

ROGUES, RIVALS & RENEGADES



COLLECTION TWO



Vigilance Press

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M&M

ROGUES, RIVALS & RENEGADES

Collection Two

Writer: Jack Norris, James Dawsey, Rick Jones, Nathan Kahler, Aaron Sullivan

Cover Illustration: Domenico Neziti

Art: Alex Williamson, Dionysia Jones

Layout: Ruben Byrd

Editing: Nathan Kahler

Publisher: James Dawsey

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ROGUES, RIVALS & RENEGADES

Welcome to Rogues, Rivals, & Renegades

This PDF series is filled to bursting with villains, antagonists, and even the occasional hero with serious problems for use with *Mutants & Masterminds* Third Edition. Unlike Vigilance Press' other product lines for M&M, *Devilish Duos* and *Due Vigilance*, which cover pairings and groups, this series is about solo characters. Many of the villains here can easily be added to an existing group or even put together to form a group of their own but there are no assumptions made this will be the case. We hope you enjoy these characters and use them to nefarious effect in your games.

The rest of this section will discuss a bit about what's in this series and how it relates to other products from Vigilance Press. None of this is required to enjoy and use the characters in the series.

Character Entries

Each character entry in this series is essentially organized the same way and has the following subsections:

- **META Profile:** this "agency memo" style piece of fiction gives an introduction to the villain. It gives a snapshot view of the character, shows what others might think of him based on his history and actions, and often calls out particular hooks, concepts, problems, or mysteries surrounding the character that might be good fodder for GMs looking to incorporate the character into their games. Each profile also includes the villain's META Rating and Designation, which will be discussed shortly.
- **Illustration:** Artist's representation of the villain. This usually is of the character in costume, though in cases of villains who wear normal clothes or a variety of outfits, it represents an iconic version.
- **Quote:** If a picture is worth a thousand words then a quote's worth at least five hundred or so. The included quote let's the villain give the reader some insight into their demeanor and personality in their own words.
- **Game Statblock:** This is the character's write-up in M

& M Third Edition. In addition to providing the game statistics for the villain, these sections can provide examples of power building and character design for both villains and heroes.

- **History:** This is the villain's general history, how they came to be a super-powered menace, and what they've been doing up to the point they show up in a game. In some cases things are left intentionally vague to increase utility for GMs who wish to use a character in their own setting, but the series isn't hiding anything from the reader here.
- **Personality:** A description of the character's personality, demeanor, and outlook to help roleplaying the character and provide further insight into how they would best fit into a game session or setting. An eccentric but generally nonviolent theme-villain is going to fit in differently than a mass-murdering psychopath.
- **Powers & Abilities:** This is a prose description of the characters powers, talents, skills, and other abilities. This section takes the character's stats and makes them something more than a bunch of titles and numbers. This section also explains particularly strange or exotic abilities in more detail when necessary to make them easier to understand and use in games.
- **Nemesis Option:** All of these characters are designed to be a thorn in the side of a PC or PC group. The Nemesis Option gives some suggestions on how to make this happen. This section also mentions types of PC that might likely develop a long-running antagonistic relationship with the villain.
- **Tricks & Tactics:** Even the silliest villain tries to win. This section suggests various tactics and rules usage that makes the villain more of a threat while also focusing on methods that fit the character's personality and capabilities. Thus an angry dumb brute's entry here won't be recommend complex battle tactics, no matter how effective they might be to a character smart enough to use them.

- **Sidebars:** Not every character has them, but some characters in this series have additional information, tips, quirks, connections, or elements that deserve a brief aside.

Beacon City, This Series, & You

This series is a stand-alone product designed to be easily used with most M&M campaigns focusing on comic book-style heroics. The characters cover a variety of styles, from wacky to grim. However, these characters are also part of the Beacon City setting, the official setting for Vigilance Press.

So what does this mean for GMs and players? Well, that depends on what you want it mean. Those using this and other Vigilance Press Beacon City products like Six Gun or the Oktobermen will find these characters have backstories, references, and other elements that either meld with or at least in no way conflict those other products. Those using their own setting or another company will have to decide if they want to incorporate aspects of Beacon City alluded to in this series or simply use the character and drop those references.

For example, all the entries include a snippet from the character's META file profile. GMs using Beacon City can just use META itself and reference that in games as needed. This also means that the villains in this series, as well as any related characters, concepts, and organizations now exist in the Beacon City world by default and you can use them to grow and connect the setting together. A GM running his own world might swap out META for his own government agency devoted to policing superhumans or just ignore that part entirely. In any event, this series is written so that you won't lose the ability to use a character in your games just because you aren't using Beacon City, but some small adjustments might be desirable.

META Rating & Designations

Most law enforcement agencies has adopted the META rating system to classify superhumans or developed their own variation of it. The system is a simple color and number combination designed to give agents and officials a general idea of a superhuman's power and origins. In one of those strange fortuitous coincidences, a character's META numerical rating is the same as their M&M Power Level. The X designation is also used, usually for powerful individuals whose powers defy normal classification efforts. The color is based on the source

of character's powers, or the most notable source in the case of characters whose abilities come from a variety of origins. The color codes are:

Red: Red is used for aliens and mutants, individuals born with their superhuman abilities. Some have lobbied for reclassifying mutants as their own color, arguing it's dehumanizing and racist to lump them in with species not even native to Earth. However, META maintains this classification is medically and scientifically rather than politically motivated. Still, some mutants have taken to self-labeling as "Red" and the color is a slang for mutants in some circles. META usually doesn't reclassify aliens who are also enhanced beyond their race's normal abilities, keeping them Red to avoid confusion. (Editor's Note: The word "mutants" is often a misnomer in this setting, but more information on that will be revealed in the future.)

Blue: Technology-based superhumans are classified blue. These can be power-armor operators, gadgeteers, or cyborgs. In the case of inventors, META tends to focus on how technology use balances with other uses of brainpower. Thus a hyper-genius who works primarily as a fixer and tactician for crime syndicates might be classified by another color while someone who supplies high-tech weapons to criminals would be classed Blue.

Violet: Violet is used for mystical powers. It's not limited to just mages or mystics, but those mutated by mystic energies, gods, spirits, and other such beings.

Gold: Gold is used for humans who were granted powers by genetic manipulation or accident. Some purists insist that Gold classified subjects are the only true "metahumans" and that all others fall under some category but that's a losing battle as everyone from META to the media uses superhuman, metahuman, supers, and other terms fairly interchangeably.

Orange: This color covers intense training or conventional weapons usage on a level that nears or matches superhuman ability. Note that some Orange -ranked subjects do have some powers, but these are usually minor when compared to their developed skills.

Black: Black is a wild card designation used when META is unaware of origin of the subject's powers. In this series it is also used for characters whose origins are left somewhat up to individual GMs to define or tweak in their games.

Designations

Last year, META added Designations to their files. This is a classification based on psych profiles and the subject's actions designed to give a quick impression of the metahuman outside of their powers and origins. The classifications are:

- **Rogue:** Also known as supervillains, costumed crooks, and bad guys. These are individuals who use their powers for personal gain in defiance of laws and public safety. Rogues usually have long criminal records or are wanted for many crimes.
- **Renegade:** These individuals inhabit a gray area between purely criminal types and other classifications. Renegades tend to have authority problems and might even be wanted for some crimes, but META has determined they have some political, social, or other motivation that makes them distinct from many other supervillains. That doesn't mean these subjects aren't dangerous, more that they are more complex to deal with than other Designations.
- **Rival:** The Rival designator is used to denote individuals who seem to be trying to aid society, humanity, or the authorities in some fashion but who possess some aspect of their personality or nature that complicates matters. From agents to foreign powers to well-meaning but untrained superhero wannabes, Rival is usually used for those whose Designation is expected to change once more data is acquired.

The following Designations are used in internal memorandum, but have not been added to the files yet. Some characters in the series are listed as Rivals that might officially be considered Vanguard, for example. This is mainly due to the need to remain consistent and simple for GMs so they can quickly evaluate how each character would be used in their campaigns. They are included here for you to use them in the fiction and narrative of your games, but are not necessary to understand the Rogues, Rivals & Renegades series.

- **Vanguard:** Official metahuman operatives for META, other law enforcement, or the military. This includes superhumans for various allied nations but not hostile powers. META often has limited jurisdiction over Vanguard outside their own organization and this Designator often serves as a flag for a lower ranking META staffer to push cases involving them up the chain of command. Some Private Military Contrac-

tors have metahuman agents who are given Vigilant Designation, though there is serious schism within META about the propriety of this. Captain Archon is technically a Vanguard, but is listed in the series as a Rival because she is intended to be a challenge for your heroes.

- **Vigilant:** Vigilants are superhumans who work to enforce the law and stop various superhuman threats but have no status with any law enforcement or government power. Vigilants are not considered inherently lawless or disrespectful to authorities, which is why this designation was changed from the more negative "Vigilante" in 2011.
- **Villager:** Villager are civilians with metahuman powers and thus consider part of the "superhuman community" but who use them for employment or limit their use. Many of these individuals have low-powered or highly specialized abilities. Several keep their abilities a secret from the public, a desire META honors as much as possible.

As might be expected, Rogues, Renegades, and Rivals tend to have a more antagonistic relationship with META, its allies, and society in general. Vanguard, Vigilants, and Villagers are seen more often as heroes and or at least positive contributors to society. Designations are currently only used on META database profiles, though they are starting to slowly find their way into superhero culture and media.

A Brief History of META

META began three decades ago as a healthcare initiative, when activist and medical professional Doctor Clark Cunningham began pushing for a united effort to help metahuman individuals saddled with abilities and healthcare challenges far beyond modern medicine's ability to handle. Before being known as "META" or "METAs", the organization was known as the "Cunningham Clinic." In the first few years, many metahumans registered for the Clinic initiative seeking the promised free healthcare, and benefitting from the anonymity promised by the organization's efforts. A medical database was created to share research and information between scholarly organizations and medical caregivers, and a legal team was organized to protect the rights of those registering for Clinic care. The Database was called METAs, originally standing for Metahuman Evaluation and Treatment Association.

In exchange for their treatments, Clinic beneficiaries agreed to have their information shared in the METAs database, provided their private identities were not revealed to non-medical personnel. In recent years, however, META's resources have been overtaken by other agencies looking to use them for law-enforcement and national security, which has created a storm of controversy in the public eye and within the organization.

The nature of the change has been fundamental and profound. With the infusion of government funds and new regulation has come a change in the organization's title. METAs now stands for Metahuman Evaluation and Tracking Authority. While many scientists and doctors still struggle to maintain the organization's focus on research and healthcare, agencies such as the FBI, local police departments, CIA, and all branches of the military now depend on the METAs database to deal with the rising metahuman challenges they all face.

For the last fifteen years, the Metahuman Evaluation and Tracking Authority has helped the U.S. government monitor the seemingly ever-increasing number of superhumans and advises local and federal authorities on how to deal with such individuals. Prior to META's creation, a few small covert highly specialized agencies such as the Superhuman Assessment Division (SAD) of National Security Agency, The Bureau of Extra-Terrestrial Affairs (BETA), the CIA's Project Morningstar, and more clandestine agencies focused on specific subsections of the superhuman populace. These groups also kept many of their findings a se-

cret, sometimes even from the President of the United States.

With META, the whole process went public and for the first time focused not just on tracking or recruiting superhumans, but integrating them into society. In addition to its evaluation arm that tracks dangerous superhuman threats, META continues to operate clinics providing medical and psychological care, spearheads efforts in various jurisdictions to allow superhumans to operate with law enforcement while protecting their anonymity, and coordinates superhuman-based research and intelligence-gathering efforts for a number of other agencies.

Modern META branches are divided into three major divisions: Administration, Evaluation, and Research. Administration manages resources, deals with other agencies, maintains the META files and database, and performs other similar duties. Evaluation performs threat assessment investigations, and works with law-enforcement agencies to identify and track dangerous metahumans. Research performs numerous studies of superhuman abilities and their origins, develops new technologies for law-enforcement agencies, and maintains a collection of genetic material and other substances relating to metahumans. Research also makes up most of the staff of the META clinics, though Administration and Evaluation provide security and support for those facilities.

META Clinics and the Thomas Act

Dr. Cunningham opened the first Cunningham Clinic in Atlanta, Georgia. It was a medical facility focused on providing medical care to superhumans and collecting vital data on such individuals, and offered government subsidized health care to any superhuman who would agree to a few simple tests. These tests were noninvasive and filed under whatever identity or code name the superhuman desired.

Though some superhumans refused to provide DNA or other information to a government agency, the clinic soon helped enough individuals and gathered enough useful research data to be considered a success. As time passed, a dozen more clinics opened in cities around the country. The expansion slowed somewhat after 9/11 as government funding went elsewhere but in recent years the Thomas Act was passed, providing additional funding to open twenty new facilities. There are even clinics planned for Puerto Rico, the US Virgin Islands, and Guam,

H7712D-HLF99837

ACID BETH

Name: Unknown
Alias: Acid Beth, Bethany Dahmer,
Poison Princess

META
Rating:

Red10

FF990 - 327LT0AZ



1223433223558783
903331-890-3-000

DESIGNATION:

ROGUE

Profile:

Why am I getting all these case files?

Honestly, I'm starting to wonder if there isn't a conspiracy in the Metahuman Task Force to stick me with all the 'crazy lady' write-ups.

Very well: Bethany Dahmer, known to the world as Acid Beth, is a classic manipulative **CENSORED**. She attaches herself to supervillains who live dangerous lifestyles and feeds off the thrills of those relationships until it looks like a paramour is about to burn out or collide with a cape they can't defeat. Then she jumps ship, but not before making sure that criminal crashes and burns in spectacular fashion. She's left a trail of angry exes in her wake that could fill a filing cabinet drawer of its own.

META Report**Name:** Unknown**Alias:** Acid Beth, Bethany Dahmer, Poison Princess**META Rating:** Red-10**Designation:** Rogue**Profile:***Why am I getting all these case files?*

Honestly, I'm starting to wonder if there isn't a conspiracy in the Metahuman Task Force to stick me with all the 'crazy lady' write-ups.

Very well: Bethany Dahmer, known to the world as Acid Beth, is a classic manipulative bitch. She attaches herself to supervillains who live dangerous lifestyles and feeds off the thrills of those relationships until it looks like a paramour is about to burn out or collide with a cape they can't defeat. Then she jumps ship, but not before making sure that criminal crashes and burns in spectacular fashion. She's left a trail of angry exes in her wake that could fill a filing cabinet drawer of its own.

In terms of her psychology, you can see the attached doctor's report for a more court-friendly analysis, but she's sick in the head and she knows it. Bethany is a psychopath, having absolutely no regard for 'right' and 'wrong.' She only cares that she gets to serve her own ego and power trips.

She's also a master of manipulating people who show even the slightest interest in her, and loves the attention she gets in the process. Even if she didn't have super-powers, she'd be one of the most dangerous women I've ever come across. With her super-powers, she's a disaster zone waiting to happen.

And she's not willing to wait long.

—Agent Lexi Yousafzai, FBI Metahuman Investigations

“Oh, sweetheart, is that your superpower, or are you just happy to see me?”

**History:**

Bethany Dahmer, aka “Acid Beth,” was born Mary-Elizabeth Susan Draper, but has not used that name in over five years. A rebellious young girl from a single-parent home, she quickly learned the easiest path to thrills and a taste of finer things was through someone who wanted what she had to offer. Mary-Beth quickly fell in with a gang of violent criminals who operated out of Miller's Basin in Beacon City, charming her way up the ranks until she had seduced the leader of the group.

Cheating on him led to the most terrifying night of her life.

He was not a man who took infidelity—of any sort—lightly. After taking her and her would-be suitor to a local indus-

trial chemical plant, he killed her new friend, began beating her savagely, then dunked her into a vat of industrial solvent, declaring he would forever destroy her beauty.

In a strange twist of fate, this triggered Beth's latent superhuman abilities. As her head was forced under the surface of the boiling green solvent again and again, she found herself soaking it in through every pore of her body. After thrashing around in a panic for a few moments, trying to fight free of the tank, she started pounding on the sides of it. In an explosive display of raw power, the tank burst and she slid out onto the floor of the chemical plant, forever changed.

Beth quickly learned that bullets and melee weapons had little effect on her, as foreign objects disintegrated harmlessly when they touched her skin. She also learned that violence was fun—when she was the one committing it. Six people had walked into the building that night, but the only person who walked out now called herself “Acid Beth.”

Personality:

Acid Beth is often mistaken by heroes as a simple sidekick or lieutenant of a villain who has gathered other powerful beings around them. This is somewhat true on the surface; Beth sees it differently. To her, these beings of power she attaches herself to are a means to one end: a good time. Once the good times are over, she will cut and run without hesitation, usually setting up the head villain to take the fall so she can get away clean.

In game terms, this means Beth will often be encountered working with supervillains of PL 8 to 10, despite being more powerful than that. She often pulls her punches to keep from bruising the ego of her current conquest, but loses herself in the moment when confronted by heroes with the ability to mix it up with someone of her power level. Fighting is fun for her; while she always tries to keep an eye on her exit strategy, sometimes she gets so wrapped up in taunting and flirting with her foes she does not realize how dangerous things are getting.

Though a cruel and dangerous person, Beth reserves her more deadly impulses for people that society will not miss. More than once she has defied someone higher up the food chain to allow an innocent to survive an encounter with her, but whether this is from a sense of self-preservation or actual compassion is up to interpretation.

Powers and Abilities:

Beth's key asset is her nigh-invulnerability to physical harm. Her skin creates a field that shatters atomic bonds and disintegrates nearly anything with physical mass before it can hurt her. This act of disintegration creates a buffer against all forms of energy, such that even lasers have little effect on her. This field is invisible, but anything she touches bubbles and dissolves while glowing a nasty green tint. She has even been known to walk in front of oncoming traffic and remain motionless while an oncoming car dissolves around her.

This makes physical contact with Acid Beth extremely dangerous in combat. Even if the contact is very brief, such as a punch, the attacker risks suffering caustic damage. This “untouchable” quality is something that Beth counts on—until someone finds a way to bypass it. After that, she has little to rely on save her manipulative personality, which will not protect her for very long unless a hero is smitten with her.

Nemesis Options:

“I'm in it for the kicks!” is a cliché motivation, but it suits Acid Beth to a T. She will often see heroes who live on the wild side as potential marks for seduction, which can lead to a hero trying to redeem her only to belatedly discover her scorpion-like tendency to sting everyone sooner or later. If a hero manages to have her captured and imprisoned, Acid Beth will certainly hold a grudge; she values nothing in life more than her own freedom to do as she pleases. She resents anyone who gets under her skin—either emotionally or physically—for making her feel vulnerable in any way.

The Gamemaster should make sure players understand Acid Beth is a nasty person from the outset, should a player show interest in trying to redeem her. This can

A NOTE ON POWER LEVELS AND DEFENSES

Acid Beth is an example of a character whose defenses exceed the normal power level limitations of *Mutants and Masterminds* by using Immunity to soak damage results beyond the normal PL-capped values of Toughness and Defense. As such, while her attack values still follow the usual restrictions, her ability to endure a fight may far outstrip the expectations of newer Gamemasters. Keep this durability in mind when playing her as a supporting character, and remember her usual “cut and run” tactic if the fight is going longer than is desirable for the needs of the story

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	12	5	2	4	2	3	2

Powers

Acid Aura: Reaction Damage 10, Penetrating 10 linked to Reaction Affliction 10 (Resisted by Fortitude; Toughness Impaired, Toughness Disabled, Transformed to 0 Toughness), Affects Objects; Impervious Toughness 12; Immunity 20 (Physical Attacks), Limited to half effect

Metahuman Biology: Immunity 18 (Chemical effects, Aging, Disease, Environmental Conditions, Poison); Regeneration 2, Persistent

Skills

Acrobatics 5 (+10)
Athletics 4 (+6)
Close Combat: Unarmed 6 (+10)
Deception 5 (+15)
Expertise: Tactics 8 (+10)
Insight 6 (+9)
Intimidation 2 (+12)
Perception 6 (+9)
Stealth 3 (+8)

be a fun subplot, with similar ones in superhero fiction going back decades, but the player should understand that Acid Beth is a pretty terrible person. Even if she were to somehow go straight, she would never really be nice. She enjoys hurting people too much.

Tactics & Tricks:

Acid Beth banks on her invulnerability, strolling into the midst of combat as if she were stepping into the spotlight at a dance hall. She wants to be in the middle of the action, and knows that most attacks cannot harm her. She will occasionally pick an attractive hero to fight with, taunting them and comparing them to her current paramour—particularly if said paramour is present. Creating jealousy and sowing emotional confusion is more important to her than actually defeating her foes; she would rather goad her paramour into attacking an attractive hero than defeat that hero herself. As a result, her tactics are often less than efficient and can cause a villain’s well-laid plans to go awry, all to Acid Beth’s amusement.

