfinis have sought to fight back, but few have succeeded in causing it any notable harm, let alone come close to succeeding. Even the Celestial Legion (see **Do-Gooders and Daredevils: Champions**) has been

unable to find a means to so much as slow Omfinis down once it has set a course towards a meal. Rather, a wise civilization possessing the means and finding itself within Omfinis's path would better spend its remaining time evacuating as many of its people as possible before they end up as seasoning for this creature's next meal.

Appearance: Omfinis seems to be a spherical planet slightly larger than Earth, although its surface is broken by a massive, miles-wide maw. This enormous mouth does not seal with lips or the like—its massive, spike-like teeth instead fold down upon each other, layering towards the center to protect the creature's gullet while closed in a manner resembling a poorly formed iris. It's unknown what Omfinis truly looks like, as millions of years of feeding on planets and the like has allowed the resulting detritus (cosmic crumbs, if you will) to be pulled to its mass by its gravity, covering Omfinis with a second skin of such materials. This second skin has resulted in the evolution of an entire eco-system much like you'd find on other life-sustaining worlds, although it is extremely hazardous and always changing for lack of stabilizing elements such as an orbit and moon. Just how far down this skin reaches before the true Omfinis is reached is not known.

CAPER IDEAS

The following may give Gamemasters ideas on how to incorporate Omfinis the Feeder into their game.

I'LL HAVE A SIDE OF EARTH TO GO

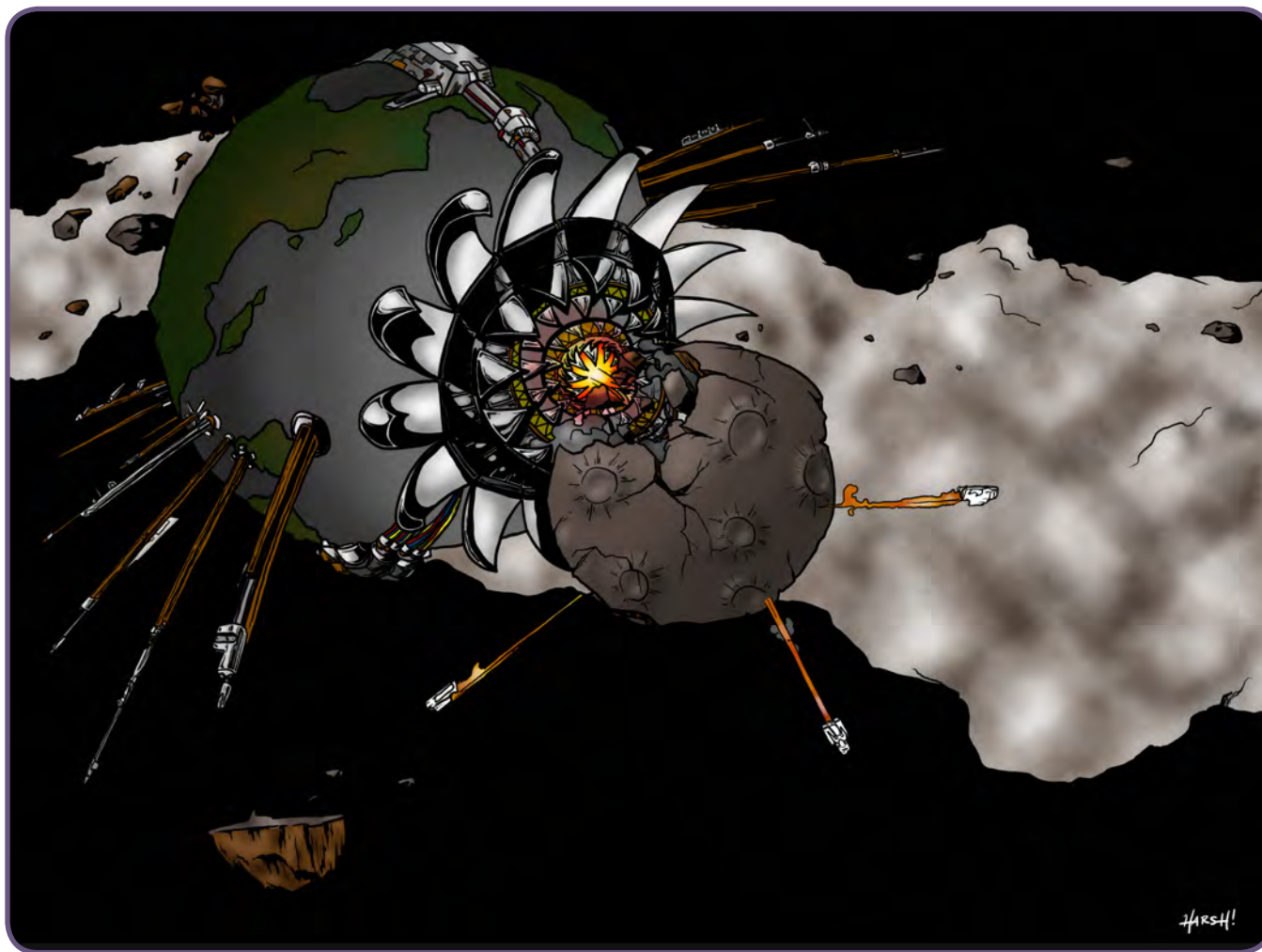
Something has appeared at the edge of Earth's solar system and is heading inward, towards the Sun. Whatever it is remains a mystery (unless the characters have prior experience with Omfinis and recognize it), but the danger becomes obvious once it starts to feed upon Pluto. At its present rate of consumption and travel it's calculated that the ... thing ... will be at Earth in approximately three months. That doesn't leave much time to find a way to stop it.

As the planet's greatest scientific minds gather together to contemplate the problem, putting aside their differences, all space-faring metahumans (villains and heroes alike) will be called upon to venture into the void and seek help. Although they'll be on a clock, this is a good opportunity to get player

characters involved with their setting's intergalactic community—they'll need to gather information, follow leads, and look for anyone willing to help them fight Omfinis (or, at the very least, provide ships to evacuate the planet.) Considering other planets' awareness of Omfinis, it won't be likely they'll find much in the way of the former, but there may be races looking to help with an evacuation, although what they'll expect in exchange could be the start of an entirely new adventure for humanity. (Could mankind having to sell itself into slavery to another planet's people in order to escape its own extinction be Earth's fate?)

OMFINIS WAR

Down through the millennia, as Omfinis has travelled about eating planets, survivors without the means to go elsewhere have managed to settle upon the creature as a last resort. Although Omfinis's secondary skin is hardly welcoming—it's covered in deep fissures, magma flows, deadly weather patterns, and all manner of nasty, adaptive beasts evolved to survive in such an environment—



communities and even small kingdoms have developed, with nomadic cultures being far more common due to the frequent environmental shifts and upheaval. Somehow the player characters become stranded upon Omfinis just as the world-sized creature is about to go through a once-in-a-millennia biological process that will see it molt most of the detritus that clings to its body. As such, all of the beings living upon Omfinis are preparing to war with the others in a fight to claim the areas where the secondary skin will remain. Whether the player characters decide to spend all their time looking for a way off of Omfinis or settle in for a while and think the problem through, they will have to deal with a global war raging around them where everyone is looking to exploit their abilities or kill them off so no one else can utilize their abilities to their own ends.

TO SAVE A WORLD

The player characters are heroes in a space-borne setting and hear that Omfinis has been spotted on its way towards a world of great importance to them. This planet could be one of their homeworlds, a holy place, the only location of a valuable resource, the home of their organization, etc., or maybe it's just widely inhabited. If one of the heroes is a Celestial Legionnaire (again, why haven't you checked out **Do-Gooders and Daredevils: Champions** yet?), for example, just imagine what would happen were Omfinis to approach Gao Tho? Whatever the reason, the heroes will take a great interest in stopping Omfinis from feeding on the planet.

How will the heroes save the planet when no one else, after millions of years of trying, has managed to stop Omfinis? Will they travel inside of it somehow and look for a weakness? Will they try to divert it by laying a trail of cosmic bread crumbs (so to speak) in another direction? Regardless of what the heroes choose to do, they know that the odds are stacked against them, as no one has succeeded at what they are attempting, and time is rapidly running out.



Pioneer				PL 12	
STR	DEX	CON	INT	WIS	CHA
+13	+3	—	+2	+0	-2
36	16	—	14	10	6
TOUGH	Skills: Craft (electronic) 8 (+10), Craft (mechanical) 8 (+10), Notice 8 (+8)				
+10	Feats: Accurate Attack, All-Out Attack, Assessment, Attack Focus (melee) 2, Favored Environment (space) 4, Power Attack				
FORT	Powers: Additional Limbs 1 (Arms) ■ Comprehend 1 (Languages) ■ Cosmic Energy Control 10 (Power Feats: Alternate Powers—Force Field 10) ■ Fight 8 ■ Growth 4 (Large; Power Feats: Innate; Extras: Continuous; Flaws: Permanent) ■ Immunity 30 (Fortitude Effects; Power Feats: Innate) ■ Protection 10 (Extras: Impervious) ■ Quickness 6 (Building terraformers; Flaws: One Task) ■ Regeneration 27 (All damage conditions 1 round, ability damage per minute, resurrection 20 minutes [not if AI program entirely deleted]; Power Feats: Diehard, Regrowth) ■ Space Travel 7 ■ Super-Senses 20 (Direction Sense, Distance Sense, Infravision [extended 4], Microscopic Vision 4 [radius], Normal Sight [extended 8]) ■ Super-Strength 6				
—	Drawbacks: Weakness (high gravity; uncommon, moderate) -2				
REF	Combat: Attack +8 (-1 size; +10 melee), Damage +13 (unarmed), +10 (cosmic blast), Defense +10 (-1 size), Initiative +3				
+7	Abilities 10 + Skills 6 (24 ranks) + Feats 10 + Powers 174 + Combat 40 + Saves 12 – Drawbacks 2 = 250				
WILL					
+8					

Real Name: Unknown
Aliases: None
Threat Level: Epsilon-E
Age: Unknown
Height: 9 feet, 2 in.
Weight: 1,156 lbs
Native Language: Unknown

Claiming to be the harbinger of an interstellar race otherwise unheard of, the Y'igg'ildan, the artificial life form known only as "the Pioneer" tirelessly scours the galaxy for planets that suit a series of programmed variables for the proclaimed purpose of finding planets for its enigmatic masters to settle. When such a planet is found, the Pioneer begins the process of using the local resources to construct mammoth automatons that will then utilize the remaining resources to replicate and terraform the planet to Pioneer's protocols, after which they will self-destruct by reducing themselves back to their base elements.