DEFENSE

DODGE	INIT	PARRY
8	+5	8
FORT	WILL	TOUGH
12	8	12

OFFENSE

Acid Burn +10 Close, Damage 10 and Affliction 10

Advantages

All-out Attack, Attractive 2, Diehard, Favored (Criminals), Redirect, Set-up 3, Taunt, Teamwork

Complications

“I’m in it for the kicks!”: Acid Beth is a supervillain for the thrill of seeing people fight for her whims and tearing down those she sees as weaker than she is. Her attitude often means that whatever mission she is meant to be supporting is less important than goading heroes and taunting her less-successful allies.

“Got you under my skin”: If someone does manage to get the better of Acid Beth in an interaction skill check, by rebuffing her advances or turning the tables and deceiving her, she will take this extremely personally. She hates being played the way she plays others.

The Scorpion’s Nature: Acid Beth burns everyone who trusts her, sooner or later. She has a tendency to abandon a leader or undercut a teammate, and makes those impulsive decisions based on the perceived ‘fun value’ rather than strategic value.

“You can’t touch this!”: Acid Beth’s high-invulnerability leads her to be overconfident, strolling into the thick of a fight rather than approaching a situation carefully.

H7712D-HLF99837

APOGEE

Name: Doctor Anita Atlas, PhD
Alias: Apogee

META
Rating:

Gold12

FF990 - 327LT0AZ



1223433223558783
903331-890-3-000

DESIGNATION:

ROGUE

Profile:

Doctor Atlas poses a clear and present danger to the United States Government, not to mention the rest of the world. She has destroyed four detention facilities housing metahumans, and regularly tears apart META research facilities investigating how super-powers might be controlled. Worse yet, she has targeted scientists whose research might be used against super-powered beings. That sort of chilling effect adds incalculable costs to scientific progress.

Even without her vast gravity powers, she would still be a threat just by the nature of her crusade. She has attracted followers—not only supervillains, but also superhumans with minor powers that, while useful in everyday life, aren't as dangerous as warping gravity. Her powers of persuasion border on metahuman.

META Report

Name: Doctor Anita Atlas, PhD

Alias: Apogee

META Rating: Gold-12

Designation: Rogue

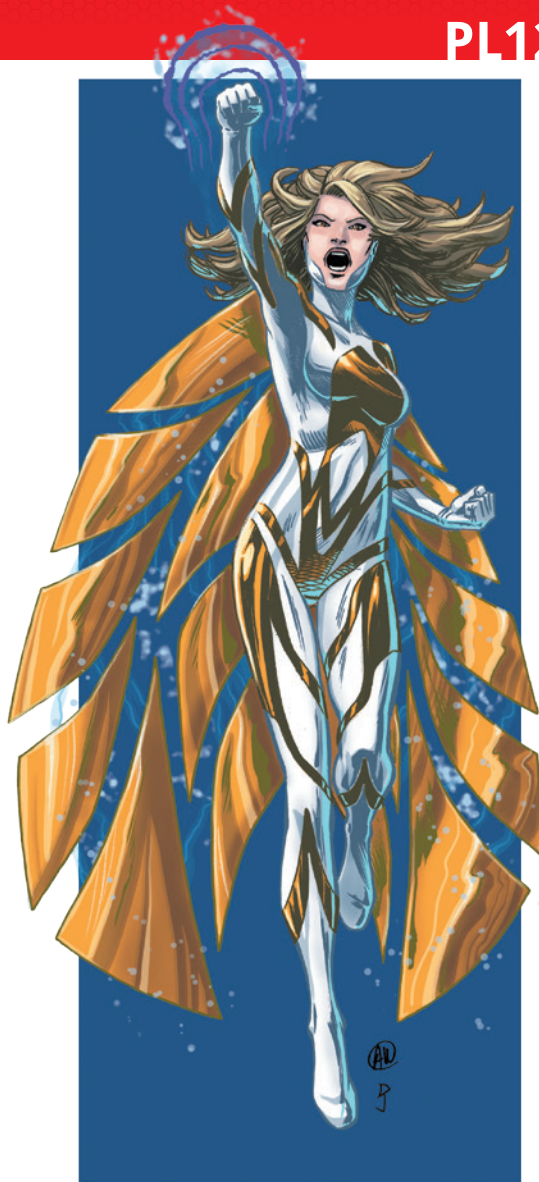
Profile:

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Even without her vast gravity powers, she would still be a threat just by the nature of her crusade. She has attracted followers—not only supervillains, but also superhumans with minor powers that, while useful in everyday life, aren't as dangerous as warping gravity. Her powers of persuasion border on metahuman.

Considering that she wants to set up a new ruling class of superhumans, it is unusual that she hasn't put together any sort of permanent team of like-minded supers. She does work with other villains on a regular basis, but has run into the basic problem that super-villains are hard to manage. Most villains operate out of greed or other self-ish desires; Apogee doesn't want to rob banks or steal truckloads of gold. That sort of thing is "human weakness", and limiting that sort of behavior makes it difficult for her to put together a long-term team. Villains like the idea of running the show, but the sort of commitment that Apogee is looking for is rare. However, should she find a critical mass of truly dedicated followers among "The Power Elite" (her term for superhumans), she will be an exponentially greater threat.

—Doctor Melinda Woods, CIA Psych Division



History:

Doctor Anita Atlas was involved in private space travel research and development, working on a replacement for the space shuttle program. Struggling against a deadline and flagging support from investors, she made the decision to skip autopilot-run testing and go directly to a piloted vehicle test, boarding the vehicle herself to inspire confidence in her crew and to make sure nothing went wrong.

But it did go wrong, very wrong. Her experimental Gravity Pulse Drive worked perfectly—for ten minutes. The pilot and co-pilot died when the Gravity Pulse squashed them down at 100 Gs. Doctor Atlas was in the engine compartment, shielded from the pulse, trying to stop

“Why do you serve humans when they should be serving us?”

the ship from crashing. Something flashed a blue light in her eyes and she woke up, floating in mid-air with the debris orbiting her.

The disaster was quickly swept under the carpet as the company filed for bankruptcy. The investigation failed to establish a final cause for the incident, but Doctor Atlas was too busy to worry about such details. She was now a one-woman space program. She had the power to set up space stations, make humanity a permanent Moon Base, and lead them into the stars. But governments and bureaucracies like nice, orderly organizations, and they did not trust Doctor Atlas's powers to remain at their levels. What if, mid-way through flying a payload into orbit, her powers failed? What if she decided to stop working on the space program after they became dependent on her?

Doctor Atlas got sick of waiting and tried lifting a shuttle into orbit. NASA called that grand-theft spaceship and attempted to put her in jail for theft and destruction of government property.

That is when Doctor Atlas realized she had enough. She was tired of small minds with no ambition for the vast horizons she saw when looking at the stars. It was long past time humanity had taken that next step, she decided. Somewhere along the way, the human-centric vision of the future she saw transformed into a revelation that humans were too small-minded to be worthy of her dream.

If humanity would not follow her to the stars, then super-humanity would. And if humanity kept trying to hold her—and her people—down, then she would rip free of their laws and rules.

Personality:

As time has passed, Apogee has become more arrogant and less tolerant of normals. They are stupid; they are “unevolved.” She has decided super-humans need to roll up their sleeves and do something about it. Humanity had its time. They wrecked the environment, tortured and killed each other over resources and let their baser emotions rule them. It is time for the superhumans to take up that responsibility and fix the world.

Apogee will no longer be hobbled or hindered by the petty concerns of lesser beings; she believes it is the right and destiny of those unhindered by weakness to lead the way to the future.

Powers & Abilities:

Apogee has incredibly powerful control over gravity. She can create and manipulate localized artificial gravity, rendering things weightless or super-heavy. Additionally, she has a brilliant mind and the voice of a rabble-rouser. Using robots and a high-tech space suit of her own design, she built an asteroid fortress at the orbital L-5 Lagrange point.

Nemesis Options:

Apogee is anti-government and anti-establishment. She wants to tear down society and build a new one ruled by superhumans. Government- or business-sponsored heroes make good foils for her. She also works well in contrast to heroes who are persecuted. Most importantly, she features as a highly motivated bringer of change who is willing to sweep aside the large portions of humanity in order to elevate a minority to greatness. This megalomaniacal goal will certainly put her at odds with any heroes who seek to defend humanity.

Tricks & Tactics:

Apogee’s tactics very much depend on who she is confronting. The first time she encounters metahumans, she will often stay on the defensive and attempt to convert them to her cause. Failing that, she will batter them aside to seize her goal, if possible. The first thing she will do is establish her Environment effect of shifting gravity, causing random fluctuations of increased or decreased gravity for her foes, hindering their movement and giving her a bit of battlefield control.

Beyond that, she will attempt to apply force as efficiently and effectively as possible, looking for obvious weaknesses to exploit and keeping an eye on her exit strategies. If she knows who she may be confronting ahead of time, she will research their strengths and weaknesses and do her best to prepare for them, often coming up with inventions to specifically neutralize the powers of

L5 Castle PL10

Toughness: 20, **Size:** Colossal, **Features:** Communications, Computer, Concealed 1, Deathtraps, Defense System, Fire Prevention System, Hangar, Isolated, Laboratory, Library, Living Space, Power System, Workshop

Power Points: Abilities 5 | Features 13 | Defenses 7 | Total 25

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	4	4	4	4	8	6	8

Powers

Gravitic Barrier: Protection 13, Impervious 17, Sustained; **AE: Extended Barrier:** Create 10, Impervious, Limited to simple shapes

Gravitic Distortion Sense: Senses 8 (Accurate, Acute, Extended 2, Radius, Ranged Detect Physical Matter)

Gravitic Distortions: Environment 3 (Impede Movement 2, Other (Distort Gravity)), Selective

Gravitic Flight: Flight 9 (1000 MPH), Subtle

Gravitic Immunity: Immunity 6 (Gravity damage, Environmental Gravity)

Gravitic Manipulation: Array (31 points), Dynamic

- **Crushing G-Field:** Move Object 13 (200 tons), Damaging, Limited Direction (down)
- **Gravitic Burst:** Burst Area Damage 12
- **Gravitic Warp:** Move Object 14 (400 tons)
- **Null-G Field:** Burst Area 2 (60 ft.) Move Object 6 (3200 lbs.), Limited Direction (up)
- **Singularity:** Move Object 8 (6 tons), Cloud Area 2 (30 ft.) on 7 ranks, Damaging, Limited Direction (towards center of burst)

Protective Costume: Immunity 7 (Environmental Conditions, Suffocation), Feature 1 (Link to L5 Computers), Immunity 20 (Mental Effects), Limited to half effect; Removable

Skills

Deception 3 (+11)
Expertise: Astrophysics 4 (+12)
Expertise: Physics 4 (+12)
Insight 4 (+10)
Intimidation 5 (+13)
Investigation 2 (+10)
Perception 4 (+10)
Persuasion 4 (+12)
Technology 4 (+12)

a particularly troublesome foe, or recruiting another villain for the same purpose.

She is rarely willing to risk her own capture to finish a fight, as she has her eyes fixed on long-term goals.

DEFENSE

DODGE	INIT	PARRY
7	+4	7
FORT	WILL	TOUGH
8	9	17

OFFENSE

Crushing G-Field +10	Ranged, Damaging Move Object 13
Gravitic Burst—	Close, Burst Area Damage 12
Gravitic Warp +10	Ranged, Move Object 14
Null-G Field—	Ranged, Burst Area 2 Move Object 6
Singularity—	Ranged, Damaging Move Object 8; Cloud Area 2 on 7 ranks
Unarmed +4	Close, Damage 2

Advantages

Attractive, Connected, Equipment 5, Inspire 2, Inventor, Jack-of-all-trades, Leadership, Ranged Attack 6, Takedown 2

Complications

Metahuman Activist: Apogee is a staunch defender of metahuman rights, occasionally doing “good deeds” like dropping houses on Klansmen, but she also regularly destroys research into how to de-power superhumans and other methods that humanity might use against “her people.”

Superiority Complex: Apogee believes that super-powered people, be they mystics, freaks of nature or creations of science, should, by the self-evident nature of their superiority, run the planet.

Equipment

Headquarters (L5 Castle)

H7712D-HLF99837

BLACKBODY

Name: Real Name Unknown
Alias: Blackbody, Champion of the
Eternal Night

META
Rating:

Black14

FF990 - 3276T0AZ



1223433223558783
903331-890-3-000

DESIGNATION:

ROGUE

Profile:

I was hoping that the samples collected from a recent encounter between the individual known as Blackbody and the Challengers of Beacon City would allow us to create a more definitive and enlightening profile. Unfortunately, the analysis of energy signatures and semi-solid energized matter that makes up most of the target's physical form has left our scientists with more questions than answers.

I can say that Blackbody is almost certainly extraterrestrial in origin, and that his claims of existing for "timeless eons" is in no way contradicted by our current findings. I am revising my theory that the subject is composed of living dark matter, however. While it is true Blackbody's physical form and energy emissions share some similarities with that substance, there are enough differences that I now believe

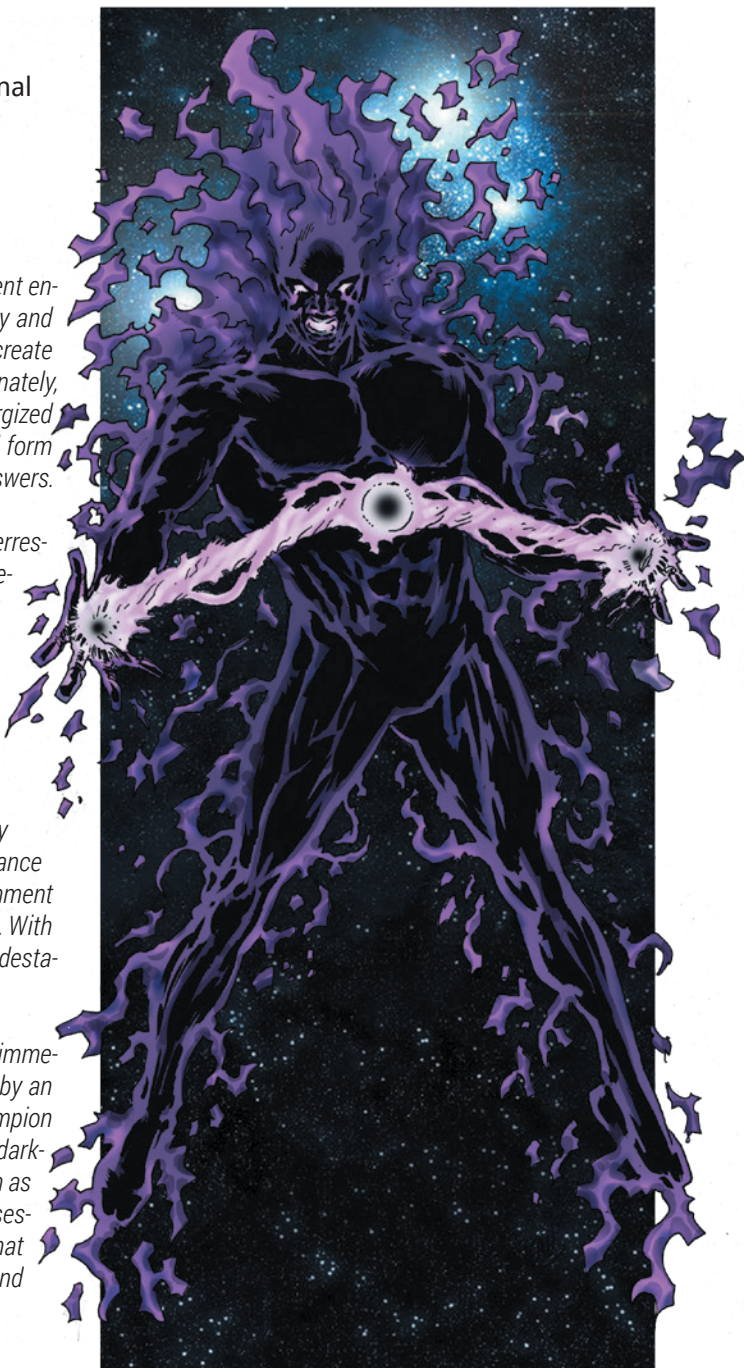
META Report**Name:** Real Name Unknown**Alias:** Blackbody, Champion of the Eternal Night**META Rating:** Black-14**Designation:** Rogue**Profile:**

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The psychological profile of Blackbody is of more immediate use. The subject's core personality is defined by an unshakeable belief they are chosen to be "The Champion of Eternal Night", a servant of a primordial sentient darkness that holds destruction, tyranny, and oppression as divine virtues. This ideology, combined with an obsession with defeating "Champions of Light", mean that Blackbody is a definite danger to both the normal and metahuman communities.

*Regards,
Dr. Ali Alhazen*



"I bring you the glory of oppression and the bliss of surrender. Give in to the darkness and one day soon it will return to end your petty fears and dreads."

History:

Before the existence of the universe as we know it, there was the Eternal Night. This darkness was empty, cold, and vast. Existing before anything humans understand as time or space, the Eternal Night was unspeakably alien, but not mindless; within its cosmic nothingness was a powerful sentience whose will defined pre-universal reality.

This changed when the universe was formed. The Eternal Night found itself driven to the corners of reality by the arrival of the light. Where there had been cold, uniform void, the cosmic event known as the Cosmic Dawn—the Big Bang—created a living universe with light, colors, and life. This new universe had its own champions and defenders, empowered by vast cosmic powers who wished this new creation to prosper, grow, and expand.

The Eternal Night, unsurprisingly, was less than thrilled with this new order of things. Its primordial consciousness seethed with the cold hatred of the endless void. Seeking to destroy our usurper universe, it found the radiant reality of existence hindered its ability to directly attack its foe. If it was ever to overcome and consume reality, it needed champions and agents within the universe. Foremost among these champions is the being known as Blackbody, Champion of the Eternal Night.

It is unknown who Blackbody was before he was chosen to serve its master. Cosmic sages and scholars believe it is unlikely he was created by the Eternal Night itself—it would be antithetical to the nature of an anti-universal force to create anything, even an agent to aid the destruction of all reality. To date, the exact origins of Blackbody remains a mystery; however, it is certain that since its creation, Blackbody has sought to destroy worlds, weaken great civilizations, and obliterate any heroes who seek to end its campaign of destruction. The weaker the life and light of the universe becomes, the easier it will be for his master to consume the universe and return existence to the cold uniformity of Eternal Night.

Personality

Blackbody is driven by two things: a desire to spread destruction, and an unshakeable belief that its purpose is to defeat the “Champions of Light”—those heroes and luminaries who spread hope, promote life, and ensure the continuation of the universe. He believes that achieving these goals hastens the return of the Eternal

Night, an event that would surely devastate and possibly destroy our current reality.

Given these goals, there is little hope in reasoning with this villain. He can be opposed, challenged, and even deceived, but he cannot be dissuaded from his mission. He wants nothing more than to serve his master and see the Eternal Night once again become the dominant force in existence; this makes any allies Blackbody may acquire—who do not share his goals—a temporary convenience. He might work with another villain whose plans will bring great suffering and devastation, but even such individuals must eventually either be destroyed or brought to serve the Eternal Night as he does.

Blackbody's fanaticism and all-consuming nihilistic desires make him overwhelmingly arrogant and callous. He believes he serves a being who is superior to all others, and through his service he is second only to the Eternal Night. He thinks nothing of destroying, belittling, and tormenting others. In fact, he has come to enjoy it.

Powers & Abilities

Blackbody has been transformed into a sentient semi-solid entity, drawing its power from beyond the current universe. In some ways, this “black plasma” resembles dark matter, but even that mysterious substance is part of reality. By contrast, Blackbody is made of something that is native to the pre-universal existence of the Eternal Night, anchored to our reality by melding it with the villain's consciousness.

By channeling the energies of its black plasma form, Blackbody is capable of generating powerful blasts of energy, disrupting cosmic forces such as gravity and light, opening rifts in space allowing for interstellar travel, and propelling itself at alarming speeds. Blackbody needs no external sustenance, is exceptionally resistant to electromagnetic radiation, and is nigh-immortal, though the anchors which allow Blackbody's extrauniversal form to function in our reality can be temporarily disrupted with sufficient damage. Its physical form can vary between intangible to superdense, allowing it to pass through solid objects or deliver punishing physical blows. He can also make himself understood to other sentients regardless of their language—an ability granted to him by his master to better serve as its harbinger and champion.

Other than his incredible powers, Blackbody has few other skills and talents. He has first-hand knowledge

of various cosmic phenomena and alien worlds, but lacks sophisticated tactical or combat training. Given the vast power Blackbody commands, this is a difficult weakness to exploit.

Nemesis Option

Blackbody is intended to chiefly be a threat for a team or individual hero focused on cosmic adventures with very high stakes. He wants to destroy everything in the universe and replace it with a living void. He will not be robbing banks or threatening a single city or nation, unless there is powerful champion to defeat or some great discovery that can be perverted to his cause. He is especially interested in targeting those individuals and institutions who are connected to the higher cosmic forces who protect this universe.

Thematically, this villain works well when paired against heroes with powers based around light, radiation, or other cosmic forces, or those who are paragons of justice and hope. In a setting where certain colors are mystically or cosmically linked to various concepts, Blackbody makes a great nemesis for heroes with such origins and powers.