Not only does the Pioneer have no concern for any life forms already living upon the targeted planet, but the terraforming alters the environment into one that has thus far proven uninhabitable and deadly to every other known race. Pioneer will defend the process at any cost, mercilessly and efficiently laying waste to anyone or anything that would impede it. As such, it is understandable why there is an interstellar bounty on this creature's head and why even the slightest rumors of a sighting will throw entire sectors of space into a panic.

Just what makes a planet suited to the Pioneer's attention remains a mystery, as the best scientists of countless races have yet to draw any significant degree of parallels between the varied worlds destroyed by this construct's ministrations. Even what remains continues to defy all categorization, as the

altered atmosphere and many of the materials left once the Pioneer moves on avoids all classification with known elements; beyond rendering these worlds uninhabitable to anyone else, what is left behind is as mysterious as the Y'igg'ildan themselves. Frustrating the issue further is the fact that all planets the Pioneer has transformed remain empty. If the Y'igg'ildan even exist anymore, they've gone over ten thousand years since the Pioneer's first known appearance without colonizing any of the planets their servant has prepared on their behalf.

Over the centuries there have been a handful of beings claiming to have destroyed the Pioneer, including interstellar armed forces, super-heroes and even a villain or two. If true, the Pioneer's constant return would indicate it either has incredible recuperative abilities, allowing it to regenerate from even molecular remains, or there is more than one model out there, stalking across the stars and leaving lifeless planets in its footsteps.

Appearance: A bulking humanoid with four dragging, ape-like arms, this intelligent construct could easily be mistaken for some manner of alien wearing an armored suit but its rigid posture and lack of any inflection or useless mannerisms quickly dispels any such illusion.



Threat Level:
Epsilon-E

Height:
30 feet or so

Weight:
Approx. 15 tons

Y'igg'ildan Terraformer			PL 8/Minion Rank 16		
STR	DEX	CON	INT	WIS	CHA
30 (+10)	8 (-1)	—	7 (-2)	—	—
SAVES	TOUGH +8	FORT —	REF +4	WILL —	
Skills: Climb 8 (+10), Knowledge (earth sciences) 6 (+4), Knowledge (life sciences) 6 (+4)					
Powers: Blast 8 (<i>Defense lasers; Power Feats: Improved Range 4</i>) ■ Force Field 10 (<i>Power Feats: Selective; Extras: Impervious</i>) ■ Growth 8 (<i>Huge; Power Feats: Innate; Extras: Continuous; Flaws: Permanent</i>) ■ Immunity 60 (<i>Fortitude Effects, Willpower Effects; Power Feats: Innate</i>) ■ Protection 8 (<i>Extras: Impervious</i>) ■ Speed 2 ■ Super-Strength 10 ■ Transmutation 13 (<i>Extras: Continuous; Flaws: Touch</i>)					
Combat: Attack +5 (-2 size), Damage +10 (unarmed), +8 (defense lasers), Defense +5 (-2 size), Initiative -1					
Abilities -39 + Skills 5 (20 ranks) + Powers 230 + Combat 28 + Saves 5 = 229					

Appearance: Large, hulking machines built on multiple legs, wheels or treads (as best suits the terrain.) They're appearance will vary from planet to planet, as the environment demands, but their abilities are more or less all the same.

S.O.S.

The heroes have received word from another planet (at random or because of allies—or even enemies—found there) that the Pioneer is on its way. If the player characters are not already familiar with what this interstellar apocalypse is, the message will contain enough information to make it clear the planet's entire existence is threatened. Will the heroes go and help, possibly risking drawing the Pioneer's attention to their own home planet, or will they hunker down and hide, hoping that terraforming its current target will give the Pioneer reason to leave the area afterward? As an added twist, the Gamemaster can decide to add a sub-plot based on the fact that the heroes were not the only ones to receive the target planet's cry for aid.

It seems a nearby interstellar civilization (or allied collection thereof) also heard the S.O.S. and has gathered their forces to confront the Y'igg'ildan's harbinger. Unlike the heroes, however, these forces are not interested in saving the besieged planet so much as they are anxious to use the opportunity to ambush the Pioneer planetside, hopefully destroying it for good even if it means sacrificing the planet in the process. Obviously, this will split the heroes' focus between both threats, especially since the forces seeking to destroy the Pioneer aren't necessarily evil, but rather desperate to destroy an enemy that puts more than just one planet at risk.

It would seem that the terror that is the Pioneer is coming to the player character's home planet (Earth or otherwise.) If the heroes have ties to the intergalactic community, it is entirely possible they will hear of the Pioneer's approach weeks or even months in advance, giving them the opportunity to rally some manner of defense, otherwise they won't know the danger they are in until the planet's early warning systems kick in (if they exist) or the Pioneer is already upon them.

If the Pioneer isn't stopped, it will land in some remote part of the world and begin constructing an army of terraformers it shall then unleash to prepare the planet for the Y'igg'ildan. Until this long process is complete, the Pioneer will split its time between making still more terraformers and defending the existing ones from interference. Even if the planet's defenses are able to stop the terraformers there remains the damage they will have already done—if victory was too long in coming, the harm may be too much for the planet's various life forms to handle, killing flora and fauna alike in their multitudes, if not outright.

GMER IDEAS

The following may give Gamemasters ideas on how to incorporate the Pioneer into their game.

EVICITION

ENTER THE Y'IGG'ILDAN

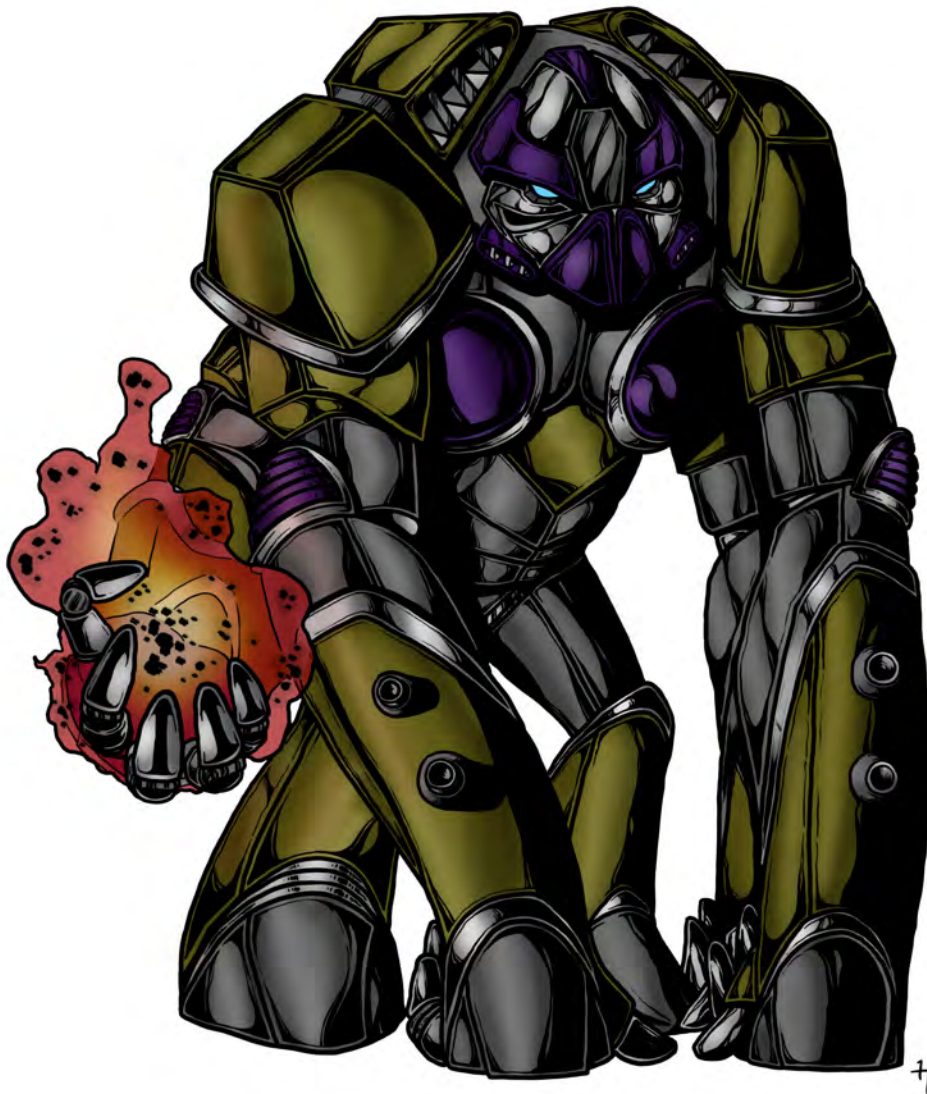
Following thousands of years of destroying a comparable amount of planets in the name of masters that never before appeared, the mystery of the Pioneer's creators has finally been solved. Deep in the interstellar black between galaxies a rift has torn open in both space and time and incomparably massive ships in boundless number have begun pouring through. These vessels have since been jumping from one point in space to another by unknown means, bounding forward and dividing their fleet as they progress towards the planets the Pioneer has prepared.

As the first ships begin to orbit and then land upon the terraformed planets nearest the rift, the great vessels begin to break down and apart, forming into massive cities that swarm over the surface of entire continents. Soon after, neighboring systems begin reporting such occupations and then all contact with these systems is lost. A few of the starships sent to investigate the communication failure report the once-inhabited planets have been

stripped of all life and the planets devastated by what could only have been an orbital bombardment on a scale never before seen. Far more of these investigating parties never returned, however.

It only makes sense to assume the newcomers are the long feared Y'igg'ildan finally come to claim their usurped homes, but why are they attacking any civilizations located near their colonies? Are the Y'igg'ildan xenophobically killing everything around them that is not of their own kind, starting with those races in proximity? Are they clearing room so they can expand further? Do they have some even far more monstrous goal that is not yet foreseen?

No matter their purpose, the newcomers' arrival has set the galaxy on edge and has it marshalling for war. Will the heroes step up and aid the rest of the interstellar community in defending itself from this threat or will they wait until the enemy is on Earth's doorstep before acting?



THE SCOURGE CPL 4/MINION RANK 8

Threat Level:
Gamma-E
(Epsilon-E in
large swarms)

Height:
3 feet, 5-10 in.

Weight: 4
0-50 lbs

Native
Language:
Chemical/
pheromone

Scourge			PL 4/Minion Rank 8		
STR	DEX	CON	INT	WIS	CHA
10 [+0]	13 [+1]	16 [+3]	3 [-4]	12 [+1]	8 [-1]
SAVES	TOUGH +2	FORT +6	REF +6	WILL +3	
Skills: Acrobatics 2 (+3), Climb 8 (+8), Stealth 2 (+7)					
Feats: Dodge Focus 4, Fearless, Fearsome Presence 6, Improved Initiative, Move-By Action					
Powers: Communication 5 (Olfactory [chemical/pheromone]) ■ Immunity 4 (Cold, heat, suffocation in a vacuum, vacuum; <i>Power Feats:</i> Innate) ■ Impervious Toughness 2 ■ Leaping 2 ■ Matter Eater 10 ■ Shrinking 4 (Small; <i>Power Feats:</i> Innate; <i>Extras:</i> Continuous; <i>Flaws:</i> Permanent) ■ Speed 1 ■ Strike 4 (<i>Bite</i> ; <i>Extras:</i> Penetrating 2) ■ Super-Movement 5 (Sure-Footed 2, Wall-Crawling 3) ■ Super-Senses 7 (Scent [accurate, analytical, extended 2, radius, tracking]) ■ Super-Strength 2 ■ Suspended Animation (<i>Hibernation sleep</i> ; <i>Flaws:</i> Requires extreme cold environment)					
Drawbacks: Disability (near sighted; common, moderate) –3					
Combat: Attack +4 (+1 size), Damage +4 (bite), Defense +2 (+1 size; +6 dodge), Initiative +5					
Abilities 6 + Skills 3 (12 ranks) + Feats 13 + Powers 69 + Combat 8 + Saves 10 – Drawbacks 3 = 106					

Of unknown origin, the rapidly breeding, death-bringing species known rather simply and minimally as "the scourge" has been around for as long as even the most ancient of interstellar civilizations can recall. Their insatiable hunger is matched only by their

ability to eat and metabolize just about anything and their biological need to reproduce.

Scourge creatures constantly feed on most anything and will not stop of their own accord except to lay eggs, a process necessitated every twelve hours or so and lasting just a few minutes. This results in clutches of a dozen to two dozen golden-green eggs, depending upon how much the creature has eaten since last spawning. If prevented from laying eggs after it has fed sufficiently (by whatever means), the creature will die within twelve hours or so, destroyed by its own hyper-metabolism. Similarly, if not allowed to feed it will starve within an hour or so, or mere minutes if it doesn't feed after laying eggs. In such cases the creatures will seek out conditions that will allow them to attain hibernation sleep, waking briefly thereafter to check if circumstances have changed favorably.

To this end, the scourge creatures travel the universe in swarms that ebb and wane, riding on cosmic flotsam and jetsam in their hibernation



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sleep, awaiting an opportunity to awaken and feed. As their need to feed forces them to reproduce in turn, the swarm continues to grow and expand until, inevitably, their entire source of food is gone and they are forced to feed upon each other and cast themselves off into space again, beginning the cycle anew. Entire sectors of space have been lost this way as the scourge eats (literally) entire planets down to their core with an exponentially increasing speed that matches their reproduction.

Because of the terrible danger even one such creature represents, harboring them under any circumstance carries a death sentence in just about every corner of interstellar civilization that has ever encountered them, even amongst some of the more peaceful and liberally minded races. They are mindless terrors driven by biological necessities and instinct, cutting a swath through the universe, and so they must be stopped with the utmost diligence and zeal whenever encountered.

Appearance: These insect-like creatures are carried aloft by four spiked legs that, like the rest of their body, are covered by a tough, greenish-blue carapace that is entirely absent of hair. Their wedge-shaped head, located between the forward legs, has a mouth that runs the entire perimeter of the head's front sides and is topped by fifteen gem-like eyes of various sizes.

COPER IDEAS

The following may give Gamemasters ideas on how to incorporate the scourge into their game.

SOMETHING HUNGRY THIS WAY COMES

Although at first believed to be a deadly asteroid on a collision course with Earth, an intercept mission quickly reveals the object to be a much smaller asteroid covered by layers of hibernating scourge creatures. Awakened by the mission's presence, the creatures will eat the remaining asteroid, separating their swarm into many smaller groups that are all now hurtling towards the planet. If not stopped in space (unlikely at this point), the scourge will reach Earth, scatter across its surface, and begin reproducing unless everyone pulls together to kill them to a one.

BUILDING A BETTER WEAPON

After the events of "Something Hungry This Way Comes," or following a similar (possibly unpublished) event, A.E.G.I.S. (see **Misfits & Menaces: Mixed Villains**) has managed to secure and secret away a live scourge specimen with the hope of finding a way to control it, transforming it into a bio-weapon. As expected, the creature's ability to eat through almost anything has allowed it to break free of the company's precautions and escape the covert lab concealed within a poorer part of the city, killing many of its staff in the process. Evidence of the creature's presence will quickly make itself known as it

SMALL SCOURGE SWARM

Such a swarm includes a mere dozen or so creatures.

Toughness +6, Fortitude +6
Reflex +2, Will +3
Skills: Acrobatics 2 (+3), Climb 8 (+8), Stealth 2 (+3)
Attack +6, Defense -2 (+2 dodge), Initiative +5
Maximum Attacks/Round: 5
Damage: +4 (unarmed), +8 (bite)

MODERATE SCOURGE SWARM

Such a swarm includes a hundred or so creatures.

Toughness +8, Fortitude +6
Reflex +0, Will +3
Skills: Acrobatics 2 (+3), Climb 8 (+8), Stealth 2 (-5)
Attack +6, Defense -4 (+0 dodge), Initiative +5
Maximum Attacks/Round: 7
Damage: +6 (unarmed), +10 (bite)

MASSIVE SCOURGE SWARMS

Such a swarm includes a thousand or so creatures.

Toughness +11, Fortitude +6
Reflex -3, Will +3
Skills: Acrobatics 2 (+3), Climb 8 (+8), Stealth 2 (-13)
Attack +6, Defense -7 (-3), Initiative +5
Maximum Attacks/Round: 10
Damage: +9 (unarmed), +13 (bite)

Swarms much larger than this become plot devices.

These swarm statistics use the crowd and mob rules found in *Better Mousetrap*, also by Misfit Studios.

eats its way through the city, looking for a place to lay its eggs, but any effort to destroy the monster will be hampered by A.E.G.I.S.' attempts to recapture it and cover up their involvement.

WHAT TO GET THE MAN THAT OWNS EVERYTHING

A villain has managed to capture a live scourge creature, forced into suspended animation moments before its reproduction cycle was to begin (possibly following the events of "Something Hungry This Way Comes"), and has managed to smuggle it through White House security during the President's birthday (or that of another world leader, wealthy industrialist, or someone else of great importance.) When remotely prodded out of its hibernation, the creature begins laying its eggs, which in turn will soon hatch and unleash their hunger upon the birthday boy and his varied VIP guests. Unless the heroes learn where the villain has sent the "gift" and can stop it in time, that is.

Threat Level:
Omega-E
Collectively
Height:
5 feet, 4 in.
Weight:
155 lbs
Native
Language:
Kajaiok

Referred to as Kajai ("the People") amongst themselves, this race of interstellar nomads is otherwise known to the rest of the universe as the Stareaters, and are dreaded and hated wherever they go for one simple reason: they kill stars. Traveling through space within a spherical, moon-sized starship, these sentient plants are the last of their kind and travel from system to system, scanning planets in a search for a home world lost to them before life first appeared on most other worlds.

As the legends tell it, the remaining Stareaters are the descendents of a colony ship that became lost in hyperspace and ended up on the other side of the galaxy from their planet of origin. Although lost, the distance from their people saved the colonists lives as some sort of disaster—thought to be a plague—spread through the Kajai civilization, killing everyone. The colonists used their advanced technologies to construct their worldship and began the billion-years search for their lost home world. Their quest does not come without a cost, however, because their worldship requires solar energy to function, much like the Kajai themselves need the same energies to live, although the scale of need is massively different. In order to remain powered,

and thus carry its occupants through space as they look for their lost home, the Kajai worldship must periodically drain a star in its entirety, a process that renders any system of planets around it uninhabitable for the lack of the star's light and heat.