In the Beacon City setting, this means he regularly clashes with Viridian and her fellow Challengers, as well as various alien champions who defend great interstellar civilizations. A similar hero or group in a GM's campaign would find Blackbody a powerful and enduring foe. Blackbody tends to classify such enemies as "Champions of Light", a title he uses with a mix of grudging respect and deep disdain. He will use this title even if a hero himself is not aware of any special connection to higher cosmic forces.

Blackbody is very dangerous in his current PL 14 state, but he can easily be scaled up in power level if a campaign's heroes are themselves exceptionally powerful. This enhancement could occur before he is introduced into a campaign, or might come as a result of his spreading darkness and strife. As a guideline, Blackbody will gain +1 to the effect and attack value of all his major powers, as well as +1 to his Defense and Save bonuses per PL he increases above 14.

Tricks & Tactics

Blackbody is not a particular skilled combatant, preferring to rely on overwhelming force to put down foes. He will often open with a Power Attack from one of his high damage powers to attempt to quickly crush opposition,

changing to more accurate strikes if this fails. If facing a foe with cosmic powers, he will try to disrupt their abilities, causing them to go haywire. This is not only effective, but it also sows considerable chaos when successful, which can make a hero temporarily a danger to his teammates and bystanders. He will use his ability to disrupt inanimate matter to cause similar havoc if the situation allows. If Blackbody starts to lose a fight, he will use Extra Effort to perform a Burst Area Damage effect in the form of a black plasma eruption. Since this is not one of his normal powers, doing so tires him out and he will likely flee, vowing revenge, unless it puts most of his opponents down.

DARKNESS AND SHADOWS

Blackbody's origin—and the exact nature of the Eternal Night—is left intentionally undefined so GMs can more easily implement them in their campaigns. The Eternal Night might be an eldritch alien intelligence, a dark god of nothingness, or a living embodiment of entropy. Blackbody could be a devoted worshipper of the Eternal Night who was transformed, an innocent slave controlled by its master's terrible will, or even a former hero who encountered a manifestation of the Eternal Night and was corrupted. It is even possible the Eternal Night is lying to its chief agent and is merely a powerful being from within our universe, albeit an incredibly powerful and evil one.

In the Beacon City setting, the Eternal Night is one of the more powerful members of a forgotten pantheon of ancient alien beings of godlike power. Each of these god-things is unique and not all are allies, though on some level they each despise the current state of the universe and wish to destroy it. These creatures interact with reality through agents, pawns, and avatars—they are currently unable to manifest in their true forms. These beings are known by various names, including the Obsidian Lords, the Forgotten Gods, the Unseen, and countless other titles created by the handful of nihilists and madmen who worship them. GMs can use these beings as cosmic threats in their own campaigns, or use any of their agents as independent high-powered villains as desired.

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
15	12	2	2	5	2	5	5

Powers

Absorb Ambient Electromagnetic Radiation:Environment 5 (Extreme Cold, Visibility (-5))

Alien Senses: Senses 3 (Cosmic Awareness, Darkvision)

Black Plasma Channeling: Array (34 points)

- Black Plasma Bolts:** Ranged Damage 16, Affects Insubstantial, Split
- Disrupt Cosmic Forces:** Nullify Cosmic Forces (Light, Gravity, Magnetism, Radiation) 10, Accurate 3, Broad, Randomize, Simultaneous
- Disrupt Matter:** Ranged Weaken Toughness 16 (Resisted by Fortitude), Affects Objects Only
- Rend Space:** Movement 3 (Space Travel 3), Portal

Black Plasma Form: Flight 15 (64000 MPH), Immortality 3, Immunity 30 (Fortitude Effects), Impervious Toughness 18, Protection 6, Regeneration 2

Energy Absorption: Immunity 10 (Electromagnetic Energy Effects), Limited to half effect

Superdense State: Density Growth 8, Continuous;

AE: Intangibility: Insubstantial 4 (Incorporeal), continuous

Universal Comprehension: Comprehend Languages 3 (Read All, Understand All, You are Understood)

Skills

Close Combat: Unarmed 8 (+13)

Expertise: Galactic Lore 8 (+10)

Intimidation 10 (+15)

Perception 4 (+9)

Ranged Combat: Black Plasma Channeling 10 (+12)

DEFENSE

DODGE	INIT	PARRY
10	+1	10
FORT	WILL	TOUGH
—	14	18

OFFENSE

Black Plasma Bolts +12	Ranged, Damage 16
Disrupt Cosmic Forces +18	Ranged, Nullify 10 (DC Will 20)
Disrupt Matter +12	Ranged, Weaken 16 (DC Fort 26)
Unarmed +13	Close, Damage 15

Advantages

Benefit (Champion of Eternal Night), Favored Foe (Champions of Light), Fearless, Improved Grab, Move-by Action, Power Attack

Complications

Extrauniversal Power Source: Blackbody is empowered by energies alien to our reality. If they are Weakened or Nullified, he also suffers a Damage effect equal to the ranks of Weaken or Nullify used. His defense is considered 0 against such an attack. He can Regenerate or Recover any damage taken in this fashion normally. Most effects that will Nullify or Weaken natives of reality with similar powers do not affect Blackbody, unless they are capable of affecting his extrauniversal energies.

Nihilist: Blackbody wants to crush all champions of goodness, justice, and hope, and bring about the end of existence. He has no other goals or significant desires.

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BLACKWING

Name: Ellen "Ellie" Gilchrist
Alias: Blackwing

META
Rating:

GOLD11

FF990 - 3276T0AZ



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903331-890-3-000

DESIGNATION:

ROGUE

Profile:

To: Brian.Carver@CNN.org [PROXY UPDATE~ a98s9#38~]

From: BigSal79@RedMail.com

RE: Are you trying to get me fired?

I thought we were friends! I told you guys you had to scrub the digital markers off the Badland video feed! This is my job we're talking about. META takes security seriously and my boss is breathing down my neck. That's why I'm posting this from an outside terminal on an outside account and sending to your proxy receiver. You guys might as well have put up a big sign saying, "Hey! Salvatore DeGozzo gave us this. Ya want his office number over there in your building?"

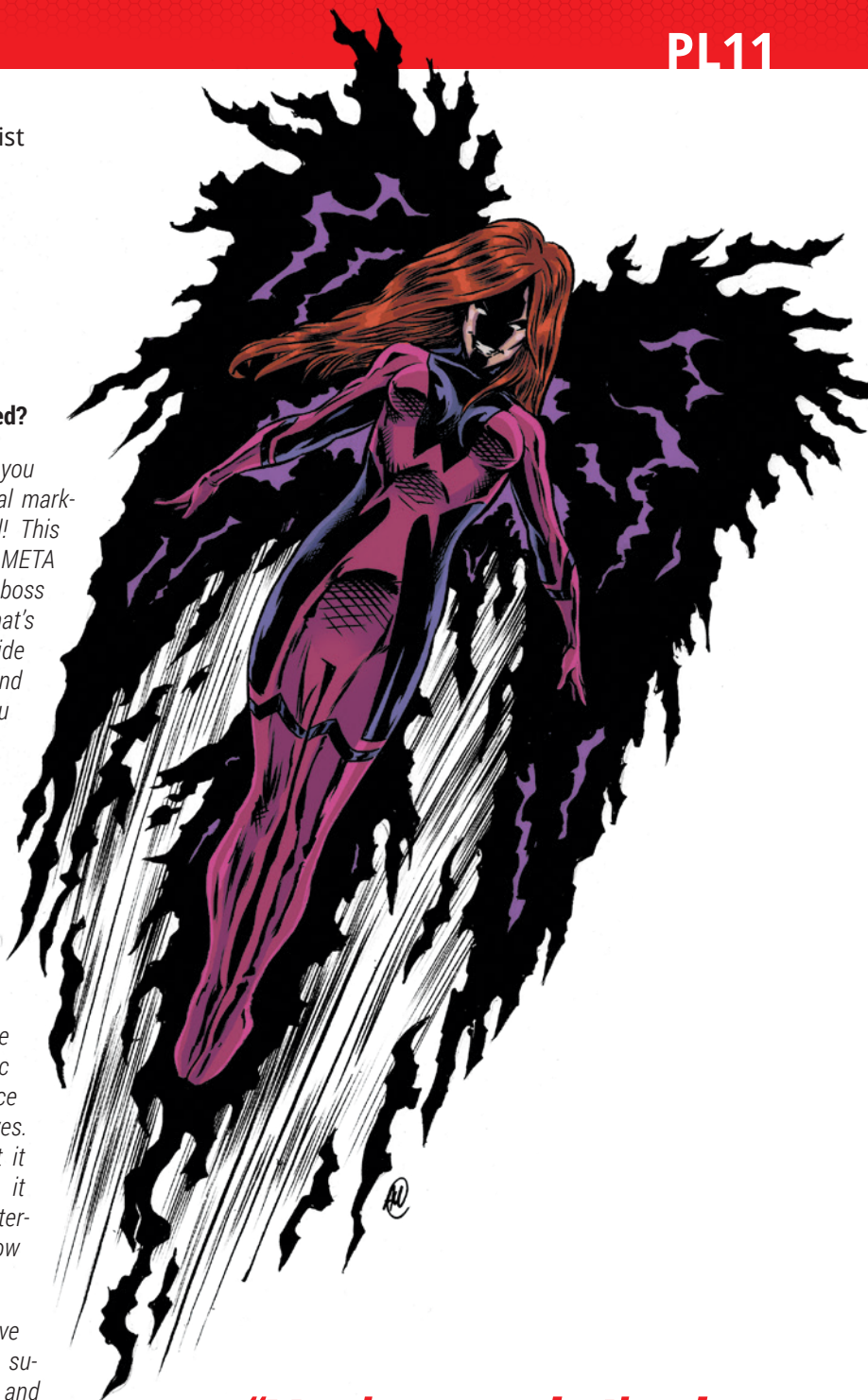
Look, I have the stuff on Blackwing you asked for, but now it's gonna cost you a lot more than Badland's did. Yeah, the fight over New

META Report**Name:** Ellen "Ellie" Gilchrist**Alias:** Blackwing**META Rating:** Gold-11**Designation:** Rogue**Profile:****To:** Brian.Carver@CNN.org**[PROXY UPDATE~ a98s9#38~]****From:** BigSal79@RedMail.com**RE:** Are you trying to get me fired?

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Look, I have the stuff on Blackwing you asked for, but now it's gonna cost you a lot more than Badland's did. Yeah, the fight over New Orleans. The whole fight. Video, audio, and EM-spec registers. Best part, we got a voice match from our media archives. That fire may hide her face, but it doesn't change her voice, and it turns out our girl has been interviewed on TV before. Yep. We know who she is.

How would you like the exclusive on exposing an up-and-coming supercriminal enforcer's real name and identity on national television? Thought so. Make me an offer and be persuasive.



"You're good. I'm better. I'm going to enjoy teaching you that."

History:

You are the best or you are nothing. This was the motto drummed into her head while Ellen “Ellie” Gilchrist was growing up. Her parents were both former track athletes and professional coaches who sublimated their own shortcomings into a ferocious—and damaging—parenting style. No performance or medal was ever good enough. No matter how well she did, her parents always pushed harder. A win at one level only served to make her eligible to compete at the next level, and she had better focus on that next game, on that next meet, on that next challenge. The only praise she ever received was for the prowess her parents saw as the fruits of *their* labors, as if she was nothing more than the vehicle for their work... not a daughter; a valuable and exploitable asset... not a loved one. This was what she internalized.

High school medals got her a full ride to college. College medals opened up doors and a shot at the top prize in her sights: the Olympics. It all ended when she tried out for the US Olympic track team. And failed. For the first time in her young life, she failed. She came so very close, falling short of qualifying by inches and hundredths of a second, but it was enough. Her parents blamed her viciously—after all, they never taught her how to fail, only how to win. Failure must have come entirely from her, not from them. She found herself marginalized in her own family, as they moved their attention to a new prodigy, one of their other trainees. They were moving on from her, so she tried moving on from them.

A string of failed coaching positions, where her personality alienated those above and below her, left her with little money. Unfortunately, during her time wallowing in self-pity, she developed a gambling problem. It started as betting on the outcomes of her own teams—for which she was amazingly never caught—but gradually grew into serious amounts on other sporting events. By the time she hit rock bottom, she was also in major debt to a lot of very unpleasant people.

One day, she was approached by representatives of some of those people. They told her those debts would be erased if she were to take part in an experiment. They needed someone in her phenomenal physical condition as a test subject, and people like that were hard to come by. The tests, very secret and of dubious legality, were for a procedure combining a

suite of exotic human enhancement drugs with neuro-active nanotechnology intended to achieve the perfect mind-body synthesis.

At least, that is what she was told.

With few options and spurious fantasies of being a super-athlete capable of shaming her former rivals, taking the sporting world by storm with an unbeatable return, she agreed to the tests. Her benefactors were astonished with the results. Though not quite what anyone expected, the result—an artificially induced superhuman of impressive power—proved they were on the right track. The eggheads went back to work on the next phase of their project while Ellie’s patrons made her another offer: employment. Her new genetic status would get her rejected from any legitimate sporting venue, but there were all these pesky people with powers and costumes and limited entrepreneurial vision that she could prove herself against, getting paid obscenely well for the privilege.

They had not even finished outlining the relationship before she accepted the proposal.

Personality:

Blackwing is just not a very likable person. She is aggressively Type-A to a dangerous extreme, hyper-competitive, narcissistic, and a very bad loser; and those were easily distinguishable traits from when she was still human. Since the procedure that made her superhuman, those traits have only been exacerbated. In addition, she is also developing a paranoid streak; where once she had difficulty accepting defeat or even setbacks, she is now growing to think that there are no such things, only direct actions taken against her by her enemies. And the number of people on that list grows daily.

All of Ellie’s raging resentments over her parents, failures, and wasted chances are channeled into each and every commission to humiliate or beat down superheroes. She has not been asked to kill anyone—her employers are professionals in possession of a detailed psych profile and know what lines not to cross—but she has no qualms about raining down pain and humiliation on her target du jour.

Powers & Abilities:

Blackwing’s powers manifest in two ways. The first is an increase in her general metabolism and reflexes;

Gilchrist's strength and other physical abilities operate slightly above human norms except for her reflexes, which are starkly and obviously superhuman.

The second, more notable manifestation is the psionic aura that surrounds her. To casual observers, this field appears to be a black flame that encompasses her body completely, generating little noticeable heat, forming what appear to be wing-like shapes sprouting from her back, and obscuring visual details internal to the field, such as her facial features. This field enables her to fly at great speeds, which her agility and reflexes translate into tremendous maneuverability. She can also project this flame as a damaging force or one that steals the vitality and powers from others while giving them to her, appearing to come from her mouth in a manner reminiscent of a dragon breathing fire. With a little concentration, she can also make her aura generate the same effects as the projection.

Nemesis Options:

Heroes who concentrate on their public image or who flaunt their powers with a lot of fanfare are Blackwing's ideal targets. However, since she is essentially a hired gun, she can be used against pretty much any kind of character; she just may not enjoy the fights as much.

Ellie hates speedsters demonstrably faster than she is or fliers who can outmaneuver her—they remind her of her life's defining failure.

If Blackwing ever loses to a hero decisively—or worse, in a humiliating fashion—that hero has made an enemy forever. She never forgives, never forgets, and is emotionally incapable of moving on. Less conclusive defeats she can rationalize or view as ongoing competition.

Tricks & Tactics:

Blackwing is a show-off. She will attempt to humiliate her opponent with aerobatic maneuvers and prove her speed advantage before ever moving in for an actual fight. Move-by Actions allowing her to snipe with her ranged power theft attack are her attacks of choice; she will switch to throwing damage at an opponent after her power theft has knocked down their defenses, though if she has stolen a damaging power she finds fun to use, she will use that on the target instead. She stays airborne at all times during a fight and if put on the ground, will do everything she can to

get back in the air. Also, she will go to great lengths to keep any fight in front of as large an audience as she can manage.

Ellie will mock her opponent for as long as she has the upper hand—not trash-talk or posturing, but actual insults. To Blackwing, everything is personal.

SO...WHO EXACTLY WERE THOSE PATRONS?

Whoever you need them to be for your campaign. It could be Orion Private Security, from Vigilance Press' *Due Vigilance: SixGun*, who bankroll a number of human experiments, even through multiple proxy fronts when necessary.

Or it could be the Labyrinth, from Green Ronin's *Freedom City* setting, pursuing variant research to the DNA-scendant project.

Or maybe it was the mafia, the government, or someone else entirely.

Their identity has been left intentionally undetermined to allow individual Gamemasters to tailor Blackwing's background to their own campaign background. Make the patrons whoever works best for your game.

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
5	8	5	5	6	1	1	2

Powers

Accelerated Metabolism: Enhanced Advantages 5 (Improved Initiative 5); Quickness 4, Limited to physical tasks

Black Flame Sheath: Flight 12 (8000 MPH), Immunity 10 (Life Support), Feature (Obscures facial details)

Power Duplication: Variable 6, Limited to powers and traits stolen by Thieving Touch or Drain Vitality

Touch of the Sheath: Array (48 points)

- **Burning Aura:** Damage 11, Reaction
- **Drain Vitality:** Cumulative Line Area 2 (60 ft) Affliction 8 (Resisted by Fortitude; Fatigued, Exhausted, Paralyzed), Progressive
- **Draining Aura:** Cumulative Affliction 6 (Resisted by Fortitude; Fatigued, Exhausted, Paralyzed), Progressive, Reaction
- **Gout of Black Flame:** Line Area 2 (60 ft) Damage 11, Affects Insubstantial 2, Secondary Effect
- **Thieving Touch:** Weaken Powers and Physical Traits 8 (Resisted by Fortitude), Broad, Reaction, Simultaneous

Skills

Acrobatics 5 (+10)
Athletics 8 (+13)
Deception 4 (+6)
Expertise: Professional Athletics 6 (+7)
Insight 6 (+7)
Intimidation 6 (+8)
Perception 6 (+7)
Persuasion 4 (+6)
Treatment 3 (+4)

DEFENSE

DODGE	INIT	PARRY
14	+25	8
FORT	WILL	TOUGH
11	10	8

OFFENSE

Burning Aura—	Close, Damage 11
Drain Vitality—	Close, Line Area (60 ft) Affliction 8; DC Fort 18
Draining Aura—	Close, Affliction 6; DC Fort 16
Gout of Black Flame	Close, Line Area (60 ft) Damage 11
Thieving Touch—	Close, Weaken 8; DC Fort 18
Unarmed +10	Close, Damage 5

Advantages

Agile Feint, Close Attack 4, Defensive Attack, Favored Environment (Airborne), Improved Defense, *Improved Initiative 5*, Move-by Action, Taunt

Complications

Entitled: Blackwing feels the world owes her pretty much whatever she wants them to owe her at the time.

Holds Grudges Forever: Gilchrist is a sore loser of biblical proportions.

Hyper-competitive Beyond All Reason: Blackwing has to be the best and will go to irrational lengths to win or make her points; “Type-A” barely begins to cover it.

Seeks Recognition: She has to be the best and that only counts when everyone knows she is the best.

H7712D-HLF99837

BREAKER

Name: Calvin R. Jenkins
Alias: Breaker

META
Rating:

Red12

FF990 - 327LT0AZ



1223433223558783
903331-890-3-000

DESIGNATION:

ROGUE

Profile:

The man now calling himself "Breaker" is a perfect example of why I strongly argued against screening prisoners for active metahuman genetic markers regardless of their consent. Yes, we discovered over 50 potential metahumans among the prison population, but we also alerted those same men to their metahuman status. This led to five mistrials, multiple outbreaks of violence, and—in seven cases—serious injury or death as more desperate potentials sought to trigger their Meta abilities through dangerous stimuli.

In the case of Breaker's self-activation, at least one hundred hardened prisoners escaped onto the streets of Beacon City as a result.

To correct the timeline presented in your last communication: When the prison warden attempted to deflect the blame by pointing the

META Report**Name:** Calvin R. Jenkins**Alias:** Breaker**META Rating:** Red-12**Designation:** Rogue**Profile:**

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In the case of Breaker's self-activation, at least one hundred hardened prisoners escaped onto the streets of Beacon City as a result.

To correct the timeline presented in your last communication: When the prison warden attempted to deflect the blame by pointing the finger at the medical professionals who released the results of these tests to the prisoners themselves, I was forced to approach the media to defend their reputations. Those doctors released the test results to the prisoners under my direct supervision, as required by law. It is both unethical and unlawful to conceal the results of any medical test from any patient, outside of specific circumstances provided in attached documents. I should not have to explain this to a former prosecuting attorney.

To sum up: It is my strong recommendation the Preventative Prisoner Testing Program be ended now, before any more disasters occur. Screening people for Meta abilities is simply not something that should be done as a way to control a population, criminal or otherwise.

Further, if any future communications come through my office alleging improper behavior by myself or my staff, including but not limited to insinuations of liability for the prison riot mentioned above, we will direct all further inquiries from your office through our legal team.

**—Doctor Clark M. Cunningham,
METAs Metahuman Caregiver Network,
President**



"You think you're tough, fancy-pants? You think you're hard? You don't even know what it means, chump! Step off, or I'll show you!"

History:

Calvin Jenkins was just another three-time loser, sentenced to life in prison without the possibility of parole. This did not really bother him, though, as he had grown

up in and around the prison system and had no ambitions beyond being the toughest, scariest prisoner on his cell block. That is, until the day he found out he was meant for bigger things.

Two years ago, a controversial program called the Preventative Prisoner Testing Program (PPT) was initiated by the Beacon City Justice Department in an attempt to prevent prisoners from hiding special powers from law enforcement officers. The fear that sparked this program grew from a prisoner in New Mexico hiding his special abilities from officers in order to infiltrate a prison and orchestrate a mass breakout. Ironically, by trying to prevent another such occurrence, the PPT Program caused one.

Calvin was one of the hundreds of hardened prisoners forced to give blood and pee in a cup. He was one of the few who got back a printed piece of paper which had the word “Positive” on it. Calvin’s steel-trap mind went to work on discovering and unlocking his special abilities, carefully avoiding the watchful eyes of the guards in his experimentation. When he discovered his ability to hold small charges after sticking his finger in a light socket, he formulated a plan.

During a prison riot that he started, with the help of a few dozen prisoners who followed his lead, he broke into a disused wing of the prison, where they kept the old execution row—complete with old-fashioned electric chair. In a shocking display of bravado, he had his cowering allies hook him up to the chair and turn on the electricity. One massive power surge later, his body was super-charged with the kind of real power he only ever dreamed about.

Effectively bullet-proof and with no seeming end to his ability to absorb and unleash bolts of electricity, he led his fellow prisoners on a massive prison break. He quickly went to ground and sought out other minor supervillains that would follow his orders, either through fear or admiration. Who he has allied himself with changes from week to week, but in every case they are always a notch or two below him in ambition and power. He always wants to be the biggest, scariest villain in his circle.

Some things never change.

Personality:

Breaker is a thug who embodies the ugly side of street culture—the kind that idolizes criminals. He does what he wants and ensures nobody is around who can make

him do what he does not want to do. He wears his prison tattoos and colors with pride, going so far as fashioning his costume from his prison uniform.

It is probably a good thing his ambitions are so low, because if he ever fell in with more powerful villains, or even villains with longer-reaching goals, he would be truly terrifying. As it is, he is just as happy knocking over liquor stores as he is cruising around in stolen cars. It almost seems like he is daring someone to catch him so he can go back to prison and break out again. Along the way, though, he will almost certainly hurt a lot of innocent people to show off how strong and dangerous he is.

Powers & Abilities

Since activating his powers, Breaker can constantly recharge himself by leeching energy off his surroundings. Whether he is slowly drawing energy from the city or from some other source has not been determined yet, but one thing is sure—he can launch electrical attacks over and over without fearing fatigue. He has learned how to black out an area by suddenly drawing all the energy around him, as well as how to create psionic static to protect himself from mental effects.

He is able to constantly run a powerful, taser-like charge across his skin with little conscious effort, making touching him a dangerous prospect. Jenkins can manipulate this electromagnetic field to create a super tough force field around himself, allowing him to repel bullets and other physical attacks. This “Breaker Field” also allows him to repel, reflect, or redirect attempts to attack him with electrical powers.

Nemesis Option:

Breaker is a thug; but he is a very powerful thug. He is also a man who holds grudges, in order to defend his reputation. Any superhero who wants to protect the innocent will seek to stop him from hurting people, but street-level superheroes will find him a particularly compelling villain. After all, he represents the ugly subculture that idolizes criminal behavior.

Breaker might show up in a local hero’s territory and cultivate a following, seducing underprivileged young people into following him. Defeating him in front of his gang could be a very satisfying way for a hero to defeat an icon of this kind of thinking, if set up properly. This kind of defeat would also make Breaker a life-long enemy of such a hero.

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	8	4	2	6	0	2	7

Powers

Breaker Field: Protection 9, Impervious, Sustained, linked to Reaction Affliction 10 (Resisted by Fortitude; Dazed, Stunned, Incapacitated); Immunity 10 (Electricity), Redirect, Reflect

Electrical Powers: Array (20 points)

- **Blackout:** Close Burst Area 3 (120 feet) Nullify 4, Broad, Concentration Duration, Simultaneous
- **Chain Lightning:** Ranged Damage 6, Multiattack
- **Lightning Bolt:** Ranged Damage 10
- **Main Arc:** Line Area Damage 10

Electron Sensing: Senses 6 (Accurate, Acute, Radius Ranged Detect Electricity)

Mental Static: Immunity 30 (Will Effects), Limited to Psionic Powers

Advantages

Diehard, Fascinate (Intimidation), Leadership, Precise Attack (Ranged, Cover)

Jenkins has a tendency to attract minor supervillains who like to follow a tough and dangerous leader. He makes a good match for Pitch and Acid Beth, and has fought beside them in the past, with heroes dubbing the trio the “Untouchables” because of their powers.

Tricks & Tactics:

Breaker’s powers are fairly simple, but they make it difficult for certain heroes to deal with him. Not only dangerous at range, it is very difficult to engage with him in hand-to-hand combat without triggering his shock field’s effect. In other words, he is nearly untouchable unless a hero finds a way around his electricity power.

Breaker relies heavily on this, mocking heroes who do not know him into attacking him in close combat. He enjoys the look of surprise on someone’s face when they find themselves recoiling in pain at a mere touch of Breaker’s skin.

He occasionally comes up with some clever new use of his powers, but usually only when forced into a defensive posture. He is cocky, full of his own self-importance, and cannot abide looking weak in front of his allies. When backed against a wall, he responds by advancing instead of retreating. He will fight until he is knocked unconscious rather than surrender.

DEFENSE

DODGE	INIT	PARRY
7	+4	7
FORT	WILL	TOUGH
15	9	17

OFFENSE

Blackout—	Close, Burst Area Nullify 4 (DC Will 14)
Chain Lightning +14	Ranged, Damage 6; Multiattack
Grab +10	Close, Strength 4
Lightning Bolt+14	Ranged, Damage 10
Main Arc—	Close, Line Area Damage 10
Shock Field—	Close, Affliction 10 (DC Fort 20)
Unarmed +6	Close, Damage 4

Skills

Athletics 3 (+7)
Close Combat: Grab 4 (+10)
Expertise: Electrician 8 (+8)
Intimidation 7 (+14)
Ranged Combat: Electrical Powers 12 (+14)

Complications

Cannot Look Weak: Breaker cannot afford to look weak in front of his allies. He is easily taunted and drawn into a combat by anyone even hinting that he might be afraid to confront them. He will often create confrontations at even the slightest insult for fear of someone thinking him too weak to stand up for himself.

I’m In Charge!: Breaker hates when others contradict him, no matter how badly things are going. He is usually a competent leader, but his tendency to resort to intimidation rather than cooperation often drives his allies to turn on him sooner or later.

Livin’ The Thug Life: As a gang member and gang leader, Breaker spends most of his energy impressing and intimidating other gang members. His M.O. leaves him with little time to consider how much more effective he could be if he raised his ambitions. It also means he surrounds himself with bullies who constantly covet his position or fear his wrath and may turn on him at a moment’s notice.

H7712D-HLF99837

CHANGEUP

Name: Randall Calder
Alias: Changeup

META
Rating:

Blue11

FF990 - 3276T0AZ



1223433223558783
903331-890-3-000

DESIGNATION:

ROGUE

Profile:

To: Brian.Carver@CNN.org [PROXY UPDATE~ a118s7#46~]

From: BigSal79@RedMail.com

RE: Interested in that baseball guy?

Okay, I think I'm cool again. I have the bosses sniffing through some intern's email records. No great loss if he gets blamed for our previous exchanges and I don't like him anyway. Damn trust fund baby.

Anyway, I have a set of files on that new Changeup guy. Computer analysis of his voice samples and body morphologies in motion matched against our AV records peg a 95% probability that he's Randall Calder—you know, that pitcher the Beacon City Blazers washed out last year? The one in the auto accident with the debutante? Yeah, him.

META Report**Name:** Randall Calder**Alias:** Changeup**META Rating:** Blue-11**Designation:** Rogue**Profile:****To:** Brian.Carver@CNN.org**[PROXY UPDATE~ a118s7#46~]****From:** BigSal79@RedMail.com**RE: Interested in that baseball guy?**

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"Batter Up!"

History:

A macho playboy who stopped his emotional development somewhere in early adolescence, Randy Calder's numerous deficiencies were routinely ignored—thanks to his athletic gifts—well into his early professional ca-



reer. Eventually his self-destructive tendencies caught up with him, as substance abuse combined with age slowed him down and shaved enough off his edge that younger and less troublesome players surpassed him on the field. Unable to let go of his once lofty status, and refusing to believe it was anything other than jealousy and bad luck that cut into his percentages and playing time, Randy grew louder and less content. The money seemed less satisfying, the press coverage less respectful, the younger players less deferential, and he just could not deal with it. Exploding at one of the managers after an on-field tantrum got him pulled off the field and led to him ultimately being invited by the team owners to leave. So badly did they wish to be done with the once great pitcher, they bought out his contract and offered him a generous severance bonus just to be rid of him.

Never one to take the sensible path, Calder responded by going on a week-long binge. He barely remembers the accident, and could not recall having a passenger—even after police showed him pictures of her body. Then the consequences started to hit home. He was facing charges over the whole sordid affair, including what's-her-name's death, and he was getting sued by the girl's family; apparently, her daddy was some kind of high-priced lawyer.

A wiser man would have taken this opportunity to re-examine his life. Calder met these challenges with a resounding “whatever.”

The only thing that really mattered to Randy—not the dead girl, not the press and public yelling for his blood—was the nerve damage that destroyed his pitching arm. He was out of a job, his livelihood was gone, and he was facing the imminent loss of everything, including his freedom. While sitting in the hospital bed feeling sorry for himself, he was approached by a nondescript and utterly forgettable man.

“I’m no one important, Mr. Calder,” the man said, “but I represent interested individuals who believe that a man of your vast talents is the perfect test subject for a project they’re working on. If you’d agree to help them with their research, we can give you back use of your arm and provide you with ample opportunities to further enrich yourself.”

Then the man left, leaving behind only a phone number to call. His options few, Calder followed up on the only

positive one he saw and made the call before taking a double dose of pain meds and passing out. He awoke in an unfamiliar bed in a secret facility, where he was informed by the man who had visited him that his new patrons were very happy he accepted their offer.

During several painful surgeries, Calder was implanted with a cybernetic interface which replaced much of the damaged sections of his nervous system. Further surgeries reinforced his body and repaired any lasting damage from the wreck, while extensive plastic surgery changed his face and fingerprints. Once he was healed up, Randy was presented with an enhanced exoskeleton linked to a teleporting arsenal of specialized projectiles and a high-tech hover platform. Now a whole new man, Calder was incapacitated once more, dumped into a small apartment, and given a list criminal contacts to contact for work, along with a message that his patrons would occasionally call on him to perform special assignments—ones he was expected to perform without question.

Calder considered his situation for about five minutes before contacting the first name on the list. Since then, he has been putting his gear through the paces, introducing the world to the “Changeup” identity one dirty job at a time. He has yet to refuse a job from his mysterious patrons, believing their assurances that they can painfully and permanently shut him down if he displeases them.

Personality:

Changeup is the worst kind of jerk, the kind that lets their ego out on parade without provocation, consid-

CURVE BALLS FROM THE SHADOWS

The identity of Calder's mysterious patrons are left for individual GMs to determine as best fits their campaigns. They could be black market cybersurgeons using Calder as a poster boy for their operation, a criminal syndicate using black market tech to turn the former baseball pro into a superpowered enforcer or assassin, or even an outfit like Orion Private Security testing dangerous weaponry before risking it on operatives they have invested more time and training in. If desired, you can even tweak his origin and decide that Calder burned through some offshore accounts to pay an established tech-broker to outfit him with his gear. Whatever gets him back on the field and causing trouble.

ers themselves the final word on every subject under the sun, thinks every woman wants to go out with him and every man wants to be him, and never, ever understands just how much that aggravates every single person around him. He is simply unable to comprehend the basic fact that he is a jerk, and completely unable to accept or tolerate it when it is pointed out. He was like this even back before he started earning professional athlete level money, and now that he is paid to bust things up and hurt people, it is just getting worse. With such an overblown sense of his own superiority, he is pretty much insufferable—though he is sure it is just jealousy on the part of those who point this out.

Powers & Abilities:

Calder is an exceptionally talented pitcher who prides himself on staying in excellent physical condition. His cybernetic implants and weaponry enhance those basic advantages, and his cybernetically-linked exoskeleton amplifies his physical strength, especially that of his throwing arm. The exoskeleton also projects a protective force field on top of the integrated armor and padding, proving exceptional protection from attacks.

The signature item in his arsenal is a teleportation device paired to a cache of spherical projectiles. With his exoskeleton augmenting his natural skill, he can throw these with great force and accuracy. He has cybernetic control of which projectile is accessed when he wants one. Each projectile contains specialized, pressure-sealed payloads that release on impact, ranging from high-tensile steel mesh nets to explosives to acidic napalm. The simplest of the projectiles is merely a dense metal sphere—albeit one thrown at close to two hundred miles an hour.

For transportation, Changeup uses another piece of acquired tech: a hover-sled about the size of a man-hole cover. This platform can propel him through the sky at speeds in excess of 100 mph and is controlled by the same cybernetic interface as his other gear.

Nemesis Options:

The best use for Changeup is as a hired gun brought in to deal with superheroes who rely on long-range attacks or who would be vulnerable to a long ranged assault. His variety of deliverable payloads opens up a number of options for dealing with heroes who also have an array of versatile ranged attacks or who are

too hard to hit or injure by less accurate villains. He also makes a good opponent against heroes who have tremendous movement abilities, as he can hit them as they enter or leave the combat zone with equal utility. Any hero with a background in baseball or other professional sports would also make an excellent enemy for Changeup, perhaps recognizing the arrogant jerk behind Calder's new face.

If a GM has decided on who gave Changeup his cybernetic upgrade, it is possible that any hero that has run afoul of the villain's benefactors could have Changeup sent after them. This is an excellent way of getting Changeup to face down heroes he might not otherwise encounter.

Tricks & Tactics:

Changeup is a simple, straightforward long-range attacker. His lack of creativity and resourcefulness hampers his versatility somewhat, but he is learning. As such, his preference is hitting someone upside the head with the dense alloy projectile, but he is using the rest of his arsenal more effectively with each job. He uses his hover platform to keep out of close combat as much as possible. Calder's ego still causes problems, as he grandstands and plays with his opponents, making him easier to trick or goad into foolish action than more experienced villains for hire.

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
8	2	6	2	5	0	1	1

Powers

Exoskeleton: Enhanced Agility 3, Enhanced Strength 6; Protection 8, Sustained 6; Removable

Force Glove: Close Deflect 12, Redirect, Reflect; Removable

Hover Sled: Flight 5 (60 MPH), Platform; Removable

Teleporting Arsenal: Array (32 points); Removable

- Acidic Napalm Payload:** Ranged Weaken Toughness 6 (Resisted by Fortitude), Affects Objects, Progressive
- Adaptive Adhesive Payload:** Ranged Affliction 8 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Progressive
- Flare Payload:** Ranged Cumulative Affliction 10 (Resisted by Fortitude; Vision Impaired, Vision Disabled, Visually Unaware), Limited to vision
- Solid Sphere:** Ranged 10 Strength-based Damage 2, Precise, Ricochet 4
- Steel-Mesh Net Payload:** Ranged Cumulative Affliction 10 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree
- Toxic Payload:** Ranged Affliction 10 (Resisted by Fortitude; Impaired, Disabled, Incapacitated)

DEFENSE

DODGE	INIT	PARRY
12	+14	11
FORT	WILL	TOUGH
9	8	10

OFFENSE

Acidic Napalm Payload +12	Ranged, Weaken 6; DC Fort 16
Adaptive Adhesive Payload +12	Ranged, Affliction 8; DC Fort 18
Flare Payload +12	Ranged, Affliction 10; DC Fort 20
Solid Sphere +12	Ranged, Damage 10; crit. 16-20
Steel-Mesh Net Payload +12	Ranged, Affliction 10; DC Dodge 20
Throw +12	Ranged, Damage 8; crit. 16-20
Toxic Payload +12	Ranged, Affliction 10; DC Fort 20
Unarmed +8	Close, Damage 8

Skills

Acrobatics 4 (+10)

Athletics 6 (+14)

Close Combat: Unarmed 3 (+8)

Deception 4 (+5)

Expertise: Professional Sports 6 (+6)

Insight 3 (+4)

Intimidation 3 (+4)

Perception 6 (+7)

Persuasion 3 (+4)

Ranged Combat: Pitching 10 (+12)

Vehicles 2 (+4)

Complications

Bleeding Edge Tech: The cybernetic implants installed in Changeup's body are experimental, which make it hard for him to find replacement parts should they get damaged. He likely needs to search out a high-tech cybernetics expert to perform repairs, making it easier to track down.

Off Switch: The organization that granted Changeup his powers wants to make sure he cannot turn on them, so they have installed failsafes to disable his cyberware.

Super-Competitive: Changeup's ego drives him to compete with his foes, to see who is the best athlete. He usually picks targets he thinks he can beat first, then works his way up to tougher opponents.

Advantages

Accurate Attack, Defensive Attack, Evasion, Improved Aim, Improved Critical 4 (Pitching), Improved Initiative 2, Instant Up, Move-by Action, Power Attack, Precise Attack 2 (Ranged, Cover and Concealment)

H7712D-HLF99837

CRO-MAGNUM

Name: Unknown
Alias: Armakk

META
Rating:

Blue10

FF990 - 3276T0AZ



1223433223558783
903331-890-3-000

DESIGNATION:

ROGUE

Profile:

I honestly thought this was a prank at first.

When I was first assigned the research on this one, I could have sworn it was some sort of 'new hire' hazing thing. There's no other way to explain it than to just come out and say it:

Cro-Magnum is a time-traveling caveman. We have no evidence of any other origins, terrestrial or otherwise. Believe me, we've looked. The idea that this thick-skulled gun maniac might have access to technology that could reshape human history is more than a little terrifying, but we haven't been able to find an actual time machine. Biologically speaking, his DNA matches what we have on file as Cro-Magnon (which excited the lab boys to no end, let me tell you), but he is much taller and stronger than any Cro-Magnon remains found to date. Perhaps he's been mutated somehow, or his time traveling has affected his growth rate? The lab boys have lots of theories, but no

META Report**Name:** Unknown**Alias:** Armakk**META Rating:** Blue-10**Designation:** Rogue**Profile:***I honestly thought this was a prank at first.**When I was first assigned the research on this one, I could have sworn it was some sort of 'new hire' hazing thing. There's no other way to explain it than to just come out and say it:**Cro-Magnum is a time-traveling caveman. We have no evidence of any other origins, terrestrial or otherwise. Believe me, we've looked. The idea that this thick-skulled gun maniac might have access to technology that could reshape human history is more than a little terrifying, but we haven't been able to find an actual time machine. Biologically speaking, his DNA matches what we have on file as Cro-Magnon (which excited the lab boys to no end, let me tell you), but he is much taller and stronger than any Cro-Magnon remains found to date. Perhaps he's been mutated somehow, or his time traveling has affected his growth rate? The lab boys have lots of theories, but no answers.**Oh, and then there are his guns. He has all the guns. Every gun that fires a bullet, of any kind, he can summon it from thin air. This creep is never, ever disarmed. All. The. Guns.**The lack of physical evidence left at his very mundane crime scenes is frustrating in terms of trying to nail down the source of his powers, but we believe he is using some kind of alien or future-based technology to displace weapons from nearby timeframes or alternate time-lines into his hands at will. When he tosses a gun aside to switch to a different one, or is disarmed, the weapons evaporate instantly. Shell casings and bullets likewise vanish when his weapons are dispelled in this fashion. He claims the ability to summon these things is a feature of his "Time Machine," but we have never seen this device and cannot verify its existence or functionality.**The worst part of his obsession with guns is his eagerness to discover new ones. Many of his crimes are related to discovering rare or obscure firearms he's never seen**before. Other crimes are simply excuses to start a fight with law enforcement or metahumans so he can try out his weapons. It wouldn't be so bad if he would just take his excitement to a shooting range; but no, he enjoys seeing people cower before him.**He has been taken into custody a number of times, but we've never held him for more than 24 hours. Normally, he wakes up after a superhero beatdown, and then simply*

vanishes into thin air... much like his guns do when he is disarmed.

He's a brute and a thug, and he delights in loud, combative behavior. More than once he has staged a bank robbery only to drop the money and engage the police in firefights when they arrive. He seems to have no interest in wealth, except when it belongs to someone else and they will fight to protect it. He will occasionally kidnap people to draw out the police or superheroes, without any real motive beyond getting into a fight. As far as I can tell, his only concerns are proving he is stronger and more dangerous than other people and indulging in cartoonishly "caveman" behaviors.