The Stareaters initially sought stars in uninhabited systems, as they were unwilling to slaughter others to meet their own needs, but as their quest wore on they became more callous and their worldship older, requiring it to refuel more frequently, and so there wasn't always time to avoid occupied planetary systems. As necessity forced them to destroy increasingly more civilizations in this fashion, the Kajai became comparably hardened against the deaths they caused until, eventually, their culture reached a point where the lives of non-Kajai no longer mattered at all. When this happened, inconceivable millennia ago, the Stareaters began selecting stars solely on the basis of convenience and the consequences to others be damned.

Such is the power the Stareaters wield that, when word of their coming reaches a planet inhabited by members of the interstellar community, panic spreads quickly and evacuation of as much of the population as is possible is far more common than daring to stay and fight. In their long history of draining stars for energy while looking for their lost homeworld, the Stareater worldship and its escorting fleet of lesser ships has only been beaten back a handful of times, and each came at a cost

so great to the defenders that it was little better than having allowed the Stareaters to have their way in the first place. Cruel and malicious even in defeat, the Stareaters continue to destroy and pillage their way across the universe.

Appearance: These thin, asexual bipeds are covered in a tough yet pliable bark that ranges in color from dark grey to light brown, clearly indicating their plant nature. They possess three branch-like, five jointed fingers and a triple jointed thumb on each of their two hands, and their legs are reverse jointed like those of a feline. Small, dull-orange leaves sprout from their shoulders and torsos like hair and they wear no clothing save that which is necessary for combat or environmental protection.

THE WORLDSHIP

The Stareater's worldship is a moon-sized vessel that contains all the remaining Kajai. Billions of years old, the craft's metal surface has accumulated enough interplanetary debris to develop contained eco systems, including atmospheric pockets and weather patterns of various sorts, although a far majority of its hull remains free of such phenomenon and is hazardously exposed to vacuum. This craft could not have survived as long as it has if it weren't prepared to fight off all comers, and as such it is incredibly well armored and its surface veritably bristles with energy weapons that draw from the ship's central battery.

Aside from containing the facilities required by the Stareater's basic needs, the worldship holds everything you would expect of a civilization: entertainment and recreation facilities, industrial and manufacturing areas, shipyards, laboratories, barracks and individual quarters for the ship's expansive crew, hydroponics (which, as you can imagine, has a rather unique function for a crew of sentient plants), and internal docks to contain the worldship's fleet of escorts and defense vessels are all found within.

In truth, the worldship is perhaps best handled as a plot device, as it is unlikely that Gamemasters or players will need game statistics for this massive space vessel for practical use. However, the game statistics are presented anyway to please those readers who enjoy such things and to provide a sense of scope when comparing a cosmic-scale headquarters to the more contemporary sort players are used to. In this case, the worldship's cost would be shared by the entire stareater race, with relatively few needing to take a single rank of the Headquarters feat (found in **Better Mousetrap**.)



STAREATERS CPL 6/MINION RANK 6J

Stareaters			PL 6/Minion Rank 6		
STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	12 (+1)	12 (+1)	10 (+0)
SAVES	TOUGH +6		FORT +8		REF +3
WILL +6					
Skills: Computers 2 (+3), Craft (select one) 4 (+5), Knowledge (earth sciences) 4 (+5), Knowledge (life sciences) 4 (+5), Knowledge (technology) 4 (+5), Notice 2 (+3), Pilot 4 (+4)					
Feats: Attack Focus (ranged) 3, Diehard, Equipment 3, Teamwork					
Powers: Comprehend 1 (Plants) ■ Immunity 5 (Sleep, diseases and poisons affecting animals but not plants, critical hits; <i>Power Feats:</i> Innate) ■ Immunity 1 (<i>Photosynthesis</i> ; Starvation; <i>Power Feats:</i> Innate) ■ Plant Control 4 ■ Protection 3 (<i>Bark</i>)					
Equipment: Blaster pistol					
Drawbacks: Vulnerable (Fire; very common, minor) –3					
Combat: Attack +5 (+8 ranged), Damage +1 (unarmed), +5 (blaster pistol), Defense +6, Initiative +0					
Abilities 12 + Skills 6 (24 ranks) + Feats 8 + Powers 21 + Combat 22 + Saves 13 – Drawbacks 3 = 79					

Size: Epic (464,550 of 528K); **Toughness:** 25; **Features:** Armory 2 (6) x 100, Combat Simulator (Basic; 10) x 25, Communications (Basic; 0) x 2, Communications 2 (Encryption; 0), Communications (Global Net; 0), Communications (Space; 1) x 2, Computer 3 (Basic; 1) x 5,000, Computer 2 (Advanced; 1) x 5,000, Defense System 6 (5,000) x 3, Demolitions Disposal 1 (1) x 10, Drones (Cleaning and basic maintenance robots; 1,000), Electronic Counter-Measures 4 (0), Fire Prevention System 4 (0), Food Supply 2 (Hydroponics; 32,768), Game Room (4) x 5,000, Hangar (512) x 10, Holding Cells 2 (100) x 4, Infirmary 2 (100) x 10, Inventor's Lab 4 (3 *EP/rank*, spend ranks as desired; 10) x 20, Laboratory 2 (10) x 50, Living Space (Barracks; 100) x 3,000, Living Space (Basic; 1) x 500, Living Space (Luxury; 2) x 100, Power Supply (64,000), Security System 3 (0), Self-Destruct (0), Vault 2 (20) x 30, War Room 3 (2,000), Workshop 2 (100) x 100; **Powers:** **Feeder Beam** (see sidebar), **Flight 15**, **Immunity 9** (life support), **Space Travel 4**; **Drawbacks:** Accessible Bowels (three-quarters) –3, Fuel Dependent (requires constant calibration) –169, Terrifying –1; **Cost EP/PP:** 34,440/3,444

THE STAREATER FLEET

The following are typical of the ships that accompany the Stareater's worldship, acting as both defensive screen for the latter and scouting ahead for threats and sources of stellar fuel.

Bomber: Crewed by four Stareaters, these craft are bulkier than a standard fighter in order to accommodate a heavy weapons payload, such as

missiles and magnetic bombs. Each is equipped with a navigation system, chaff *, ejection system *, environmental systems *, radar detector *, radar jammer 2 *, **Blast 8** (*Pulse plasma cannon*; *Extras:* Autofire), **Blast 8** (*Concussion missiles*; *Power Feats:* Accurate 2, Homing; *Extras:* Explosion), **Strike 10** (*Magnetic bombs*; *Power Feats:* Progression [explosion; 500-ft. radius] 2, Thrown; *Extras:* Explosion)

Dreadnaught: The king of the Stareater fleet (after the worldship, obviously), these relatively rare vessels act as strongpoints for fleet actions and buttress any defensive actions. Each is equipped with a navigation system, chaff *, ejection system *, environmental systems *, radar detector *, radar jammer 4 *, **Blast 10** (*Pulse plasma cannon*; *Power Feats:* Improved Range 2; *Extras:* Autofire), **Blast 15** (*Spinal plasma gun*; *Power Feats:* Improved Range 4; *Extras:* Move Action, Penetrating; *Flaws:* Priming *), **Blast 8** (*Concussion missiles*; *Power Feats:* Accurate, Homing; *Extras:* Explosion), **Force Field 12**, **Space Travel 5**

Fast Cruiser: Faster and sleeker than the dreadnaught, the cruiser acts as the anchor points for the fleet's pickets and also serves to shepherd enemy capital ships into a dreadnaught's line of fire. Each is equipped with a navigation system, chaff *, ejection system *, environmental systems *, radar detector *, radar jammer 2 *, **Blast 8** (*Pulse plasma cannon*; *Power Feats:* Improved Range 2; *Extras:* Autofire), **Blast 8** (*Concussion missiles*; *Power Feats:* Accurate, Homing; *Extras:* Explosion), **Force Field 10**, **Space Travel 8**

Fighter: These single crew, fast-response craft are used to intercept inbound enemies, shoot down missiles aimed at larger Stareater vessels, and to

scout. Each is equipped with a navigation system, chaff *, ejection system *, environmental systems *, radar detector *, **Blast 10** (*Pulse plasma cannon*; *Power Feats*: Accurate; *Extras*: Autofire), **Blast 6** (*Concussion missiles*; *Power Feats*: Accurate 2, Homing; *Extras*: Explosion)

* See **Better Mousetrap**

CAPER IDEAS

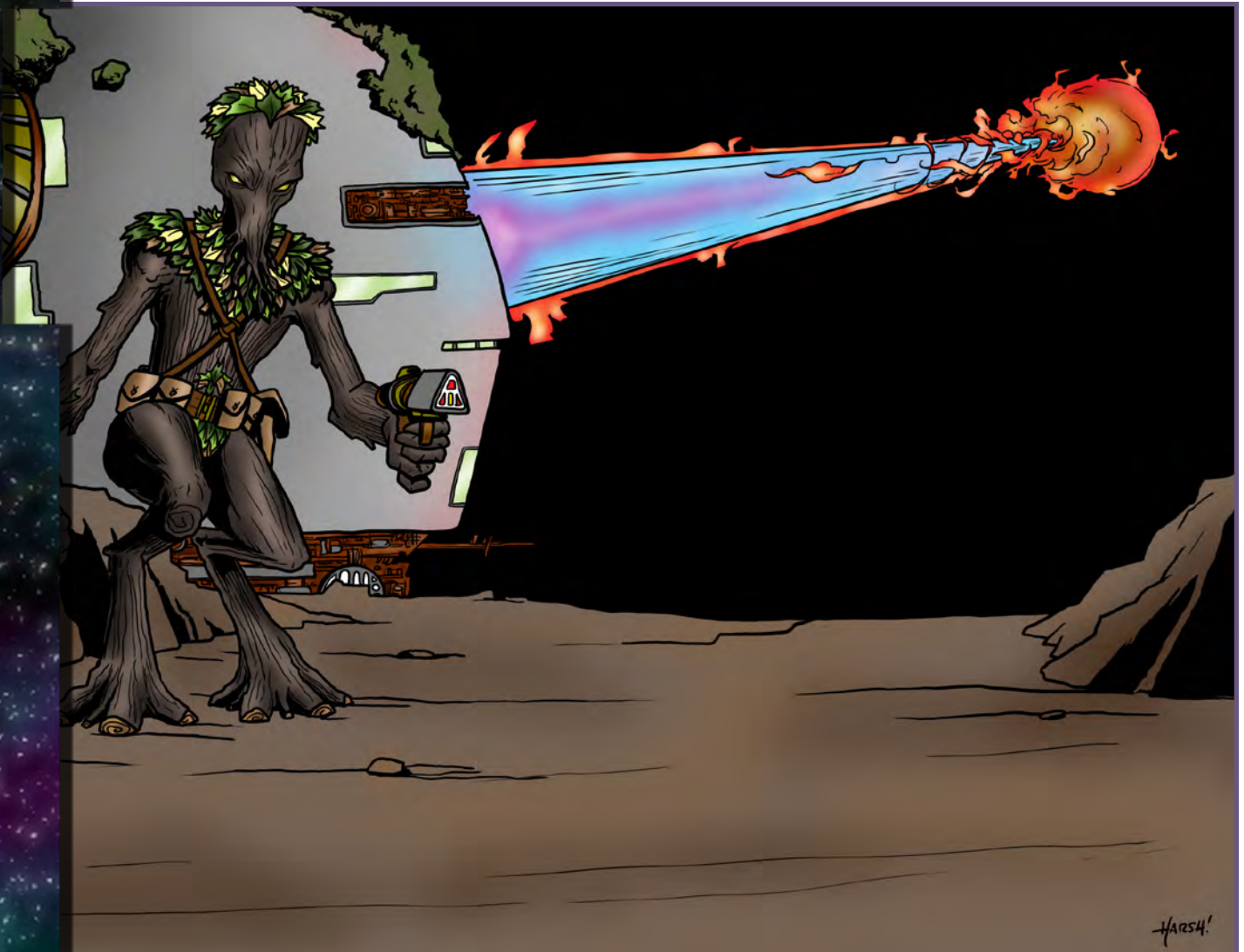
The following may give Gamemasters ideas on how to incorporate Stareaters into their game.

FUELING UP

As the most obvious use for the Stareaters in a game, they have come to the heroes' star system (or one they are allied to) and plan to feed. Whether or not the planet gets prior notice depends on the world's long distance space scanning capabilities (and the Gamemaster's whim), but there's some-

thing to be said for the a moon-sized object suddenly appearing in the sky, moving along into a position that creates a false eclipse before beginning to drain the sun of its nuclear energy.

If the campaign's setting doesn't allow for common interstellar travel—aliens are few and far between and super heroes can't just hop in a rocket ship and go visit other worlds—the first problem to overcome will be getting into space to fight the Stareaters, a process made all the more difficult by the latter's ability to shoot down the massive missile barrage that will inevitably be the first response to any such attempt. Even with a fleet of starships to battle the invaders, taking down the worldship would be nearly impossible so how are the heroes to do it on their own?



HARS4!

NAME	STRENGTH	SPEED	DEFENSE	TOUGHNESS	SIZE	EP/PP COST
Bomber	70	10	6	14	Gargantuan	123/25
Dreadnaught	200	9	-2	20	Awesome	189/38
Fast Cruiser	125	12	2	15	Colossal	122/25
Fighter	50	14	6	12	Gargantuan	94/19

HOME HUNTING

At long last, after countless years of searching, the Stareaters believe they have finally found their long lost homeworld (whether this is true or not is up to the Gamemaster) but, unfortunately, it is already inhabited. Whether this planet is Earth or some allied world, the heroes will become embroiled in an invasion scenario. While the Stareaters could simply destroy the planet's civilization from orbit, as it has done to other worlds many times before, they do not wish to lay waste to their prize this time, and so they will begin landing troops instead. Once on the ground, the Stareater's forces will establish strongpoints where they will construct bases and strike out at the natives. What follows will be a long and bloody fight for dominance that may see both sides ultimately lose.

For ideas on how to run this sort of scenario, see **Misfit Studio's** end of the world adventure product, **Your World No Longer**, and adapt the information therein (especially that of the Alien Menace section) to your needs.

STOPPING FOR REPAIRS

The Stareaters have stopped in the heroes' solar system, but not to eat its star. Rather, the worldship has been damaged during its most recent attempt to feed or by some cosmic phenomenon and is in need of repairs. As such, the worldship's fleet will begin to scour the system's planets for the resources it needs, and each planet's environment be damned. This will mean gas extraction for cooling systems from Jupiter in quantities that may throw off the world's orbit, taking ice from the asteroid belt without a care, thus sending some rogue asteroids towards Earth, and coming to Earth for oxygen, metals, and the like. Although the Stareaters have no plans to stick around or consume the Sun, their plans can still spell catastrophe for the Earth and other aspects of the solar system if they aren't stopped.

TYPICAL WORLDSHIP WEAPONRY

The following are some examples of weapons one may encounter mounted upon and within the worldship's hull, as per the Defense System feature.

Blast 12 (*Pulse plasma cannon; Power Feats: Improved Range 4; Extras: Autofire*), 40 PP each

Blast 8 (*Concussion missiles; Power Feats: Accurate 2, Homing, Progression [explosion; 400 ft. radius] 2; Extras: Explosion*), 29 PP each

THE FEEDER BEAM

The weapon from which the Stareater's draw their name and infamy, the feeder beam, is normally protected within an armored maw, but when it is to be used the protective iris (which is as big as many nations) opens. The beam drains solar energy from a targeted star, drawing it back along its beam and into the worldship where it is stored (again, because this is more of a special effect than a game mechanic, Drain is used rather than Transfer.) Representing the feeder beam in terms of game mechanics raises the worldship's cost to 34,473 EP/3,448 PP.

Drain Solar Energy 2 (*Feeder Beam, 3 PP/rank; Power Feats: Progression [line; 10 million miles long by 1 mile wide] 19, Slow Fade 7; Extras: Line, No Saving Throw, Sustained; Flaws: Full Action, Priming *; Spaces: 30,000*), Action (1 hour) -5

Cost PP: 33

As a matter of reference, consider a typical G-class star (like Earth's Sun) to have a hundred or so ranks worth of solar energy for the sake of the feeder beam mechanics.

* See **Better Mousetrap**

Real Name:
Thronn Mker

Aliases:
The Lifetaker,
the Dark
Preacher

Threat Level:
Epsilon-E

Age: Unknown

Height:
7 feet, 2 in.

Weight:
465 lbs

**Native
Language:**
Zettex

When the Zettex reappeared from their exile (see **Do-Gooders & Daredevils: Champions** for more details) they had changed both physically and in terms of temperament. Gone were the passive, bipedal watchers and herbivores, replaced by deadly killers that had assumed a new form. They were armed with technology unlike anything possessed by their enemies and, perhaps worse still, they were driven by an insidious goal: revenge by means of bloody conquest. Even amongst such a foul, devilish race there were still those who stood out as beacons of utter darkness amongst the shadows around them. Thronn Mker was one such being, and as such the Zettex's malevolent benefactors had transformed this champion of vengeance into their foremost instrument.

Somehow Thronn's body has been enhanced and modified by his masters utilizing 'dark matter' technology. This technology seems to be well beyond that of even bio-mechanics and draws upon some sort of 'dark energy' source that both powers the enhancements and may be drawn upon by Thronn to produce deadly blasts, energy explosions, and drain life from around himself. Controlling this dark energy also allows Thronn to manipulate space at a quantum mechanical level, granting him the ability to fly and fold space. Perhaps worse than the way his masters have modified his body, however, is the spiritual and mental change that has been wrought in Thronn.

This vile being was chosen from amongst all his people to act as his masters' herald, not because he was the most capable warrior or cleverest tactician, but because, of all the Zettex, he took the principles and goals of his race's benefactors to heart the most, internalizing them with a fervor that can only be described as religious zealotry. Having actually begun an official cult within Zettex Demesne space elevating the Zettex's masters to godhood, Thronn has taken to leading crusades against other civilizations, converting all who are willing (or wish to avoid destruction) and conducting genocide against any who resist. As such, he has become known as the Dark Preacher in many star systems and his coming heralds evil times.

Appearance: Thronn appears much like any other Zettex, but he is slightly larger and has clearly been altered by what would otherwise be considered bionics were they not formed out of some sort of 'dark matter' (for lack of a better name) rather than machinery. This dark matter is clearly not native to Thronn's physiology, but still appears somehow organic in nature. It is a pure dark that seems to absorb most light directed at it; much of his limbs, torso, and head have been replaced with dark matter enhancements, granting this herald of evil his powers.

GMER IDEAS

The following may give Gamemasters ideas on how to incorporate Thronn into their game.

A DARK CHURCH RISES

Having spent several months within Demesne territory, quietly drawing support to his cause, Thronn is now ready to lead a great crusade into the universe. Leading a flotilla of ships carrying warrior pilgrims, Thronn has decided that more

force than even he alone can bring to bear is needed to sway the rest of the universe to the way of his dark masters. As such, the crusade will begin attacking the Demesne's neighbors, sewing converts and decimating all resistance as they leave churches and temples of darkness in their wake to bolster and continue their cause once they've moved on.