As to his motives, I honestly think he's as simple as he acts: He's a jerk who enjoys being tough and playing with firearms. Just about the most obnoxious kind of person you could think of, and about the most irresponsible gun owner in the history of guns.

That last remark wasn't meant to be a joke.

Cro-Magnum's history is a bit multiple choice, because he never gives the same account more than once. The most credible version of it is included here, but feel free to assume none of this is true.

—Agent Lexi Yousafzai,
FBI Metahuman Investigations

“What? Speak up, I can’t hear you over the sound of my BIG GUNS!!”

History:

“A nerdy, weak, milksop of a scientist from the future created a time machine, and decided to take it for a test drive. For his first stop, the scientist chose a period when real men walked the Earth, about forty-thousand years ago. He had barely stepped out of his shiny new doohickey when a real Cro-Magnon surprised him. That was me! I knocked him cold with my bare hands, and then I seized my rightful prize and went on a joyride through time and space. It was easy to learn how to drive the thing, even if it didn't have that chatty virtual intelligence on board.”

“I saw lots of crazy things, and visited many strange time periods, but one thing inspired me more than anything

else: Guns!”

“I saw wars throughout history, from the Age of Stone to the Iron Age, but when I discovered guns I knew I had found my true passion. They're loud, deadly, and feel *really* good in my hands. The time machine, which I named Tess—that's short for Tempus—helped me steal guns from all over and all whenever! I keep 'em in a secret vault, hidden away at the End of Time.”

“After a while, just collecting the guns wasn't enough. I decided to pick a period with as many big, tough bozos as I could find so I could show 'em how a real caveman fights! The tougher, the better! I let 'em know I'm coming, and I'm packing heat. Heck, it's even in the name, now... call me Cro-Magnum!”

Personality:

Cro-Magnum is a brute through and through. He comes from a period of history many thousands of years removed from the present, but feels most at home in time periods where firearms exist. He loves the noise they make, the smell of gunpowder, the feel of a gun's kick when he pulls the trigger. He is quite happy to commit crimes merely to catch the attention of law enforcement personnel or superheroes in order to try different guns in actual combat situations. Fortunately, he tends to pick bullet-proof targets when he starts spraying lead around, but it is only a matter of time before someone gets seriously hurt. More interested in shooting than killing, Cro-Magnum often blows holes in inanimate objects as an intimidation tactic.

Generally, Cro-Magnum is fierce, fearless, and spoiling for a fight. He has all of time and space available to him,

Tess, the Time Machine - PL 7

Strength: 12, **Defense:** 4, **Toughness:** 15, **Size:** Large

Powers: 3D-Axis **Displacement:** Flight 10 (2000 MPH), 4D **Displacement:** Movement 4 (Dimensional (Gun Vault Zone), Time Travel 3), **Psionic Camouflage:** Morph 4, Resistible by Will

Features: Autopilot 3, Communications 2, Computer, Durable, Hidden Compartments, Minion, Navigation System, Summonable 2

Power Points: Abilities 9 + Powers 44 + Features 10 + Defenses 14 = 77

and all he cares about is finding new guns and things to fire them at—pretty much the epitome of the worst gun owner you could imagine. He is also fond of Cuban cigars, carousing, and being an obnoxiously over-the-top example of an “alpha male.”

Powers and Abilities:

Cro-Magnum is huge, strong, and well armed. He can summon new guns to replace any that are knocked out of his hands, seemingly from thin air. His guns never seem to need reloading. He has trained with them to the point where he can fire with both hands at different targets simultaneously. The kinds of ammunition his guns are loaded with can be switched using the same magical technology that enables his other powers, giving him tremendous flexibility in the effects of his attacks.

Aside from the ability to conjure weapons from thin air, he is also larger and stronger than most humans. Whether this is due to some innate special quality or a result of his time-traveling adventures is unknown.

Oh, and he can travel through time.

Generally, this means he can show up and bother the heroes even if he is currently sitting in prison, and often finds ways to break himself out of incarceration that defy logic. Somewhere along the line he also developed a psionic rapport with his time machine's virtual intelligence, enabling him to communicate with and summon it without any apparent devices to control it. He sometimes mutters to himself about things he needs to remember to do, and they will suddenly appear to have been done, but very rarely does he use this tactic. After all, for Cro-Magnum? It is all about the guns.

Nemesis Options:

Cro-Magnum is not shy about making enemies; in fact, it is pretty much why he does what he does. His favorite kind of foe is the one that seems bulletproof. He loves picking on targets who can take the damage he deals out, giving him an excuse to try bigger and bigger guns. If he finds one who is particularly angered by his casual use of deadly weapons, all the better. He will be ecstatic to provoke a scientist with power armor—or some other technology that makes him resilient to firearms—into an ongoing feud.

Cro-Magnum is often hired by less-discriminating supervillains to act as a distraction or instigator of some kind, and he'll often team up with other villains who might lead

him into a confrontation with one of his “favorite” heroes.

Tricks & Tactics:

Bang-bang-bang!

Cro-Magnum shoots first, and then shoots some more. It is a miracle he has never killed anyone, as far as is known.

Cro-Magnum will rely on rubber bullets when dealing with non-powered targets, focusing on knocking targets out with this non-lethal option. In game terms, this merely means he is choosing a non-lethal descriptor for his attacks, and will not kill targets who get caught in the crossfire when he is fighting with heroes. Against targets who shrug off weaker attacks, however, he will switch to increasingly deadlier forms of ammunition and weapons, looking for the right combination of effects to take a target down. While he cannot seem to produce guns which exceed what is thought of as normal technology, he does seem to stretch the bounds of what firearms are expected to do.

AN “A-TEAM” FOR EFFORT

In case it is not overtly clear, Cro-Magnum is generally meant to be a joke. The heroes—and players—may roll their eyes, but they still need to take this guy down before a stray bullet hurts an innocent. And therein lies a problem: how you handle guns in your game is going to have a big impact on whether or not this character is absurd, or an example of how evil toxic masculinity can be. He is a great villain for teams or heroes who are mostly bulletproof, as he is not likely to accidentally off someone. But what if your heroes are not equipped to bounce bullets off their bodies in order to protect innocents?

In that case, you could simply describe the effects of the guns as “energy blasts” and reinforce the notion that this guy is a cartoon by leaving no traces of injury or lingering damage when his guns are dispelled. People will be knocked out by the blasts, and they will have the spectacular effect of shattering glass, blasting holes in cars, and otherwise behaving like guns from 80's TV shows—the kinds of shows where nobody seemed to get seriously hurt by gunfire, despite machine-guns being employed like fire hoses during the climactic battles.

Or, if you plan to go a bit more “Iron Age” with your games, feel free to let Cro-Magnum off his leash and let the blood flow. Just be aware of the consequences that is going to have on the heroes and players in your game.

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
8	11	6	8	6	4	4	4

Powers

Firearm Summoning: Variable 5, Move Action
Psionic Link to Time Machine: Senses 1 (Telepathic Communication Link), Comprehend Languages 3 (Read All, Speak All, Understand All)
Unusually Large: Growth 2, Permanent

Equipment

Vehicle (Tess, the Time Machine)

Skills

Athletics 8 (+16)
Close Combat: Unarmed 4 (+10)
Intimidation 9 (+14)
Perception 6 (+10)
Ranged Combat: Firearms 5 (+13)
Stealth 4 (+8)

GUNS, GUNS, GUNS!

Here are some example firearms Cro-Magnum can summon:

Pair of Assault Rifles: Ranged Damage 7, Multiattack
Rocket Launcher: Ranged Burst Area Damage 10, Distracting
Double Barrel Shotgun: Ranged Damage 9, Diminished Range 3, Inaccurate
Sniper Rifle: Ranged Damage 5, Dangerous 4, Penetrating 5

This is by no means a comprehensive list; just about anything considered a firearm/projectile-launching weapon can be found in his arsenal.

DEFENSE

DODGE	INIT	PARRY
9	+10	9
FORT	WILL	TOUGH
11	9	11

OFFENSE

Assault Rifles +13	Ranged, Damage 7; Multiattack
Double Barrel Shotgun +11	Ranged, Damage 9
Rocket Launcher—	Ranged, Burst Area Damage 10
Sniper Rifle +13	Ranged, Damage 5; crit 16-20
Unarmed +10	Close, Damage 8

Advantages

Equipment 16, Evasion 2, Favored Foe (Bulletproof Opponents), Great Endurance, Improved Aim, Improved Initiative, Power Attack, Quick Draw, Startle, Tracking

Complications

Gotta Collect ‘Em All: Cro-Magnum has a passion for collecting rare and strange firearms. He likes to claim he has every gun every produced in his special collection, but that is not exactly true; every now and then, something will catch his eye, and he will drop everything to steal it.

Gun Show-off: Cro-Magnum likes to take center stage and blast away at anyone who tries to take him down. His cockiness drives him to assume he can take anything the heroes can dish out, even if previously proven wrong.

H7712D-HLF99837

FINEOUS FROST

Name: Fineous Frost; legally changed from Cedric Bowler
Alias: None; Fineous Frost before legal name change

META
Rating:

Gold10

FF990 - 3276T0AZ



1223433223558783
903331-890-3-000

DESIGNATION:

ROGUE

Profile:

<Open Addendum 172-98F: Frost, Fineous>

Dear Councilwoman Pinterhouser,

I appreciate the seriousness of your request, Councilwoman, I really do. However, there are protocols involved in how we handle sensitive information and our relationship with law enforcement authorities. If you want background information on Mr. Frost, you need to go through proper channels, such as the police or the FBI. Also, given our status in relation to the government, a threat to file a Freedom of Information request for our records is quite meaningless. You would need a subpoena, Mrs. Pinterhouser, and I don't see you getting one.

What I can tell you is that Mr. Frost does indeed have a lengthy criminal record and did serve a number of years in the metahuman wing of

META Report

Name: Fineous Frost; legally changed from Cedric Bowler

Alias: None; Fineous Frost before legal name change

META Rating: Gold-10

Designation: Rogue

Profile:

<Open Addendum 172-98F: Frost, Fineous>

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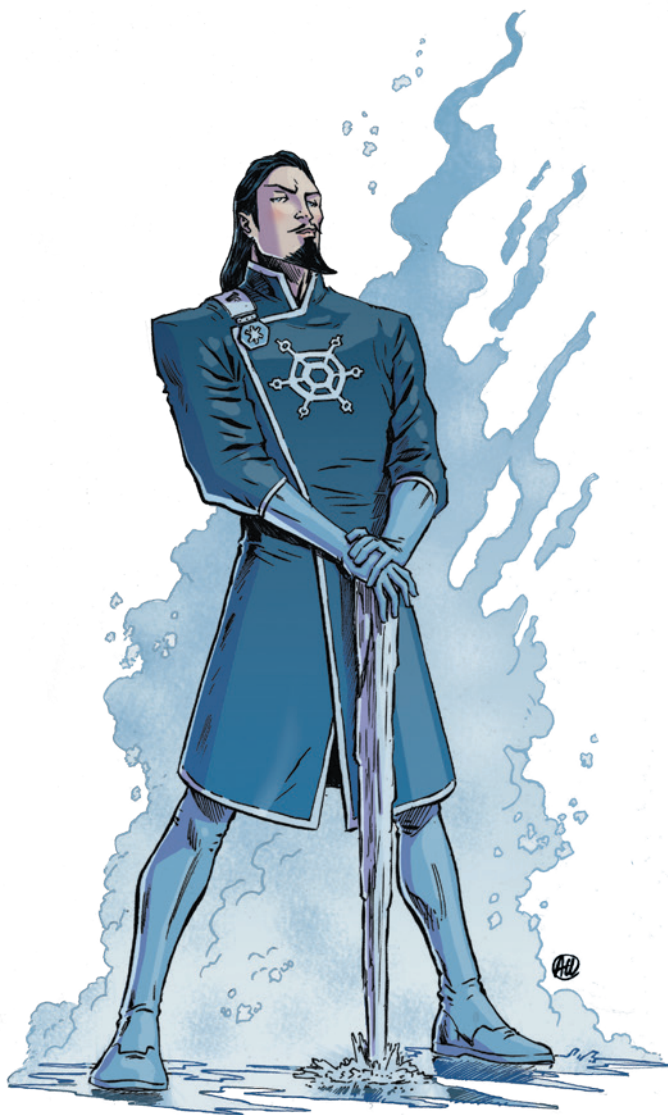
What I can tell you is that Mr. Frost does indeed have a lengthy criminal record and did serve a number of years in the metahuman wing of the state penitentiary. That much is public record. I don't know what his business arrangements for his club are, and though you are aware he's sought service from our clinics, those medical files are completely confidential. Good day, Councilwoman.

<Close Addendum 172-98F: Frost, Fineous>

Franklin,

When you deliver the associated file packet to the Commissioner about Frost, make sure he knows the Councilwoman is trying an end run around him to get info on the subject. She's extremely unhappy about the Ice Palace operating in her district, and isn't likely to change her mind on the subject.

METAs Data Security Specialist Lily Moscovitz
– Active Files Desk



“Yes, you are indeed very impressive with your pretty costume and colorful powers. Now, was there actual business to discuss?”

History:

Glory days never last; Fineous Frost knows this painfully well. Once upon a time, he was feared by the public and costumed do-gooders alike. Once upon a time, he was a master villain. He schemed, controlled gangs, ran cities, planned historic crimes. He defined “big-time.” Then it all came crumbling down. One of those blasted costumed heroes finally managed the impossible, bringing him to justice. He went to prison for forty years. No parole, no time off even for what he made certain was good behavior enough to model the bloody term on. A side-effect of his powers slowed his physical aging down—he is physically much younger than his actual age—but forty years is still a long, long time...

When he finally got out, he was a nobody. Most of the connections he previously held were dead, in prison, or retired. His hidden bases had long since been discovered by one side of the law other the other; an entire group of upstart supercriminals had been founded by a pair of young hoods who had stolen his cached equipment and now denied any debt to him. There was a new generation in power, younger men full of fire, ambition, and contempt for an old man they viewed as a failure. One arrogant young fool even laughed at him, to his face, when he proposed doing business together.

No matter; he had known rough times before... back when he was human, working his way through school, earning that job at Wexler Chemicals, before the accident that changed his body forever. Before he had forged the organization he had run with a cold, iron fist. No one had given him anything—he had earned it all, one bloody step at a time. He would again.

But he learned a valuable lesson. He would not operate directly, for that way posed too much risk; it made you a target. Operating through proxies, buried far behind the scenes, promised less exposure to getting punched, to getting shot, to getting thrown in front of a jury and behind bars again. Never again would he go to prison. Never again.

Hide-outs eventually see the light of day, but bank accounts can stay hidden forever if you know what you are doing. He acquired resources, recovered money stashed under a hundred different names in a dozen different cities, then found partners to hide behind, to sign all the documents and front all the businesses he bought into, that he actually owned. Slowly, he worked his way back into the grease and cogs of the underworld, into

the position and infrastructure that actually ran things, that actually provided services and got things done. A job planned here and there; stolen merchandise moved from here to there; money laundered for this party and that party; always taking a cut. Eventually, the right people in the right places learned how valuable a contact, how valuable a friend, Fineous Frost could be. All while the public and police only saw what he wanted them to see—a tired old man shamefully holding court at a fashionable nightclub, paraded around by the managers for the novelty value, for the publicity of a former supervillain that could be seen if you showed up at the Ice Palace on the right night. “Oh, how the mighty had fallen,” they would say. Just as they are supposed to...

Who needs glory, so long as you have money and power. Let the young work for the flash and the fame. Glory is a fool's trap. And speaking of fools, that young man who had laughed in Frost's face? One more body among many that will never be found.

It is good to be back in business.

Personality:

Frost presents a false front to the public; suave—debonair even—the demeanor of an elder statesman in the frame of a middle-aged man who has aged passably well, carrying wistful regrets over past mistakes and the wrong path taken. A charismatic presence, bleeding sincerity from every pore whenever he talks about the choices he should never have made, that his young fans should never make. The picture perfect postcard for reform.

Then there is the real Fineous Frost—a bitter, unforgiving, and hate-filled monster that buried his conscience under all the undiscovered bodies he has left in his wake. He puts the cold in “cold and calculating,” and he likes it that way. There are only three things that drive the real Frost: a need for the protection power offers him, a steely desire to maintain face and dignity, and a pathological aversion to ever serving time again. Anyone seeing anything contrary to those drives is simply buying into the act.

Powers and Abilities:

Frost's abilities were triggered by exposure to an experimental series of chemicals. He is more durable than a normal human and can feel temperature differentials from a distance; he also ages at a much slower rate than his years show. He can lower temperatures around

his body and mentally create ice projections, shaping them on a whim. He can literally freeze the blood in a man's veins with a look. Though his overall robustness in power has diminished after four decades of power inhibitors, his knowledge of and precision control over those abilities has only improved; he minimizes his use of these powers while in the public's eye. Frost has made use of META's medical services to investigate the long-term effect of the inhibitors, hoping to pursue some sort of legal action against the government.

In addition to his metahuman abilities, Fineous Frost is a master criminal with vast knowledge of the tricks and infrastructure of the criminal underworld, especially the metahuman section of it, with few equals. He is tremendously charismatic, a natural leader and decisive fast thinker. Frost is also an accomplished engineer and scientist with expertise in cryonics and cryogenics; he underplays this knowledge in public for the same reason he underplays his powers—to disassociate himself from the old image of the supercriminal and emphasize the new leaf aspect of his public persona.

Nemesis Options:

Frost is a good enemy for legacy heroes or older heroes who date back to an earlier generation. He also works well against brainy street-detective types that like mysteries to untangle. As an old-school criminal, he takes personal pleasure in matching wits with such characters, but is careful to do so through proxies whenever possible.

Tricks & Tactics:

Fineous Frost operates behind shells, layers, and proxies, avoiding direct confrontation if at all possible. Though he may rub it in the face of a knowledgeable hero-type, Frost goes to great lengths to make sure he is never directly involved in any of the enterprises he profits from. Troublesome heroes will find themselves under attack from new and unexpected quarters—private investigators trying to dig up dirt or track down secret IDs, lawsuits from people injured in collateral damage from their fights, concerned columnists criticizing their actions, local civic action groups receiving funding to pursue initiatives that inconvenience the hero (like zoning investigations on that new HQ or licensing issues for flying that supercar over the city). If attacked by angry heroes, likely without any real evidence of crimes, he simply surrenders and lets his lawyers handle it, playing the misunderstood victim.

On the off chance heroes come after him with solid evidence, he will go for the kill, immediately and ruthlessly, while arranging for escape to a country with no extradition arrangement.

Limousine

Strength: 8, **Defense:** -4, **Toughness:** 10, **Size:** Huge, **Features:** Alarm 1, Hidden Compartments 1, **Powers:** Speed 5 (60 MPH)
Power Points: Abilities 2 | Powers 5 | Features 2 | Defenses 1 | Total 10

Underground Lair

Toughness: 14, **Size:** Huge, **Features:** Communications, Computer, Concealed, Defense System, Garage, Holding Cells, Isolated, Laboratory, Library, Living Space, Power System, Security System 3
Power Points: Abilities 3 | Features 14 | Defenses 4 | Total 21

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	6	1	1	5	5	4	4

Powers

Altered Metabolism: Immunity 9 (Aging, Disease, Emotion Effects, Environmental Cold, Poison), Protection 4; Regeneration 5, Source (Cold); Senses 7 (Acute, Accurate, Ranged Detect Temperature Variations)

- Cold Control:** Array (34 points)
- **Freeze the Blood in Your Veins:** Perception-ranged Affliction 10 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Insidious, Subtle
 - **Ice Shapes:** Create 10, Innate
 - **Ice Shard Spray:** Ranged Damage 10, Accurate 4, Multiattack
 - **Winter King:** Environment 6 (Extreme Cold, Impede Movement 2)

Skills

Athletics 3 (+4)
Deception 9 (+13)
Expertise: Crimelord 8 (+13)
Expertise: Cryonics 8 (+13)
Insight 8 (+12)
Intimidation 6 (+10)
Investigation 6 (+11)
Perception 6 (+10)
Persuasion 6 (+10)
Sleight of Hand 3 (+4)
Stealth 3 (+4)
Technology 6 (+11)
Treatment 2 (+7)

Equipment

Smartphone, Limousine, Underground Lair

DEFENSE

DODGE	INIT	PARRY
7	+1	9
FORT	WILL	TOUGH
10	10	10

OFFENSE

Freeze the Blood in Your Veins— Perception Ranged, Affliction 10; res. by Fortitude

Ice Shard Spray +9 Ranged, Damage 10; Multiattack

Advantages

Assessment, Benefit 5 (Covert Crimelord, Millionaire), Close Attack, Connected, Contacts, Daze (Deception), Equipment 7, Fascinate (Deception), Improved Defense, Inspire, Inventor, Languages 3 (French, German, Spanish; English is native), Leadership, Seize Initiative, Skill Mastery (Insight), Well-informed

Complications

Motivation: Wealth and power drive Fineous Frost, and he is determined to ensure they are never taken from him again.

Obsession: Frost is obsessed with secretly rebuild his power base to even greater heights than before he went to prison.

Reputation: Frost’s criminal record is publicly known.

Secret: Frost’s activities as an active force in the underworld are kept secret from the public, the authorities, and a fair number of people who are unaware it is actually him they are working with or for.

H7712D-HLF99837

THE HIEROPHANT

Name: Dr. Hieronymus Voigt
Alias: The Hierophant

META
Rating:

Black16

FF990 - 3276T0AZ



1223433223558783
903331-890-3-000

DESIGNATION:

ROGUE

Profile:

Media Archive File #8776-420 excerpted

Decrypted Secure Audio Transfer::META Active Files Desk::DOD
Metahuman Threats Taskforce Liaison Office

>>>

[SSA Moscovitz]: "Let me interrupt this rant with a 'Good Morning,' followed with a 'I did warn you,' and I did, you know. Warn you that is"

[Cmdr Abrams]: "You said 'vague and undefined reality alteration, possibly of a psionic nature.' I thought we were talking pyrotechnics, maybe some illusions. Not waving his hands a bit and suddenly a whole bunch of very expensive tanks just come apart, fly around melting into gears and rods, and then reassemble into giant clock-work men that attack my people. I had espers on hand and they never felt a thing. Couldn't counter squat, either. And what the hell is this

META Report

Name: Dr. Hieronymus Voigt

Alias: The Hierophant

META Rating: Black-16

Designation: Rogue

Profile:

Media Archive File #8776-420 excerpted

Decrypted Secure Audio Transfer::META Active Files

Desk::DOD Metahuman Threats Taskforce Liaison Office

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[SSA Moscovitz]: "Let me interrupt this rant with a 'Good Morning,' followed with a 'I did warn you,' and I did, you know. Warn you that is"

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[SSA Moscovitz]: "It's a genre in science fiction. Late Victorian looks mixed with advanced technology. The techies are better read than you are and trying to be concise."

[Cmdr Abrams]: "What mixed with what!?!? That makes no sense."

[SSA Moscovitz]: "Tell it to the publishers and their customers. Anyway, linguistic analysis supports the basic description."

[Cmdr Abrams]: "Explain."

[SSA Moscovitz]: "The language guys going over this 'Hierophant' and his speeches say his word choice, intonation, accent, syntax, and so on, are all hands-down late Victorian. They're even saying...let me see that page again...oh, yeah, northern London origin and Cambridge-educated. How they arrived at that I don't know, but they're usually pretty good at their jobs."

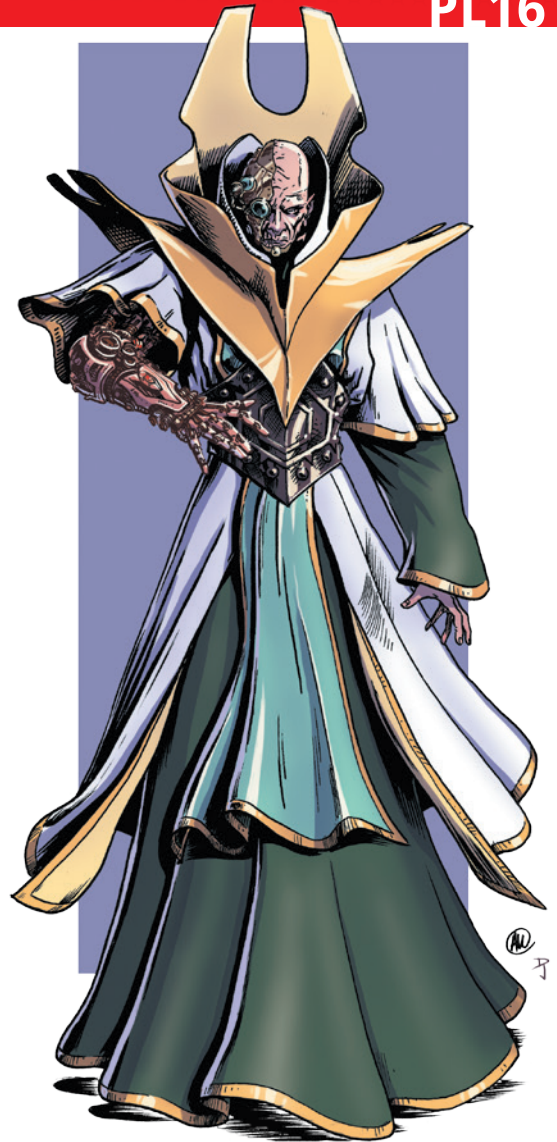
[Cmdr Abrams]: "So, time-traveler. Or delusional manic with good research and acting chops. Or a delusional time-traveler who does his homework and can act. Crap. I need coffee. What about this 'Ex Machina' entity he kept going on about? Any information?"

[SSA Moscovitz]: "You're favorite word, Commander..."

[Cmdr Abrams]: "Great. 'Inconclusive.' Yeah. I definitely need coffee."

>>>

End Audio Transfer



"Your defeat is as inevitable as the movements of the stars through the sky. Opposition is futile before the Cosmic Clockwork Consciousness. Don't make this even less pleasant than it has to be...."

History:

After the death of his wife and children in the same train wreck that cost him his right arm and the use of his legs, Dr. Hieronymus Voigt resigned his teaching post and became reclusive. Voigt had been a celebrated physicist, engineer, and astronomer, his work lauded and considered revolutionary across a number of disciplines. Had he not withdrawn from his career, he likely would have accelerated scientific inquiry and discovery several decades ahead of the course it wound up following, eclipsing those who followed his time, such as Tesla, Einstein, Curie, and Rutherford.

Isolated on his family estate, he continued parts of his research, expanding on his work with electromagnetic energy, exotic wavelengths, and radios, and studying the fundamental structures of the universe. What he hid, even from those few servants and assistants he maintained out of necessity, was that his research continued, but his goals changed; there was now a purpose beyond the academic to his pursuits. He had embraced a number of spiritualist claims, claims he had once fiercely debunked alongside a number of his fellow professors. Ultimately, he was trying to make a radio that breached the veil between the lands of the living and the lands of the dead, a radio that would let him talk to his departed family. That much the authorities were eventually able to reconstruct from the journals they later found. The actual details of what happened the night he initiated his final tests are unknown or, at most, speculative.

He had dismissed his servants and assistants for the evening, but his neighbors a mile or so away reported what they thought was a flash of lightning followed by the sound of explosions. When the local police arrived, they found Voigt's private observatory and lab were simply gone, as was the entire corner of the manor to which that multi-story structure had been attached. No rubble or wreckage; it was simply gone, as if it had been neatly cut away. The only thing left was a perfectly concave depression in the ground, covering the entire area where the structure had been. Baffled, they eventually deemed it death by misadventure, buried the whole thing in the file room, and moved on. Distant relatives inherited the estate, but the last of the line died during the Second World War and the property passed to the government. Scraps of his research and journals had been parceled out by the family to various academic and scientific concerns as historical curiosities and wound up in museums and private collections around the world.

123 years, 123 days, and 123 hours after that unexplained explosion, a mysterious figure began appearing around the world, retrieving the journals from their current locations. In each case, he left behind odd reminders of his visits—structures and devices left transformed into beautiful but anachronistic versions of themselves, full of gears, clockwork, and steam engines; brass and glass and wood and iron replacing what had once been plastic or advanced alloys.

One of those collections was in Beacon City.

When authorities arrived to stop what they believed a burglary, they encountered the man now known as The Hierophant, accompanied only by an enormous, steam-powered robot of oddly archaic design. Their efforts to stop him and his associate were completely futile, but while he was converting their cars and guns into highly artistic steampunk and clockwork versions, the police were also treated to a non-stop sermon; Hierophant proselytized about the grace and wonder of a godlike entity referred to as Ex Machina, The Cosmic Clockwork Consciousness. He claims he is preparing the Earth to accept this entity's arrival as, "A gift, a mercy, salvation resplendent and transcendental"—or words to that effect. Regardless, given his extreme power and the fanatical religious overtones of his speech, authorities have maintained a careful watch for further encounters with this individual.

Personality:

As the old adage goes, there is no believer more fervent than the converted. Whatever happened to Voigt and whatever he did or did not encounter since the event of his disappearance, he is now a true and absolute believer in the existence and doctrine of an extradimensional entity he claims is called Ex Machina. He claims this entity will grant peace and harmony to the dimensions it brings within its manifold embrace, replacing chaos with glorious order; and so on, ad infinitum, ad nauseum.

His devoutness is sincere, and he fervently believes conversion to this doctrine is for the greater good of all mankind. Of course, none of this heart-felt sincerity necessarily means he is not completely insane; or, assuming he really is the herald of a godlike entity bound and determined—translating Hierophant's statements into a less diplomatic and ecclesiastic context—to invade and conquer Earth's dimension, that he is not simply some brainwashed pawn of an alien and unknowable intelligence.

Aside from his proselytizing, Voigt is still very much a gentleman, quite congenial though obviously no longer quite all there. He peppers his statements with enough scholarly and scientific jargon to make his pronouncements sound more logical than they might otherwise seem. Thus far, he has demonstrated no desires or interests other than to spread the word of his god, and attempts to distract him or pull him into discussing other subjects have all failed.

Powers & Abilities:

Given the restrained and civilized manner in which he has appeared so far, the Hierophant’s abrupt arrivals, departures, and general demeanor would not be quite as worrisome if it were not for the truly terrifying level of power he displays. He seems able to alter reality at will,

transform states of matter, shape new creations seemingly from nothing, bend space and time on a whim, and has proven not so much invulnerable as simply above all harm. He is apparently some form of steampunk or clockwork cyborg with obvious non-organic—but very artistic looking—anachronistic technology showing on parts of his exposed face and in place of where his



Cog PL12

STR 14 STA – AGL 0 DEX 0 FGT 10 INT 4 AWE 4 PRE 4

Powers: **Big Robot:** Growth 4, Innate, Permanent, **Empowered Locomotion:** Speed 5 (60 MPH), **Fire Breath:** Cone Area Damage 12, Continuous, **Internal Enhancements:** Senses 10 (Communication Link, Darkvision, Direction Sense, Distance Sense, Infravision, Low-light Vision, Radio, Time Sense, Ultravision), **Jump Jets:** Leaping 6 (500 feet), **Not Really Alive:** Immunity 30 (Fortitude Effects), **Power-lifting:** Enhanced Strength 4, Limited to lifting (6,000 tons), **Solid Construction:** Protection 16, Impervious

Advantages: All-out Attack, Chokehold, Defensive Attack, Fast Grab, Fearless, Improved Grab, Improved Hold, Improved Initiative, Improved Smash, Improved Trip, Instant Up, Move-by Action, Power Attack, Startle, Weapon Bind, Weapon Break

Skills: Deception 2 (+6), Insight 4 (+8), Intimidation 8 (+14), Perception 6 (+10), Stealth 10 (+6)

Offense: Initiative +4; Fire Breath (Close, Cone Area Damage 12), Unarmed +10 (Close, Damage 14)

Defense: Dodge 8, Parry 8, Fortitude Immune, Toughness 16, Will 12

Totals: Abilities 54 + Powers 156 + Advantages 16 + Skills 15 + Defenses 18 = 259

Complications: **Big Hunk of Iron** (Cog’s metal construction applies a -2 circumstance penalty when it tries to resist magnetic effects), **Servant of Ex Machina** (Cog is completely loyal to Hierophant, but only while the Hierophant acts in accordance with Ex Machina’s wishes. It may sometime disagree with Hierophant in that regard)

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
5	12	2	5	5	12	9	4

Powers

Blessing of Ex Machina: Comprehend Languages 4 (Read All, Speak All, Understand All, You Are Understood)
Durability Beyond Mere Flesh: Impervious Toughness 12
Expanded Perceptions: Senses 29 (Analytical, Counters All Concealment, Counters Illusion, Penetrates Concealment, Rapid 5 Vision, Dimensional Power Awareness, Darkvision, Direction Sense, Distance Sense, Infravision, Microscopic Vision 2, Radio, Time Sense, Ultravision)
Extending Mechanical Arm: Elongation 1 (15 feet)
Force Field: Protection 6, Sustained
Herald of a Great and Terrible Power: Immunity 20 (Fatigue Effects, Interaction Skills, Life Support)
Hovering: Flight 2 (8 MPH), Continuous
Self-Repairing: Regeneration 5
Servant of Ex Machina: Immortality 16
Reality Alteration: Array (162 points)

- All of Space is One:** Remote Sensing 18 (All Senses), No Conduit, Simultaneous, Subtle; Dynamic
- Artistic License:** Perception Area Transform 16 (Anything to Steampunk Variant), Precise, Selective; Dynamic
- Mortal Minds Hold No Secrets:** Mind Reading 16, Cumulative, Effortless, Sensory Link, Subtle 2; Dynamic
- My Will Made Manifest:** Perception Area Move Object 16, Damaging, Subtle, Limited to Processed Materials and Wood; Dynamic
- Perfection of the Flesh:** Perception Ranged Cumulative Shapeable Area Affliction 16 (Resisted by Fortitude; Dazed, Compelled, Transformed), Contagious, Precise, Progressive, Selective, Variable Descriptor (Can vary effect between targets in same area); Instant Recovery; Dynamic
- Rebuke:** Ranged Damage 16, Accurate 5, Affects Insubstantial 2, Extended Range 3, Homing 10, Variable Descriptor (Any Steampunk Device); Dynamic
- Steampunk World Ex Nihilo:** Create 20, Impervious, Innate, Movable, Selective, Stationary, Subtle; Dynamic
- The World is My Canvas:** Environment 16 (Extreme Cold, Extreme Heat, Impede Movement 2, Bright Light, Visibility 2), Variable Descriptor (Any Steampunk Motif); Dynamic
- World Walking:** Teleport 17 (500 miles), Accurate, Change Direction, Change Velocity, Easy, Extended (125, 000 miles), Portal, Turnabout; Dynamic

DEFENSE

DODGE	INIT	PARRY
9	+12	9
FORT	WILL	TOUGH
14	18	18

OFFENSE

Artistic License—	Close, Perception Area Transform 16; DC Dodge 26
My Will Made Manifest—	Ranged, Perception Area Damaging Move Object 16
Perfection of the Flesh—	Perception Ranged, Shapeable Area Affliction 16; DC Fort 26
Rebuke +15	Ranged, Damage 16

Advantages

Eidetic Memory, Extraordinary Effort, Fascinate (Persuasion), Fearless, Inventor, Minion 18, Seize Initiative, Speed of Thought, Ultimate Expertise: Science, Ultimate Technology

Skills

Deception 2 (+6)
Expertise: Dimensions 14 (+26)
Expertise: Science 8 (+20)
Insight 3 (+12)
Intimidation 2 (+6)
Investigation 3 (+15)
Perception 3 (+12)
Persuasion 6 (+10)
Technology 8 (+20)
Treatment 2 (+14)

right arm should be. His bulky robes drape down to hide where his feet should be even as he moves around by hovering a few feet off the ground at all times, so it is unknown how much of the rest of his body has been replaced.

Nemesis Options:

Voigt works best when opposed by strong personalities able to make their point without resorting to violence or powers. Mystic types, leaders, patriots or other obvious patrons of governments, philosophies, or religions, all make for the most entertaining adversaries and confrontations. Combat-monsters or characters that have traded out social abilities for purely destructive ones will likely find him a frustrating target.

Alternately, given his raw power, the Hierophant easily works as an opponent for entire teams to contain or drive away.

Tricks & Tactics:

The Hierophant does not display any set tactics. He comes and he goes, he makes his sermons and he leaves. Sometimes he is accompanied by a huge, frightening robot he calls Cog, and sometimes he is alone.

The only consistencies are: (a) his creations and transformations all carry a steampunk flavor, as if his knowledge of, and control over, engineering principles and physical laws expanded vastly beyond human ken, but his aesthetic sense is still bound to the era in which he was last mortal; (b) any interaction with him will carry lengthy sessions of proselytizing. If confronted by authorities or violence, he initially ignores them or tries to win them over as converts, only resorting to violence after being attacked repeatedly and noticing his audience has fled the scene. When he does respond, it is to disarm his attackers or otherwise disable their ability to further attack him, possibly even forcing them to leave or run away. Then he just leaves the area, disappearing to somewhere else.

Attempts to persuade him to turn himself over to the authorities, or other diplomatic attempts to bring him into custody, have all ended with his regretful statement that the other party is not yet ready for what is to come, followed by his simply teleporting away.

Several governments and religious organizations are beginning to express concern over the sheer number of unofficial churches supportive of his message and efforts, groups of supporters, and nascent converts making themselves known on the internet.

Complications

In Service to a Higher Power: The Hierophant truly believes he is answering a calling, making it very difficult to persuade him to change any course of action—even one which might run counter to his own well-being—without first convincing him it will run counter to Ex Machina's goals. Doing so, obviously, requires learning from Hierophant what he believes those goals to be...

Spreading the Word: The Hierophant's greatest wish is to proselytize the word and will of Ex Machina. If a hero honestly shows interest in understanding Ex Machina's motivations, the Hierophant can be distracted by getting him to sermonize. He is a perfect example of a villain who can be tricked into monologuing while the heroes stall for time or try to outmaneuver him.

Cog in the Machine: The Hierophant's methods are generally less threatening than most would-be world conquerors, but if he receives commands from Ex Machina—or a source he believes to be Ex Machina—he will follow them without question. It is theoretically possible for another villain to deceive The Hierophant into acting on their orders, which will certainly cause both The Hierophant and the heroes no end of distress.

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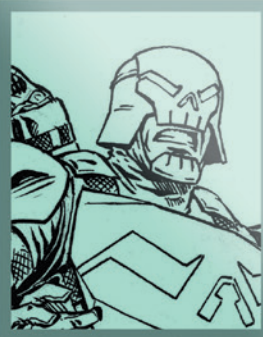
METACIDE

Name: Lloyd Sherman
Alias: Purifier

META
Rating:

Orange9

FF990 - 3276T0AZ



1223433223558783
903331-890-3-000

DESIGNATION:

ROGUE

Profile:

I know this guy wants to be known as Purifier, but to hell with that; we're logging him under his much more accurate nickname Metacide. Lloyd Sherman's not a great hero or champion for the common man. He's a terrorist and thug who wants to eliminate anyone with superhuman abilities, be they hero, villain, or a citizen with a minor meta ability. While he's a baseline normal and thus rated Orange, metahuman agents and allies should bear in mind he has secured anti-metahuman gear from some unknown source.

And just so we're clear, he doesn't just hurt supers. We lost one of our own to Sherman six months back. Elizabeth Boone had two kids and a husband. She was a real credit to the FBI, her country, and humanity in general. But Sherman gunned her down to try and get at a 15 year

META Report

Name: Lloyd Sherman

Alias: Purifier

META Rating: Orange-9

Designation: Rogue

Profile:

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And just so we're clear, he doesn't just hurt supers. We lost one of our own to Sherman six months back. Elizabeth Boone had two kids and a husband. She was a real credit to the FBI, her country, and humanity in general. But Sherman gunned her down to try and get at a 15 year old girl who could make flowers grow with her mind. Boone saved the girl, but paid the ultimate price in doing so. So if you get a chance to take this guy down, remember that.

**—Agent Lexi Yousafzai,
FBI Metahuman Investigations**

"You're going down, freak!"

History:

Losing his football scholarship to abysmal grades and steroid abuse, Lloyd Sherman was at a crossroads. He could have accepted that it was his conduct that led to losing his chance for a decent education and future opportunities and endeavored to change his attitude and try to make something of himself. Instead, he wallowed in self-pity and looked for anyone to blame but himself. When one of his former teammates was revealed as having manifested superhuman powers after an accident on campus, he decided he was a persecuted victim and those with metahuman abilities were to blame. He convinced himself circumstances forced him to take steroids to compete with such individuals and his grades suffered because of the pressures of being unpowered in a world of superpowered freaks. That his former teammate had quit the team as soon as his powers manifested and went on to save countless lives as a



hero did not matter. Lloyd was certain he knew the truth behind superhumans and the threat they posed.

Lloyd drifted through low-paying jobs and failed relationships, always finding some way to blame his troubles on those with special abilities. The boss who fired him for drinking while on duty as a nighttime security guard? She really did it because he could not compare to the superhero who had foiled that robbery last month. The customer who got him terminated for abusive behavior? He saw how she was poisoned against "real men" by those comics she was reading. And when a young mutant with only minor abilities tossed him out of a bar when he was trying to teach his lying ex a lesson, that was the last straw.

Lloyd wanted revenge. He wanted to show the world how

weak and corrupt and vile those with powers really were. However, he was still just a normal guy. Sure he was smarter than everyone said and more moral and motivated than any of those costumed loons, but how would he prove it? It was then that he received the package.

The box had no return address or indicator of its sender. Inside was an armored uniform, a strange-looking device, several stacks of hundred dollar bills, the keys and location of a storage container full of various guns and other weapons, instructions on how to use the equipment provided, and the number for a bank account set up in his name. The only other things included was a thin file with pictures and the real name of a local hero and a note. It read “Go forth and purify”, and was signed “A Friend.” Lloyd tracked down the hero the next night, killing him and the human “race traitor whore” he lived with. And thus the Purifier, known to the papers and authorities as Metacide, was born.