As the crusade persists, conquered regions that first towed the line for fear of extermination will begin to yield legitimate converts to Thronn's teachings, increasing the religion's ability to spread and convert even more to its dark ways. Worse yet, each temple draws upon the faith of those who offer their devotion up to the Zettex's benefactors and converts it to dark energy which in turn is broadcast to Thronn, empowering him (treat as a number of increasingly powerful Boost effects that expand the potency of his dark matter and dark energy abilities and enhancements.) Just what foulness the Dark Church's spread may bode for the universe depends on whether or not resistance may be rallied to cut off the crusade, lest Thronn trample the very stars beneath the black boot of his faith.

THROUGH A ZETTEX DARKLY

Thronn arrives on a planet (either the player characters' homeworld or another they have access to) and sets about destroying its militaries and other defenses, including any metahumans. He will also begin converting others to his cause with promises of power when, as it turns out, his masters come. Although Thronn won't expand on the point any further, he has assured those who side with him that they too shall be given gifts similar to his own if they assist him in transforming the world into a beachhead from which his masters may strike out at the universe.



Thronn the Dark Wielder				PL 13	
STR	DEX	CON	INT	WIS	CHA
+4/+10	+2/+5	+4	+2	+3	+1
18/30	14/20	18	14	16	12
TOUGH	Skills: Acrobatics 4 (+6/+9), Bluff 6 (+7), Concentration 5 (+8), Intimidate 5 (+6), Knowledge (theology & philosophy) 8 (+10), Notice 4 (+7)				
	Feats: Assessment, Attack Specialization (dark energy blast) 2, Dodge Focus 6, Elusive Target, Evasion, Master Plan, Rage 6 (+8 Str, +4 Fort, +10 rounds), Specialization (Knowledge [history]: intergalactic) *				
+6/+10	Powers: Additional Limbs 3 (4 extra legs; <i>Power Feats:</i> Innate) ■ Blast 12 (<i>Dark energy blast</i> ; <i>Power Feats:</i> Alternate Powers— Blast 8 [<i>Dark energy explosion</i> ; <i>Power Feats:</i> Progression (explosion; 3,000-ft. radius) 4; <i>Extras:</i> Explosion; <i>Flaws:</i> Priming *, Touch]; <i>Flaws:</i> No Knockback) ■ Burrowing 1 (<i>Power Feats:</i> Innate) ■ Communication 2 (<i>Scent gland</i> , olfactory; <i>Power Feats:</i> Innate, Progression [area; 1 mile radius] 2; <i>Extras:</i> Burst, Continuous; <i>Flaws:</i> Emotions Only, Uncontrollable [always on]) ■ Comprehend 1 (Languages; <i>Flaws:</i> Hive Mind only) ■ Enhanced Dexterity 6 (<i>Dark matter limbs</i>) ■ Enhanced Fortitude 6 (<i>Dark matter organs</i>) ■ Enhanced Strength 12 (<i>Dark matter limbs</i>) ■ Extra Attacks 1 ** ■ Flight 6 ■ Immovable 4 (<i>Flaws:</i> Legs must have firm grip) ■ Immunity 9 (Life Support; <i>Power Feats:</i> Innate) ■ Leaping 5 ■ Mind Shield 10 (<i>Flaws:</i> Not against Zettex) ■ Protection 2 (<i>Carapace</i> ; <i>Power Feats:</i> Innate) ■ Protection 4 (<i>Dark matter armor</i> ; <i>Extras:</i> Impervious) ■ Regeneration 22 (All damage conditions recover once per round) ■ Space Travel 6 ■ Super-Senses 16 (Acute and Analytical Normal Smell, Normal Sight [extended 6], Darkvision [extended 6]; <i>Power Feats:</i> Innate) ■ Super-Strength 6 ■ Telepathy 4 (<i>Hive mind</i> ; <i>Power Feats:</i> Innate, Progression [range, 200 miles] 3; <i>Extras:</i> Continuous; <i>Flaws:</i> Permanent, Touch, Uncontrollable [always on], Zettex only) ■ Transfer 6 (<i>Dark energy vampire</i> ; Drain Constitution 1 PP, Boost Blast 1 PP, 2 PP/rank; <i>Extras:</i> Burst)				
FORT					
+10					
REF					
+5/+8					
WILL					
+8	Drawbacks: Vulnerable (light/laser damage; common, minor) –2				
	Combat: Attack +9 (+13 dark energy blast), Damage +4/+10 (unarmed), +12 (dark energy blast), +8 (dark energy explosion), Defense +6 (+12 dodge), Initiative +2/+5				
	Abilities 32 + Skills 8 (32 ranks) + Feats 19 + Powers 179 + Combat 30 + Saves 10 – Drawbacks 2 = 276				

* See *Better Mousetrap*

** See *Misfits & Menaces: DOOM*

To serve this goal, Thronn will begin using slave labor in conquered areas he hasn't outright laid to waste. These slaves will be put to the task of constructing massive towers that, it shall later be revealed, gather and channel dark energy in a weave around the planet. Just what this weave will do once activated following the completion of all the towers remains unknown, but considering the power Thronn wields and his promise that it has something to do with those who created him, it cannot bode well for anyone who does not ally themselves with the invader and his turncoat cronies.

BURIED TREASURE

Taking a break from converting worlds to his masters' will and destroying all who resist, Thronn has begun landing on planets and tearing apart entire regions, seemingly without cause, and then leaving. At first there will not appear to be any rhyme or reason to Thronn's activities, but once he has done this often enough a pattern involving similar historical events, ancient architectures with shared elements, and environmental conditions will

begin to appear. It would seem that Thronn is looking for something very specific and isn't too concerned with what gets destroyed along the way.

With enough fact checking, any heroes capable of interstellar transportation will be able to follow Thronn's path back to a dead world and a vault that is older than recorded history. Thronn clearly violated the vault's seals and somehow plundered its data archives, finding something that interested him enough to send him upon his current path of destruction. Anyone capable of likewise plundering a computer that uses an entirely unknown language will learn the planet was once the archive world of Thronn's mysterious benefactors and that within its databases Thronn has found clues to a lost weapon that would allow him to brainwash entire solar systems into serving his masters. Eventually Thronn will follow the clues to the correct planet and find the weapon (if it still remains where the signs point) unless he is stopped.

The following chapter contains new rules and general game material utilized within this work.

NEW RULES

EXPANDED SIZES

A game where the heroes fight threats of a cosmic scale can sometimes mean facing villains of unimaginable proportions. Such opponents can be

monstrous titans that stand taller than any building and walk between stars, living planets that feed upon other worlds, or beings of even greater dimensions! These creatures are not always practical, however, and their modifiers—in keeping with

EXPANDED SIZE TABLE

SIZE	RANK	ATK/DEF MOD	GRAPPLE MOD	STEALTH MOD	INTIM MOD	HEIGHT	SPACE	REACH	CARRYING CAPACITY	PP COST
Cosmic V	156	-148	+156	-156	+78	5B-10B miles	2.5B miles	1B miles	+195 Str	468
Cosmic IV	152	-144	+152	-152	+76	2.5B-5B miles	1B miles	500M miles	+190 Str	456
Cosmic III	148	-140	+148	-148	+74	1B-2.5B miles	500M miles	250M miles	+185 Str	444
Cosmic II	144	-136	+144	-144	+72	500M-1B miles	250M miles	125M miles	+180 Str	432
Cosmic	140	-132	+140	-140	+70	250M-500M miles	100M miles	50M miles	+175 Str	420
Galactic V	136	-128	+136	-136	+68	100M-250M miles	50M miles	25M miles	+170 Str	408
Galactic IV	132	-124	+132	-132	+66	50M-100M miles	25M miles	12.5M miles	+165 Str	396
Galactic III	128	-120	+128	-128	+64	25M-50M miles	10M miles	5M miles	+160 Str	384
Galactic II	124	-116	+124	-124	+62	10M-25M miles	5M miles	2.5M miles	+155 Str	372
Galactic	120	-112	+120	-120	+60	5M-10M miles	2.5M miles	1.25M miles	+150 Str	360
Stellar V	116	-108	+116	-116	+58	2.5M-5M miles	1M miles	500K miles	+145 Str	348
Stellar IV	112	-104	+112	-112	+56	1M-2.5M miles	500K miles	250K miles	+140 Str	336
Stellar III	108	-100	+108	-108	+54	500K-1M miles	250K miles	125K miles	+135 Str	324
Stellar II	104	-96	+104	-104	+52	250K-500K miles	100K miles	50K miles	+130 Str	312
Stellar	100	-92	+100	-100	+50	100K-250K miles	50K miles	25K miles	+125 Str	300
Planetary V	96	-88	+96	-96	+48	50K-100K miles	25K miles	12.5K miles	+120 Str	288
Planetary IV	92	-84	+92	-92	+46	25K-50K miles	10K miles	5K miles	+115 Str	276
Planetary III	88	-80	+88	-88	+44	10K-25K miles	5K miles	2.5K miles	+110 Str	264
Planetary II	84	-76	+84	-84	+42	5K-10K miles	2.5K miles	1.25K miles	+105 Str	252
Planetary	80	-72	+80	-80	+40	2.5K-5K miles	1K miles	500 miles	+100 Str	240
Epic V	76	-68	+76	-76	+38	1K-2.5K miles	500 miles	250 miles	+95 Str	228
Epic IV	72	-64	+72	-72	+36	500-1K miles	250 miles	125 miles	+90 Str	216
Epic III	68	-60	+68	-68	+34	250-500 miles	100 miles	50 miles	+85 Str	204

K = thousand
M = million
B = billion

those presented in the regular size table—continue to extend along the usual patterns. This means beings of a cosmic scale will possess massive modifiers to Attack, Defense, Grapple, Stealth, Intimidate, and carrying capacity that are impractical for most situations, but are presented nonetheless so that Gamemasters and players alike will have them handy should the modifiers ever be required.