Personality:

Lloyd Sherman has convinced himself he is the victim of superhuman oppression and a freedom fighter battling the threat those with powers pose. In reality, he is an ignorant bigot refusing to admit he is to blame for his problems and that the only reason he hunts and eliminates metahumans is because it makes him feel a bit more like the “big man” he once was. He is the sort of small-minded evil bastard you find in death cults, totalitarian regimes, and hate groups; he is not interested in peace or freedom, simply in getting rid of people who are different because they scare him. He prefers the title Purifier, but he has become accustomed to being called Metacide as well, and uses it if he feels it will frighten a target.

Powers & Abilities:

Although not a particularly intelligent or skilled individual, Sherman is a mean-spirited and fairly talented combatant. His main abilities come from the gear he has been provided by his mysterious benefactor. This includes a small arsenal of conventional arms, but more noteworthy are Metacide’s armored body suit and PASS device. The bodysuit is made of an experimental material—Nulmex—which dissipates various forms of energy and provides exceptional protection from most attacks. The suit is fitted with night-vision and infrared goggles, a radio receiver, and is environmentally sealed with an internal air supply. The suit also masks the electrical impulses of Sherman’s brain, providing some concealment to psychic detection.

The PASS (Personal Anti-Superhuman System) is a rifle-like device using an unknown energy to analyze and then partially counteract a variety of superhuman abilities. To work on a target, the PASS must first scan and analyze the target, then the proper setting must be chosen: Witchkiller for mystics, Geneclean for mutants and genetically altered humans, or Xenocide for extraterrestrials. The PASS does not always shut down a target’s powers, but they are often left severely weakened and quite vulnerable. Technologically-based powers are not affected by the PASS.

Nemesis Option:

A bigoted, small-minded hate-monger, Metacide is a great villain for nearly any PC. It is a rare hero that will not feel a warm tingle of satisfaction smacking this guy around. The only possible exception are tech-based or unpowered heroes; not because they would not enjoy beating Metacide down, but because his PASS device does not affect them. That said, such heroes could find themselves having to track him down after he injures or even kills fellow heroes vulnerable to the villain’s attacks. Lloyd’s former teammate also makes a great foe for this jerk.

Tricks & Tactics:

Metacide is not smart, but he has been well advised on how to handle his targets. He scopes out a prospective superhuman, uses the PASS to scan them, and then reduces their powers before ambushing them. The PASS’s effect does not disable a target’s powers completely, but it often manages to reduce superhuman defenses enough that the conventional weapons Metacide carries have an excellent chance of taking the target down. Metacide favors his shotgun or pistol, but he will use anything from a crowbar to a rocket launcher to get the job done.

PURITY OF ESSENCE

The mysterious benefactor who is funding and supplying Metacide/Purifier is left ambiguous so that individual GMs can tailor this mystery to their campaigns. Some options are:

- **A secret society of anti-metahuman bigots.** In the Beacon City setting, such a group exists as the Torchbearers. Such a society would have set up Lloyd as Purifier to have him serve as their puppet and patsy. They will also likely replace him with an-

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	2	2	6	0	0	1

Powers

Personal Anti-Superhuman System: Array (18 points), Easily Removable

- **Analyzer Ray:** Enhanced Advantage (Assessment), Enhanced Skill 6 (Insight +12), Limited to Assessment Checks; Senses 5 (Acute, Analytical, Ranged, Tracking Detect Metahuman Powers)
- **Power Weakening Ray:** Ranged Affliction 10 (Resisted by Will; Impaired, Disabled), Cumulative, Insidious, Limited Degree, Reversible, Subtle, Limited to targets successfully scanned with Analyzer ray & Assessment; Enhanced Advantage 5 (Improved Aim, Improved Critical 4)

Protective Suit: Concealment 2 (Mental/Psychic), Partial; Immunity 20 (Energy effects), Limited to half effect; Protection 6, Impervious; Immunity 10 (Life Support), Senses 3 (Infravision, Low-light Vision, Radio); Removable

Skills

Acrobatics 2 (+4)
Athletics 4 (+7)
Close Combat: Knives 6 (+12)
Close Combat: Unarmed 6 (+12)
Deception 1 (+2)
Expertise: Terrorist 5 (+5)
Intimidation 4 (+5)
Investigation 2 (+2)
Perception 5 (+5)
Ranged Combat: Guns 9 (+11)
Ranged Combat: PASS Device 4 (+6)
Stealth 3 (+5)
Technology 2 (+2)
Vehicles 3 (+5)

other similar chump if he is crippled or killed.

- **A single benefactor with his own agenda.** This might be a supervillain trying to thin out his competition and enemies or a billionaire whose son was killed by a villain and now blames all superhumans.
- **A shadow government or private military operation seeking to field test the viability of creating anti-metahuman troops.** They might even harvest the bodies of Metacide’s victims for genetic material or meta-charged organs.

DEFENSE

DODGE	INIT	PARRY
9	+2	9
FORT	WILL	TOUGH
8	8	9

OFFENSE

Heavy Pistol +13	Ranged, Damage 4
Knife +12	Close, Damage 4
Power Weakening Ray +8	Ranged, Affliction 10 (DC Will 20)
Shotgun +13	Ranged, Damage 5
Unarmed +12	Close, Damage 3

Advantages

All-out Attack, *Assessment*, Benefit 2 (Independently Wealthy), Connected, Equipment 11, Favored Foe (Metahumans), *Improved Aim*, *Improved Critical 4* (*Power Weakening Ray*), Improvised Weapon, Power Attack, Quick Draw, Ranged Attack 2

Equipment

Heavy Pistol, Knife, Shotgun, 35 points of other weapons & equipment

Complications

Bigot: Metacide hates metahumans; he feels they are a cancer on society and are holding “real humans” back from their true destiny. He makes no distinctions between heroes, villains, or civilians with superhuman abilities.

Mysterious Benefactors: Metacide does not have the capability of designing, repairing, or replacing the technology he uses. It and any upgrades or alterations to this gear are done by the unknown benefactors who silently support him. This also means if Metacide is ever killed or disabled, another individual could easily be supplied with the same weapons and identity.

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OBSIDIUS

Name: Unknown
Alias: Obsidius, Mr. Obsidius, Black Mirror, Smoking Mirror

META
Rating:

BlackX

FF990 - 3276T0AZ



1223433223558783
903331-890-3-000

DESIGNATION:

ROGUE

Profile:

Obsidius, indirect encounters prove he's incredibly dangerous. His ability to create corrupt duplicates of seemingly anyone whose reflection he can catch in that mirror he carries means that he can literally turn anyone into an enemy. These duplicates are invariably evil, twisted, and nearly physically identical to the original. Even duplicated criminals and supervillains often seem even worse than their originals, which is often both impressive and terrifying.

Agents should use extreme caution when encountering Obsidius, or even if they suspect he's active in an area. Any agents or civilians acting strangely during such operations should be monitored closely for any signs they might not be who they seem.

META Report

Name: Unknown

Alias: Obsidius, Mr. Obsidius, Black Mirror, Smoking Mirror

META Rating: Black-X

Designation: Rogue

Profile:

While we have no record of a direct confrontation with Obsidius, indirect encounters prove he's incredibly dangerous. His ability to create corrupt duplicates of seemingly anyone whose reflection he can catch in that mirror he carries means that he can literally turn anyone into an enemy. These duplicates are invariably evil, twisted, and nearly physically identical to the original. Even duplicated criminals and supervillains often seem even worse than their originals, which is often both impressive and terrifying.

Agents should use extreme caution when encountering Obsidius, or even if they suspect he's active in an area. Any agents or civilians acting strangely during such operations should be monitored closely for any signs they might not be who they seem.

—Agent Alisha Ngyuen, FBI

“We all have a dark side, my dear. I’ve simply shown you yours and given it agency.”

History:

The being known as Obsidius has existed since the dawn of history, if not before. He appeared to various cultures in various eras, always causing havoc and despair. He has been an urban legend, a boogeyman, and even a dark god. The Aztecs noted his “smoking mirror” and affinity with darkness, and modern folklorists claim he was present at the worst disasters of modern times. But for all his evil and power, he is really an agent for something much worse.

Using his dark mirror and inhuman cunning, Obsidius serves a forgotten pantheon of terrible alien gods. These creatures go by many names: The Obsidian Lords, The Dark Sleepers Between the Stars, Masters of the Unseen Hells, and more. Alternatively worshipped and loathed by those aware of their existence, they are un-

willing or unable to manifest in Earth's reality, preferring instead to work through others. Their ultimate plans are unknown, but Obsidius' actions suggest that they involve corrupting and weakening humanity's greatest leaders, champions, and defenders until none of note can stand against them. What they will do if that day comes is anyone's guess, but it is not going to be good.

It is unknown if Obsidius' powers are a gift from his masters or if he is a forgotten god, demon, or ultrapowered alien whose powers are inherent to his nature. In any event, his destiny is tied to these eldritch forces, his mirror serving as his chief weapon and a focal point for



his existence. As long as it remains unshattered, he will always return to torment humanity.

Personality:

Although he is not the actual Devil, you would not know it from Obsidius's demeanor. He delights in corruption, torment, and turning people against all they hold most dear. He keeps his long-term goals a closely guarded secret, but weakening, replacing, or eliminating the world's heroes and champions seems to be an important part.

Despite appearing so, Obsidius is not human. Most of the time, he conceals his true nature behind a façade generated by his mirror, a psychic projection that causes those around him to see him as if he belongs wherever he is. He mingles with crowds, dines in fine restaurants, and generally behaves like a sophisticated foreign gentleman enjoying the local sights and culture. However, there is always something off about him that perceptive observers will notice. Those engaging him for more than a few moments get the distinct impression his behavior is not sincere or natural, but more like an off-kilter reflection of normal interactions. Someone with a strong will who concentrates can pierce the veil and see him for who he truly is. When one person sees him, this reflection is shattered and his true visage is revealed.

Powers & Abilities:

A being of immense power and alien constitution, Obsidius is functionally immortal, is understood by any he encounters, has supernatural senses, and can heal from nearly any damage over time. The latter ability requires the presence of reflective surfaces, which seem to cloud and warp slightly as he regenerates himself. If killed, Obsidius shatters into black shards which quickly turn to dust. His mirror stays behind in such cases, and any pure soul touching it must make a DC 20 Will save or Obsidius will be resurrected. He does not possess—and rarely harms—his liberator, but he needs this light to bring back his darkness. In addition to these powers, Obsidius is clever, manipulative, and an expert in the blackness in the souls of mortals.

Obsidius' greatest tool is his mirror. A small mirror of an obsidian-like substance, this artifact has a number of powers. He can travel great distances or even to other dimensions by catching the mirror in another reflective surface. This causes the mirror's image in the reflection to swell and stretch, creating a portal to other places and realms. Any energy or mystical attacks caught by

the mirror can be absorbed, reflected, or redirected against others. However, the mirror's chief power is the ability to create a twisted duplicate of any individual whose reflection it catches. This dark copy has identical powers, abilities, skills, and advantages to the original but is corrupt, evil, twisted, and is a mirror-image with reversed handedness and identifying marks. Duplicates last until dismissed, defeated by their originals, or the original is killed. All duplicates created by the mirror wish to torment and replace the original, but all are aware they cannot actually kill them without being destroyed themselves. The mirror is seemingly indestructible; a force that can break it has yet to be discovered.

Nemesis Option:

Obsidius is a walking nemesis option. He can turn a hero, ally, or even regular antagonist into a walking, talking way to attack the group and make their lives hell. Any hero who proves himself a valiant defender or humanity or powerful champion for justice can draw the villains' attention and, should they defeat him or foil his plans, he will definitely seek to return later to take revenge.

The beings Obsidius serves can be a hidden and long-running threat to a campaign. Their exact plans are left for individual GMs to explore, but they certainly involve the subjugation or destruction of human civilization, if not those of all sentients in the universe. Mystic organizations such as the Library of the Beacon City setting (see *Due Vigilance: Black Chapter*) might know more about him than most, but even they will not know everything.

Tricks & Tactics:

Obsidius' favorite, and by far most effective tactic, is to literally turn heroes against themselves. By creating evil duplicates with his mirror, he can make any hero fight themselves, have duplicates of friends and allies harass or torment them, and generally make their lives hell. Obsidius is both wicked and highly intelligent—he will not always send a duplicate to cause trouble directly. In fact, having a hero's dark twin commit crimes, cause havoc, and smear their reputation is often as effective as a direct attack. If possible, dark duplicates often try to capture their originals so they can completely replace them in society. However, they go out of their way to make sure their prisoners do not die, since this means their destruction as well.

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	10	1	1	2	7	12	2

Powers

Black Mirror: Removable, Indestructible
Dark Reflections: Summon X (see sidebar)
Mirror Travel: Movement 5 (Dimensional 2 (Unseen Realms), Space Travel 3), Portal; Medium (Reflections); Teleport 15 (32000 miles), Accurate, Easy, Extended, Portal, Limited to Extended, Medium (Reflections)
Redirect Attacks: Close Deflect 15, Redirection, Reflect, Limited to non-physical attacks
Mirrored Expectations: Morph 3 (Type of person the viewer expects to see), Resistible by Will
Scrying: Remote Sensing 20 (Visual Senses), Dimensional 2 (Unseen Realms), Medium (Reflections or where Dark Reflection minions are)
Eldritch Being of Unknowable Power: Immortality 16, Limited (Is sucked into mirror when killed, returns when a pure soul touches the mirror), Resistible by Will; Immunity 30 (Fortitude Effects); Regeneration 10, Persistent, Source (Must have image reflected); Senses 6 (Cosmic Awareness, Mystic Awareness, Sight Counters Illusion, Darkvision)
Speak in Tongues: Comprehend 4 (Languages (Read All, Understand All, You're Understood), Spirits (Communicate))

THE BLACK MIRROR'S DARK REFLECTIONS

Obsidius's Dark Relection power creates an exact duplicate of any character whose reflection he catches in his mirror. This effect is Subtle, but targets who are aware of it can try to avoid having their reflection caught with a DC 25 Dodge save. The duplicate has all the target's abilities, skills, powers, and advantages, but is twisted, corrupt, and evil. They are also mirror opposites in terms of identifying marks, dominant hand, and other physical traits. There is no limit to the number of mirror duplicates Obsidius can have active at one time. Duplicates are automatically destroyed if the original is killed, and a duplicate defeated by its original is automatically banished and cannot be summoned again until the next winter solstice.

DEFENSE

DODGE	INIT	PARRY
12	+5	12
FORT	WILL	TOUGH
—	16	10

OFFENSE

Dark Reflections— Perception-ranged, Summon X (Dodge DC 25)

Advantages

Artificer, Assessment, Beginner's Luck, Benefit 2 (Emissary of Eldritch Powers), Daze (Deception), Eidetic Memory, Fascinate (Deception), Fearless, Hide in Plain Sight, Improved Initiative, Jack-of-all-trades, Ritualist, Taunt, Well-informed

Skills

Deception 10 (+12)
Expertise: Eldritch Mysteries 13 (+20)
Expertise: History of Humanity 9 (+16)
Insight 6 (+18)
Intimidation 10 (+12)
Investigation 3 (+10)
Perception 2 (+14)
Stealth 11 (+12)

Complications

Agent of Eldritch Powers: Obsidius possesses incredible powers, but he is still a servant of forces beyond even him; if he displeases them too much, they may decide to punish or eliminate him.
Not Quite Human: For all his urbane charm and knowledge, Obsidius cannot quite understand humanity or human civilization on a primal level, especially higher virtues like nobility and charity. This limits his interactions, and is why he cannot return from destruction of his physical form without a pure soul to act as a channel to Earth's dimension.

H7712D-HLF99837

PITCH

Name: Barnaby "Bruce" Yeung
Alias: Pitch, Tar-Man

META
Rating:

Red11

FF990 - 3276T0AZ



1223433223558783
903331-890-3-000

DESIGNATION:

ROGUE

Profile:

Barnaby "Bruce" Yeung is a classic example of power in the wrong hands.

All this guy really wants to be, believe it or not, is a famous street racer. He's not half-bad behind the wheel, and he loves kitting out cars, but he's terrible at winning the money he needs to keep going. Part of me feels bad for him, but then he goes and does something terrible and I'm over it. This guy chose the thug life, whatever he may like to say about it.

Not the brightest bulb in the bunch, more of a follower than a leader, but he's ready to saddle up with just about anyone who's got a plan to get quick cash or parts for his next "masterpiece" car. He's often seen

META Report**Name:** Barnaby "Bruce" Yeung**Alias:** Pitch, Tar-Man**META Rating:** Red-11**Designation:** Rogue**Profile:**

Barnaby "Bruce" Yeung is a classic example of power in the wrong hands.

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Not the brightest bulb in the bunch, more of a follower than a leader, but he's ready to saddle up with just about anyone who's got a plan to get quick cash or parts for his next "masterpiece" car. He's often seen in the company of criminals like Acid Beth or Breaker, but he's just as likely to hook up with any con-man who can convince him of a scheme.

In other words, this guy's dangerous because he's all too willing to join forces with smarter criminals. It's his lifestyle, and he doesn't care about reforming. He's a professional thug, all the way. I'm actually more worried about what'll happen when some world-conquering nut job finally recruits him into a more dangerous class of criminals. His low ambitions are the only thing holding him back from being a world-class problem.

**—Agent Lexi Yousafzai,
FBI Metahuman Investigations**



"Oh, you wanna joke about me, punk? You'll be laughing out of the other side of your face in a minute!"

History:

Barnaby Yeung was born in Beacon City and raised on the mean streets of Miller's Basin. He fell in with gangs early on and never saw a reason to leave. He was good at violence—better than he ever was at driving. But cars were his true passion, and soon the gang life became more of a method to pay for his street racing habits than his end goal. He had no real ambitions beyond the midnight runs around the highways and backroads of his home city.

It was in the middle of a robbery gone wrong that he discovered his latent metahuman abilities. He was trying to outrun police pursuit in his latest souped-up vehicle when he lost control of the car and careened into a highway construction site. As if on a crash-course with irony, it plowed right into a truck that was laying down asphalt. The workers managed to scatter just in time to avoid being torched in the ensuing inferno.

He should have died in that car crash, but it triggered some latent genes instead. What walked out of that blaze was a big, sloppy-wet, smoldering giant covered in dripping tar. Or something like tar; the substance has yet to be identified.

He managed to fight free of the police and go underground. Since then, he has been seen in the company of various criminals, serving as metahuman muscle for a variety of get-rich-quick crimes revolving around theft or extortion. Every now and then, he manages to put together a car and tries to enter the local racing scene under a different name, but his hulking mass is pretty unforgettable and word usually reaches the police before he can do more than win a few races.

Personality:

Pitch is a criminal more comfortable acting as a soldier to other criminals than he is coming up with crimes of his own. He is not very bright, and he hates his powers for making him look like a freak, so he distracts himself from his own ugliness by taking his anger and frustrations out on other people. Punching cops and capes is the closest thing he has to therapy.

Pitch's powers can be pretty useful, and he is just clever enough to try using them to surprise heroes when he is confronted in the midst of a crime. He does not spend a lot of his down-time practicing how to use them, however; he would much rather be burning asphalt than being asphalt. If he could turn his power off and stop

oozing tar all the time, he would probably start looking at his powers as more of a gift and less of a curse. For now, however, his frustration and constantly simmering anger at his circumstance fuels his readiness to trade blows with heroes.

Powers & Abilities:

Pitch's powers stem from his body's incredibly dense composition and the constantly dripping, tar-like ooze that covers his skin. He can scoop up handfuls of ooze and throw it as a sticky glob to snare people, light it on fire to cause damage to people who try to touch him (it does not seem to hurt him when he does this), and has figured out how to make use of the stickier aspects of the goop to climb walls. He also has superhuman strength and durability, and recovers from damage as quickly as his body oozes more tar.

To intimidate his foes, Pitch decorates his face by sticking pieces of rock or ceramic to it, usually in the shape of a skull. He can do the same thing with his knuckles if he feels the need to do some extra damage in a fight.

Nemesis Options:

As a career criminal, Pitch does not seek to make enemies of heroes—but he will certainly make things personal with anyone who gets in his way when he is on a job. He hates being shown up by someone stronger, and picks fights with heroes who present themselves as powerhouses. He takes it personally if anyone mocks or taunts him about his appearance, tries to talk down to him, or attempts to persuade him to turn over a new leaf—which he always takes as an insult.

Tactics & Tricks:

Not subtle or careful—but definitely concerned with winning—Pitch picks his fights with an eye towards crushing his foes quickly or tangling them up with tar long enough for him to escape. He will sometimes pair off with a tough foe if his current boss gives him direction, but will just as often try to stick more nimble targets to the ground to make them easier to pummel. He will also try and grapple faster targets and use his glue-like coating to keep them immobilized while he puts them in a sleeper hold.