A Stealth modifier for a planet-sized entity would normally be useless against someone gazing upon such a creature with the naked eye, for instance—where would such a being hide from sight, after all? However, this Stealth modifier may become necessary if meant to shield this same creature across galaxies versus preternatural senses that can likewise span the stars. For the most part, however, these

EXPANDED SIZE TABLE

SIZE	RANK	ATK/DEF MOD	GRAPPLE MOD	STEALTH MOD	INTIM MOD	HEIGHT	SPACE	REACH	CARRYING CAPACITY	PP COST
Epic II	64	-56	+64	-64	+32	100-250 miles	50 miles	25 miles	+80 Str	192
Epic	60	-52	+60	-60	+30	50-100 miles	25 miles	12.5 miles	+75 Str	180
Titanic V	56	-48	+56	-56	+29	25-50 miles	10 miles	5 miles	+70 Str	168
Titanic IV	52	-44	+52	-52	+26	10-25 miles	5 miles	2.5 miles	+65 Str	156
Titanic III	48	-40	+48	-48	+24	5-10 miles	2 miles	1 mile	+60 Str	144
Titanic II	44	-36	+44	-44	+22	2-5 miles	5,000 ft.	2,500 ft.	+55 Str	132
Titanic	40	-32	+40	-40	+20	1-2 miles	2,500 ft.	1,250 ft.	+50 Str	120
Awesome V	36	-28	+36	-36	+18	1/2-1 mile	1,000 ft.	500 ft.	+45 Str	108
Awesome IV	32	-24	+32	-32	+16	1,024-1/2 mile	500 ft.	250 ft.	+40 Str	96
Awesome III	28	-20	+28	-28	+14	512-1,024 ft.	250 ft.	125 ft.	+35 Str	84
Awesome II	24	-16	+24	-24	+12	256-512 ft.	120 ft.	60 ft.	+30 Str	72
Awesome	20	-12	+20	-20	+10	128-256 ft.	40 ft.	20 ft.	+25 Str	60
Colossal	16	-8	+16	-16	+8	64-128 ft.	30 ft.	15 ft.	+20 Str	48
Gargantuan	12	-4	+12	-12	+6	32-64 ft.	20 ft.	15 ft.	+15 Str	36
Huge	8	-2	+8	-8	+4	16-32 ft. 4K	15 ft.	10 ft.	+10 Str	24
Large	4	-1	+4	-4	+2	8-16 ft.	10 ft.	10 ft.	+5 Str	12
Medium	0	+0	+0	+0	+0	4-8 ft.	5 ft.	5 ft.	x1	0
Small	4	+1	-4	+4	-2	2 ft.-4 ft.	5 ft.	5 ft.	x3/4	4
Tiny	8	+2	-8	+8	-4	1-2 ft.	2.5 ft.	0 ft.	x1/2	8
Diminutive	12	+4	-12	+12	-6	6 in.-1 ft.	1 ft.	0 ft.	x1/4	12
Fine	16	+8	-16	+16	-8	3 in.-6 in.	6 in.	0 ft.	x1/8	16
Miniscule	20	+12	-20	+20	-10	3 in. or less	3 in.	0 ft.	x1/16	20

K = thousand
M = million
B = billion

modifiers will be nothing more than plot elements to be assumed and subjected to Gamemaster's fiat rather than applying in any meaningful way.

Note: Each size's value in Growth ranks may be determined by dividing its PP cost by 3.

EXPANDED VEHICLE & STRUCTURE SIZES

Considering the new size categories added to accommodate cosmic entities, it only made sense to also expand the structure size categories, as presented in **Better Mousetrap**, and the vehicle size rules in the core book. These expansions are supplied for you completionists out there; logically, when one constructs a headquarters or vehicle on such incredibly huge scales, you will usually no longer need to worry about the fine details. Knowing how much space is put into a crime laboratory, how large the pool is, or what the vehicle's defense modifier is becomes mostly a matter of the story when dealing with such large scales, because the headquarters or vehicle has become more a tool of the plot than anything else. Still, you'll find this information here should you ever need or want it.

OPTIONAL NEW SKILL USE—INTIMIDATE: AWE

Creatures ten size categories or less than you may be automatically and unintentionally awed by your presence and become *fascinated* by you (see the core rules for a definition of *fascinated* under the **Conditions Summary** section) as a free action, whether you want to do so or not. This automatically requiring qualifying subjects make a (DC 0 + your Intimidation skill ranks + your Intimidation size modifier) Sense Motive check or Will saving throw (whichever works best in the subject's favor), with failure indicating the subject is in awe of you and becomes *fascinated*. This effect is automatic and allows a new saving throw or skill check each round, using the original Intimidate DC but reducing it by a cumulative -4 per additional round beyond the first.

Immunity to fascination or fear effects is also proof against this automatic awe effect.

REVISED POWER SUPPLY TABLE

Because new, cosmic scale headquarter sizes have been provided in this work, a similarly revised table regarding power supply EP costs and Space used is also required.

STRUCTURE SIZE	EP COST	SPACES	STRUCTURE SIZE	EP COST	SPACES
Galactic V	14	128B	Titanic V	7	32,000
Galactic IV	14	64B	Titanic IV	7	16,000
Galactic III	14	32B	Titanic III	6	8,000
Galactic II	13	16B	Titanic II	6	4,000
Galactic	13	8B	Titanic	5	2,000
Stellar V	13	4B	Awesome V	5	1,000
Stellar IV	12	2B	Awesome IV	5	512
Stellar III	12	1B	Awesome III	4	128
Stellar II	11	512M	Awesome II	4	64
Stellar	11	128M	Awesome	4	32
Planetary V	11	64M	Colossal	3	16
Planetary IV	10	32M	Gargantuan	3	8
Planetary III	10	16M	Huge	2	4
Planetary II	10	8M	Large	2	2
Planetary	9	4M	Medium	2	1
Epic V	9	2M	Small	1	0
Epic IV	8	1M	Tiny	1	0
Epic III	8	512K	Diminutive	1	0
Epic II	8	128K	Fine	1	0
Epic	7	64,000	Miniscule	1	0

EXPANDED STRUCTURE SIZE CATEGORIES

STRUCTURE SIZE	CHARACTER SIZE	SIZE	SPACES	EXAMPLES
Galactic V	Cosmic V	5B – 10B miles	256B	Planetary solar system
Galactic IV	Cosmic IV	2.5B – 5B miles	128B	—
Galactic III	Cosmic III	1B – 2.5B miles	64B	—
Galactic II	Cosmic II	500M – 1B miles	32B	—
Galactic	Cosmic	250M – 500M miles	16B	—
Stellar V	Galactic V	100M – 250M miles	8B	Solar asteroid belt
Stellar IV	Galactic IV	50M – 100M miles	4B	—
Stellar III	Galactic III	25M – 50M miles	2B	—
Stellar II	Galactic II	10M – 25M miles	1B	—
Stellar	Galactic	5M – 10M miles	528M	—
Planetary V	Stellar V	2.5M – 5M miles	256M	—
Planetary IV	Stellar IV	1M – 2.5M miles	128M	—
Planetary III	Stellar III	500K – 1M miles	64M	Sun
Planetary II	Stellar II	250K – 500K miles	32M	—
Planetary	Stellar	100K – 250K miles	16M	—
Epic V	Planetary V	50K – 100K miles	8M	Jupiter, Saturn
Epic IV	Planetary IV	25K – 50K miles	4M	Neptune, Uranus
Epic III	Planetary III	10K – 25K miles	2M	—
Epic II	Planetary II	5K – 10K miles	1M	Earth, Venus
Epic	Planetary	2.5K – 5K miles	528K	The moon, Mars, Mercury
Titanic V	Epic V	1K – 2.5K miles	264K	Large country, Pluto
Titanic IV	Epic IV	500 – 1,000 miles	132K	Small country
Titanic III	Epic III	250 – 500 miles	64K	Large state
Titanic II	Epic II	100 – 250 miles	32K	State
Titanic	Epic	50 – 100 miles	16K	Several counties
Awesome V	Titanic V	25 – 50 miles	8,192	County
Awesome IV	Titanic IV	10 – 25 miles	4,096	City
Awesome III	Titanic III	5 – 10 miles	2,048	Small city
Awesome II	Titanic II	10,000 – 5 miles	1,024	Town
Awesome	Titanic	5,000 – 10,000 ft.	512	Small town/village
Colossal	Awesome V	2,000 – 5,000 ft.	256	City block, private estate
Gargantuan	Awesome IV	1,000 – 2,000 ft.	128	Skyscraper
Huge	Awesome III	500 – 1,000 ft.	64	Castle
Large	Awesome II	250 – 500 ft.	32	Mansion, cave complex
Medium	Awesome	128 – 250 ft.	16	Warehouse
Small	Colossal	64 – 128 ft.	8	House
Tiny	Gargantuan	32 – 64 ft.	4	Townhouse
Diminutive	Huge	16 – 32 ft.	2	Apartment
Fine	Large	8 – 16 ft.	1	Loft
Miniscule	Medium	4 – 8 ft.	0	Room

EXPANDED VEHICLE SIZE CATEGORIES

VEHICLE SIZE	MODIFIER	SIZE	EXAMPLES	STR	TOUGHNESS *	DEFENSE
Cosmic V	-148	5B – 10B miles	—	400	85	-136
Cosmic IV	-144	2.5B – 5B miles	—	390	83	-132
Cosmic III	-140	1B – 2.5B miles	—	380	81	-128
Cosmic II	-136	500M – 1B miles	—	370	79	-124
Cosmic	-132	250M – 500M miles	—	360	77	-120
Galactic V	-128	100M – 250M miles	—	350	73	-116
Galactic IV	-124	50M – 100M miles	—	340	71	-112
Galactic III	-120	25M – 50M miles	—	330	69	-108
Galactic II	-116	10M – 25M miles	—	320	67	-104
Galactic	-112	5M – 10M miles	—	310	65	-100
Stellar V	-108	2.5M – 5M miles	—	300	63	-96
Stellar IV	-104	1M – 2.5M miles	—	290	61	-92
Stellar III	-100	500K – 1M miles	—	280	59	-88
Stellar II	-96	250K – 500K miles	—	270	57	-84
Stellar	-92	100K – 250K miles	—	260	55	-80
Planetary V	-88	50K – 100K miles	—	250	53	-76
Planetary IV	-84	25K – 50K miles	—	240	51	-72
Planetary III	-80	10K – 25K miles	—	230	49	-68
Planetary II	-76	5K – 10K miles	—	220	47	-64
Planetary	-72	2.5K – 5K miles	—	210	45	-60
Epic V	-68	1K – 2.5K miles	—	200	43	-56
Epic IV	-64	500 – 1,000 miles	—	190	41	-52
Epic III	-60	250 – 500 miles	—	180	39	-48
Epic II	-56	100 – 250 miles	—	170	37	-44
Epic	-52	50 – 100 miles	—	160	35	-40
Titanic V	-48	25 – 50 miles	—	150	33	-36
Titanic IV	-44	10 – 25 miles	—	140	31	-32
Titanic III	-40	5 – 10 miles	—	130	29	-28
Titanic II	-36	10,000 – 5 miles	Colony space station	120	27	-24
Titanic	-32	5,000 – 10,000 ft.	Military space station	110	25	-20
Awesome V	-28	2,000 – 5,000 ft.	Space carrier or battle-ship	100	23	-16
Awesome IV	-24	1,000 – 2,000 ft.	Space cruiser	90	21	-12
Awesome III	-20	500 – 1,000 ft.	Space patrol craft	80	19	-8
Awesome II	-16	250 – 500 ft.	Small space station	70	17	-4
Awesome	-12	128 – 250 ft.	Space transport	60	15	-2
Colossal	-8	64-128 ft.	Passenger jet	50	13	2
Gargantuan	-4	32-64 ft.	Semi, yacht, fighter jet	40	11	6
Huge	-2	16-32 ft.	Stretch limo, SUV, tank	30	9	8
Large	-1	8-16 ft.	Car, truck	20	7	9

* Toughness, as presented here on the upper end of the vehicle size scale, is only useful for determining combat on a cosmic level, and represents the overall vehicle. Blowing holes into (and pieces off of) the vehicle will require defeating a much more reasonable Toughness rating, as determined by the material or size of the piece targeted and thus using a vehicle of equivalent size as a guide for the piece's Defense modifier, toughness, etc. For example, if targeting an Awesome III-sized portion of an Epic-sized vehicle, treat targeting that area as though attacking a vehicle of the former size.

NEW DRAWBACK: SIGNATURE

This power drawback makes a power more easily noticed for some reason, granting a +4 bonus to the selected sense type per 1 PP of the drawback's value. For example, **Signature** (flight; visual, glow) –2 would indicate the character glows very brightly when flying, granting visual Notice checks a +8 bonus to spot him. Additional PP may increase this bonus to be detected and/or be spent on additional sense types.

Logically, a Gamemaster may require the Noticeable drawback be applied to most passive effects before applying this drawback.

NEW TEMPLATES

NADILIAN TEMPLATE (46 PP)

This template represents the basic Nadilian characteristics.

ABILITY MINIMUMS	COST
Strength +2	2
Dexterity +2	2
Saves	
Fort +1	1
Ref +1	1
Feats	
Ambidexterity	1
Powers	
Additional Limbs 2 (arms)	2
Extra Attacks 2	10
Growth 4 (Large; <i>Power Feats</i> : Innate; <i>Extras</i> : Continuous; <i>Flaws</i> : Permanent)	13
Immunity 6 (Cold, Cold Damage)	6
Super-Senses 8 (Radar [extended 4])	8

* See *Misfits & Menaces: DOOM*

STAREATER TEMPLATE (24 PP)

This template represents the basic Stareater characteristics.

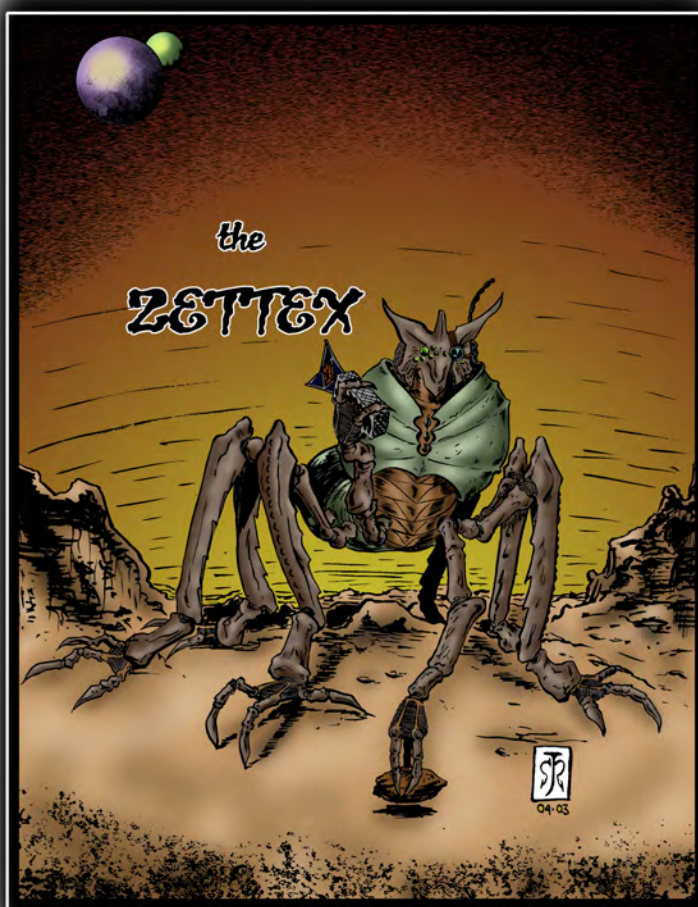
ABILITY MINIMUMS	COST
Con 14	4
Skills	
Knowledge (earth sciences) 2 ranks	0.5
Knowledge (life sciences) 2 ranks	0.5
Feats	
Diehard	1
Powers	
Comprehend 1 (Plants)	2
Immunity 5 (Sleep, diseases and poisons affecting animals but not plants, critical hits; <i>Power Feats</i> : Innate)	6
Immunity 1 (<i>Photosynthesis</i> ; Starvation; <i>Power Feats</i> : Innate)	2
Plant Control 4	8
Protection 3 (<i>Bark</i>)	3
Drawbacks	
Vulnerable (Fire; very common, minor)	–3

THE ZETTETH

Modern Zettex bare little resemblance to their pre-exodus kin (see **Do-Gooders & Daredevils: Champions**.) Once bipedal with two upper arms, whatever change this race underwent at the rim of known space has instead allowed them to walk on three sets of extremities, while the foremost arms are reserved for fine manipulation. Their soft curves and unassuming demeanor are gone, replaced by sharp corners, a durable carapace, and an aggressive appearance matched only by the rage that sickens the Zettex's hive mind. Regardless of the cause, their new form is 5 to 6 feet or so in length, with a height of 4 to 5.5 feet when the torso is fully erect. Weight ranges from 160 lbs for the smallest Zettex to 300 lbs for the largest.

What caused the change remains a mystery, but common speculation holds that while fleeing in the face of Titonathor and Gaothoem wrath, the Zettex found and struck a deal with something ancient and evil, gaining the ability to strike back against their enemies in exchange for servitude. There is no definitive proof, though, and the Zettex do not exactly welcome such questions. Conquest and a desire to control everything that is not a part of the hive drives them now, whereas before they were merely content to drift through history.

This new breed of Zettex retain their link to the hive mind: a shared consciousness they can access while in relatively close proximity to their own kind, allowing a near instantaneous sharing of knowledge and communication. A side effect is an innate resistance to mental influence and control beyond the hive mind itself. They also possess an insect-like ability to lift weights much greater than their own with little care, a talent that has been ill-used since the race turned towards megalomania. A Zettex's sight is also highly developed, part in thanks to their segmented eyes, as is their sense of smell due to their use of scent glands to communicate emotions and connotation beyond the range of human understanding.



ZETTEX TEMPLATE (57 PP)

ABILITY MINIMUMS	COST
Str 18	8
Con 12	2
Skills	
Acrobatics +4	1
Feats	
Rage	1
Powers	
Additional Limbs 3 (4 extra legs; <i>Power Feats: Innate</i>)	4
Burrowing 1 (<i>Power Feats: Innate</i>)	2
Communication 2 (<i>Scent gland, olfactory; Power Feats: Innate, Progression [area; 1 mile] 2; Extras: Burst, Continuous; Flaws: Emotions Only, Uncontrollable [always on]</i>)	5
Comprehend (Languages; <i>Flaws: Hive Mind only</i>)	1
Immovable 4 (<i>Flaws: Legs must have firm grip</i>)	2
Immunity 1 (Poison; <i>Power Feats: Innate</i>)	2
Leaping 5	5
Mind Shield 6 (<i>Flaws: Not against Zettex</i>)	3
Protection 2 (<i>Carapace; Power Feats: Innate</i>)	3
Super-Senses 4 (Acute and Analytical Normal Smell, Darkvision; <i>Power Feats: Innate</i>)	5
Super-Strength 4	8
Telepathy 4 (<i>Hive mind; Power Feats: Innate, Progression [range, 200 miles] 3; Extras: Continuous; Flaws: Permanent, Touch, Uncontrollable [always on], Zettex only</i>)	5

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