If he is clearly outgunned or if the fight turns against him, Pitch will not hesitate to try and escape. He will often try and carjack a nearby driver and escape by automobile, as his skill gives him a greater chance at escaping.

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
12	12	3	3	2	0	0	0

Powers

Durability: Immunity 5 (Environmental Conditions), Impervious Toughness 12, Regeneration 10

Great Strides: Speed 3 (16 MPH)

Tarskin: Enhanced Advantage 2 (Fast Grab, Improved Grab), Movement 1 (Wall-crawling)

Tarskin Tricks: Array (13 points)

- **Burning Skin:** Reaction Damage 2, Secondary Effect, Quirk (Needs open flame to activate)
- **Glass Knuckles:** Strength-based Damage 4, Quirk (Needs material to weaponize, like broken glass); Enhanced Advantage 4 (Improved Critical 4 (Glass Knuckles))
- **Thrown Tar:** Ranged Affliction 13 (Resisted by Dodge, Overcome by Strength or Damage; Hindered and Vulnerable, Immobile and Defenseless), Extra Condition, Distracting, Limited Degree

Skills

Close Combat: Grab 6 (+8)
Close Combat: Unarmed 4 (+6)
Expertise: Auto Repair/Modding 6 (+6)
Intimidation 10 (+10)
Ranged Combat: Throw 6 (+9)
Vehicles 3 (+6)

DEFENSE

DODGE	INIT	PARRY
6	+3	10
FORT	WILL	TOUGH
14	8	12

OFFENSE

Burning Skin—	Close, Damage 2
Glass Knuckles +6	Close, Damage 16
Grab +8	Close, STR 12
Thrown Tar +9	Ranged, Affliction 13 (DC Dodge 23)
Unarmed +6	Close, Damage 12

Advantages

Fast Grab, Improved Critical 4 (Glass Knuckles), Improved Grab

Complications

I Feel The Need...: Racing is Pitch’s passion, and he will risk getting caught or discovered if he hears of a street race he can participate in. He has blown his cover more than once sneaking off from a secure hideout to join a street race.

Shambling Mound: Pitch’s skin constantly oozes a thick, tarry substance that drips off him and leaves a trail wherever he goes. He is also bigger than your average linebacker, and therefore finds it very hard to hide or get around without being seen.

Thin-Skinned: Pitch is very self-conscious about his looks, and he will happily smash his big, gooey fist into the face of any hero who taunts him. He takes double effect from taunts about his strange appearance the first time a hero mocks him.

H7712D-HLF99837

PROFESSOR PLEISTOCENE

Name: Jane Marsh
Alias: Professor Pleistocene

META
Rating:

Gold11

FF990 - 3276T0AZ



1223433223558783
903331-890-3-000

DESIGNATION:

ROGUE

Profile:

I know a lot of the boys around the office think Professor Pleistocene isn't so bad. True, she doesn't tend towards acts of terror and mass murder; however, she is trying to steal and basically destroy priceless pieces of Earth's prehistory. Even if the immediate danger she poses is less than some, she's doing serious societal harm.

Also, there is the concern of what effect turning into prehistoric killing machines is having on her. It doesn't seem random that she first sought out some of the greatest hunters and killers of the age she is focused on. Perhaps she's not so bad now, but if she starts devouring beachgoers as a shark the size of a yacht or slaughtering people as a fifteen foot bear, I don't want us to not have a plan to deal with that.

Agent Alisha Nguyen

META Report**Name:** Jane Marsh**Alias:** Professor Pleistocene**META Rating:** Gold-11**Designation:** Rogue**Profile:**

I know a lot of the boys around the office think Professor Pleistocene isn't so bad. True, she doesn't tend towards acts of terror and mass murder; however, she is trying to steal and basically destroy priceless pieces of Earth's pre-history. Even if the immediate danger she poses is less than some, she's doing serious societal harm.

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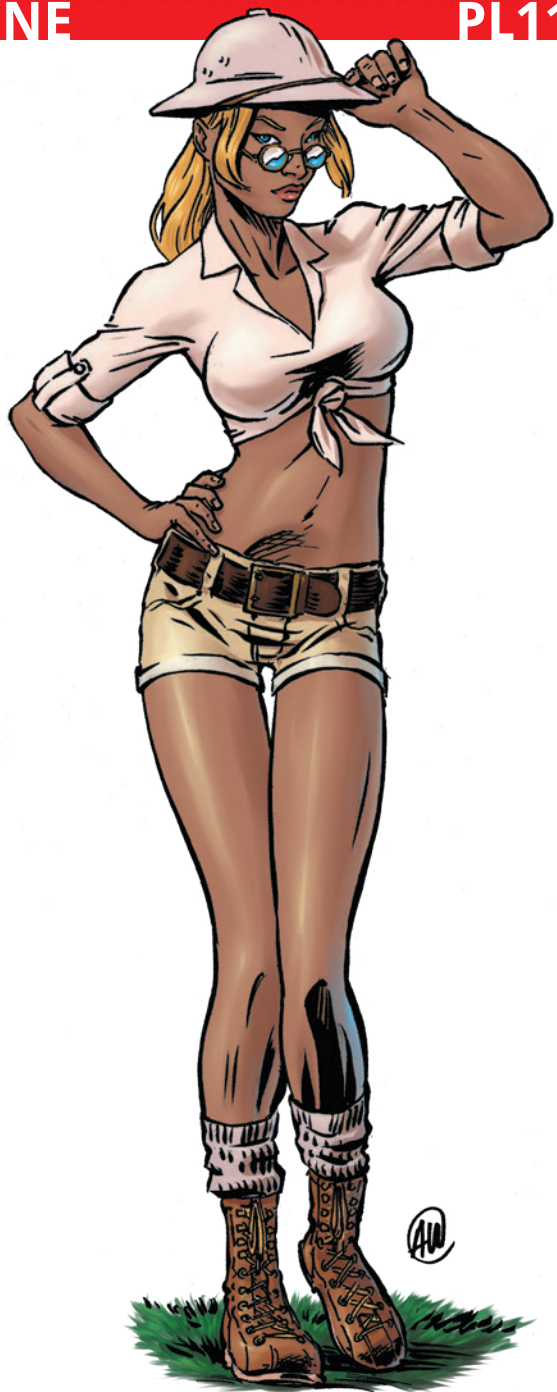
—Agent Alisha Nguyen

“Please, your petty powers cannot match the prehistoric powers of Professor Pleistocene!”

History:

A paleontologist investigating fossils of a possible variant species of sabertooth cat in Africa, Professor Jane Marsh instead found a half-buried, glowing silver orb in a cave. Touching the orb, she awakened the device from millennia of dormancy. An alien probe sent to monitor, record, and recreate lifeforms, it arrived during the Pleistocene Epoch to take samples of Earth's fauna; however, the probe malfunctioned and had to shut down after only absorbing one specimen—a sabertooth cat.

Reactivated, the probe immediately tried to absorb Marsh. However, the long period of inactivity and damage caused the process to go awry and the probe was instead absorbed into Marsh's body, bonding with her. She passed out from the agony of melding with the



alien machine and, while unconscious, dreamed of stalking the plains as a fearsome sabertooth. When she came to, she found her assistant dead and her guides had fled. After some time, she discerned the probe had given her the ability to transform into the animal it had long-ago absorbed; she also discovered she could ab-

sorb fossils or DNA from other creatures and assume their shape, as well. Unbalanced by her experience with the probe, she now seeks to collect an internal menagerie of prehistoric beasts as Professor Pleistocene. She has managed to secure some of the more noticeable and dangerous creatures from the Pleistocene Epoch, though she has many more to acquire.

Personality:

A mix of scientific drive and personal ambition, Professor Pleistocene has convinced herself that the past lives on in her. Destroying a fossil so she can assume an animal's shape is not a crime against science or society—it is part of a process to provide greater understanding of these extinct creatures. Of course, such study takes time and money, which is why she commits various crimes. It is all for the greater good, according to Professor Pleistocene. It is likely that bonding with the alien probe is partially to blame for this obsession, but as the bond cannot be broken without killing Marsh, it is basically a moot point.

Other than these dangerous criminal urges, Professor Pleistocene is not so bad. She is not interested in hurting innocents needlessly or destroying the world; however, her powers and selfishness, combined with animal urges bleeding in from her shapeshifting, are slowly pushing her to become more predatory and violent. Right now it is an occasional lapse; in time, it could become a serious problem.

Powers & Abilities:

After bonding with the alien probe, Professor Pleistocene gained the ability to transform herself into any animal whose DNA sample or near-complete (90 percent or more) fossil she absorbs. Subconscious influence from her own interests along with the configuration of the probe at the time it merged with her mean she can currently only transform into prehistoric creatures of the Pleistocene Epoch (roughly 2.6 million years ago to 9,700 BC). However, if the probe could be reprogrammed, the villain could assume the shape of any animal it could absorb.

Currently, Professor Pleistocene can turn into four prehistoric forms: a *Smilodon Fatalis* (sabertooth cat), *Arctodus Simus* (short-faced bear), *Carcharodon Megalodon* (giant shark), and *Mammuthus primigenius* (wooly mammoth). Each is large and dangerous; in fact, it seems Professor Pleistocene turns into a hyper-idealized ver-

sion of these animals, larger and even more powerful than many believe. Aside from her powers, Jane is a skilled paleontologist with little in the way of combat abilities.

Nemesis Option:

Professor Pleistocene makes a good villain for animal-type heroes or those with huntsman motifs. Any PCs with a science background—particularly in something like geology or archeology—will likely find the villain's attitude towards destroying fossils and artifacts reprehensible. Professor Pleistocene makes a great addition to a villain group, providing power and combat ability with a fun twist.

Tricks & Tactics:

Professor Pleistocene picks her forms to fit the situation, then skews close to those abilities. She is not interested in finding a new way to attack a foe in a giant shark body—she picks the giant shark form because she wants to outmaneuver a foe underwater and do serious damage. Same for her other forms. She is not the most creative combatant around, but she can be very dangerous. She often relies on the Toughness of her larger forms to soak up a few hits while she tries to score a Power Attack or land multiple attacks.



Short-Faced Bear PL11

STR 9 STA 9 AGL 1 DEX -2 FGT 7 INT 4 AWE 2 PRE 1

Powers: **Claws & Bite:** Strength-based Damage 2; **Damage Shift:** Healing 8, Free action, Limited to Healing Self when changing forms; **Fast Runner:** Speed 3 (16 MPH); **Largest Predatory Land Mammal:** Growth 6, Innate, Permanent; **Thick Fur:** Protection 2, Impervious, Feature (+2 circumstance bonus to resist cold effects); **Ursine Senses:** Senses 2 (Acute Smell, Low-light Vision)

Advantages: All-out Attack, Close Attack 3, Improved Critical (Claws & Bite), Improved Hold, Improved Trip, Power Attack, Takedown

Skills: Athletics 4 (+13), Close Combat: Grab 3 (+10), Intimidation 5 (+9), Perception 3 (+5), Stealth 1 (-4)

Offense: Initiative +1, Claws & Bite +10 (Close, Damage 11; crit. 19-20), Grab, +13 (Close, STR 9), Unarmed +10 (Close, Damage 9)

Defense: Dodge 11, Parry 11, Fortitude 12, Toughness 11, Will 9

Complications: **Ursine Form:** In this form, Professor Pleistocene has limited manipulatory ability.

Power Points: Abilities 38 + Powers 49 + Advantages 9 + Skills 8 + Defenses 30 = 134



Megalodon PL11

STR 12 STA 12 AGL 2 DEX -2 FGT 6 INT 4 AWE 2 PRE 1

Powers: **Aquatic Predator:** Immunity 3 (Environmental Cold and Pressure, Suffocation (Drowning)), Movement 1 (Environmental Adaptation (Aquatic)), Senses 7 (Accurate, Acute, Extended, Ranged Detect Electrical Impulses, Low-light Vision), Swimming 6 (30 MPH); **Damage Shift:** Healing 8, Free action, Limited to Healing Self when changing forms; **Giant Shark:** Growth 12, Innate, Permanent; **Powerful Bite:** Strength-based Damage 2; **Silent Hunter:** Feature 1 (+5 circumstance bonus to Stealth when stalking prey underwater); **Thick Hide:** Protection 1

Advantages: All-out Attack, Favored Environment (Aquatic), Great Endurance, Improved Critical 2 (Bite), Move-by Action, Power Attack, Startle

Skills: Athletics 4 (+16), Close Combat: Powerful Bite 2 (+8), Intimidation 4 (+11), Perception 6 (+8), Stealth 7 (-3)

Offense: Initiative +2, Powerful Bite +8 (Close, Damage 14; crit. 18-20)

Defense: Dodge 9, Parry 9, Fortitude 13, Toughness 13, Will 9

Complications: **Prehistoric Shark:** In this form, Professor Pleistocene has no hands or other manipulatory limbs and cannot move or breathe on land.

Power Points: Abilities 26 + Powers 70 + Advantages 8 + Skills 12 + Defenses 30 = 146

Woolly Mammoth PL11

STR 11 STA 11 AGL 0 DEX -2 FGT 6 INT 4 AWE 2 PRE 1

Powers: **Animal Senses:** Senses 2 (Acute Smell, Ultra-hearing); **Damage Shift:** Healing 8, Free action, Limited to Healing Self when changing forms; **Fast-er than it Looks:** Speed 2 (Speed: 8 miles/hour, 120 feet/round); **Largest Land Mammal:** Growth 10, Innate, Permanent; **Thick Furry Hide:** Impervious Toughness 4, Movement 1 (Environmental Adaptation (Cold)), Protection 2; **Tusks:** Strength-based Damage 1

Advantages: All-out Attack, Close Attack 4, Great Endurance, Improved Smash, Interpose, Move-by Action, Power Attack, Takedown

Skills: Athletics 3 (+14), Close Combat: Unarmed 1 (+7), Intimidation 6 (+12), Perception 6 (+8)

Offense: Initiative +0, Tusks +10 (Close, Damage 12), Unarmed +11 (Close, Damage 11)

Defense: Dodge 7, Parry 7, Fortitude 13, Toughness 13, Will 9

Complications: **Animal Form:** No fine manipulation though can use trunk for some basic tasks. Can speak normally.

Power Points: Abilities 26 + Powers 58 + Advantages 11 + Skills 8 + Defenses 27 = 130

Smilodon PL11

STR 6 STA 6 AGL 2 DEX -2 FGT 7 INT 4 AWE 2 PRE 1

Powers: **BIG Cat:** Growth 4, Innate, Permanent; **Claws:** Strength-based Damage 2; **Damage Shift:** Healing 8, Free action, Limited to Healing Self when changing forms; **Feline Agility:** Leaping 2 (30 feet), Movement 2 (Safe Fall, Sure-footed 1), Speed 2 (8 MPH); **Feline Senses:** Senses 5 (Acute Scent, Extended Hearing, Low-light Vision, Tracking Scent, Ultra-hearing); **Saber-Tooth Bite:** Strength-based Damage 4, Grab-based

Advantages: Close Attack 5, Defensive Roll 3, Improved Critical 3 (Saber-Tooth Bite), Improved Initiative, Improved Trip, Move-by Action, Power Attack

Skills: Acrobatics 2 (+4), Athletics 4 (+10), Close Combat: Claws 2 (+9), Intimidation 4 (+7), Perception 8 (+10), Stealth 8 (+6)

Offense: Initiative +6, Claws +14 (Close, Damage 8), Saber-Tooth Bite +12 (Close, Damage 10; crit. 17-20)

Defense: Dodge 13, Parry 13, Fortitude 12, Toughness 9/6*, Will 9 *without Defensive Roll

Complications: **Animal Form:** No fine manipulation. Can speak normally.

Power Points: Abilities 36 + Powers 50 + Advantages 15 + Skills 14 + Defenses 34 = 149



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

Powers

Damage Shift: Healing 8, Free action, Limited to Healing Self when changing forms

Pleistocene Forms: Morph 2 (Narrow group), Metamorph 4

Skills

Athletics 3 (+3)
Expertise: Paleontology 11 (+15)
Expertise: Science 3 (+7)
Intimidation 2 (+3)
Investigation 3 (+7)
Perception 6 (+7)
Technology 1 (+5)
Treatment 1 (+5)
Vehicles 2 (+3)

Advantages

Animal Empathy, Attractive, Languages 3 (Greek, Mandarin Chinese, Russian, Spanish; English is native), Luck 2

DEFENSE

DODGE	INIT	PARRY
9	+1	9
FORT	WILL	TOUGH
7	9	2

OFFENSE

Unarmed +3 Close, Damage 0

Complications

Price of Power: To adopt a new Metamorph form, Professor Pleistocene must acquire and absorb a nearly complete fossil or fresh DNA sample of a pre-historic/extinct creature. This process takes a full turn and destroys the sample.

Slightly Unhinged: Exposure and bonding with an alien probe has affected Professor Pleistocene’s sanity, turning interests into obsessions and mild resentments into vengeance. This is not universal or constant, but it often leads to erratic behavior.



H7712D-HLF99837

ROAD HAZARD

Name: Roscoe Carpenter
Alias: Road Hazard

META
Rating:

Blue11

FF990 - 3276T0AZ



1223433223558783
903331-890-3-000

DESIGNATION:

ROGUE

Profile:

I know this is supposed to be a profile on Carpenter, but I'm getting sick and tired of spending all this effort on common criminals who wouldn't be worth our time if they weren't jumped-up with bleeding edge tech that we can't even match.

Can somebody, anybody, put a leash on Orion Private Security? I know of at least ten of their little "we had nothing to do with it, honest" projects out there doing twenty flavors of mayhem. I know the span-dex types never want to go after the big evil corporations like Orion or credit card companies, but maybe just once they could work on the source of the badness instead of idiots with million dollar black projects that "just happened" to fall in their laps.

META Report**Name:** Roscoe Carpenter**Alias:** Road Hazard**META Rating:** Blue-11**Designation:** Rogue**Profile:**

I know this is supposed to be a profile on Carpenter, but I'm getting sick and tired of spending all this effort on common criminals who wouldn't be worth our time if they weren't jumped-up with bleeding edge tech that we can't even match.

Can somebody, anybody, put a leash on Orion Private Security? I know of at least ten of their little "we had nothing to do with it, honest" projects out there doing twenty flavors of mayhem. I know the spandex types never want to go after the big evil corporations like Orion or credit card companies, but maybe just once they could work on the source of the badness instead of idiots with million dollar black projects that "just happened" to fall in their laps.

I keep asking for permission to go after these guys, but I keep getting the runaround. The following email isn't admissible, but my source says it's legit. If someone in the Bureau doesn't take action soon, I'm going to have to go outside the Bureau for support.

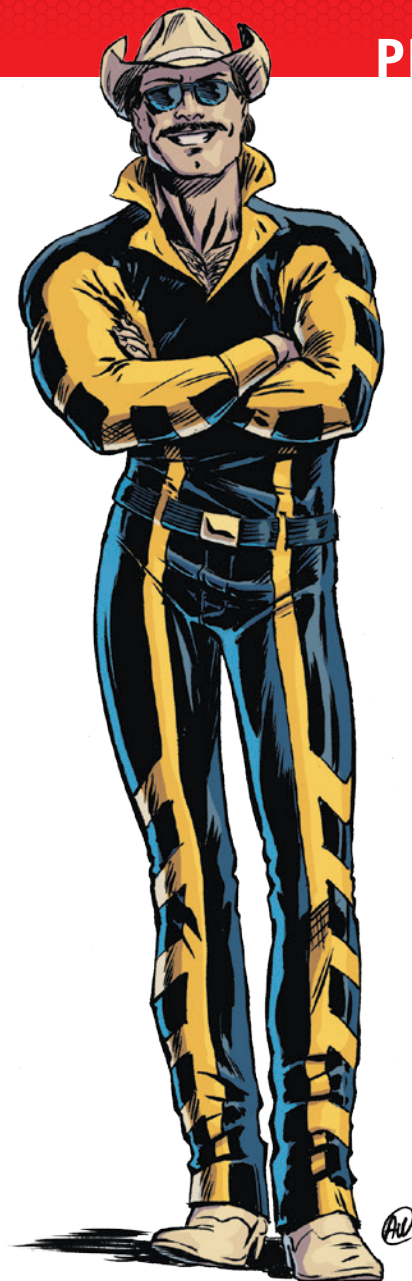
—Agent John Carlson, FBI Tech Services Division

FROM: S0m0ff1t.r@blackbox.ops-private.com
TO: Jacob.Burns@blackbox.ops-private.com
SUBJECT: Project Plan for the Carpenter Situation
Cc: Arrow_Squad@blackbox.ops-private.com

Honestly—Mister Carpenter has done more to generate interest in the X-9 among our standard clientele than marketing could have hoped for. Every time he shows up some heroes on television, we get more orders than we can deliver.

The X-10 is in testing right now. Analysis of Road Hazard's escapades have given R&D some ideas about how to improve on the design. The prototype should be ready before the end of the next fiscal quarter.

Richard Moffit
Special Operations



"Catch me if you can."

History:

Roscoe Carpenter knew he belonged behind the wheel of a race car from the first time he pushed a toy car around an orange plastic track making "vroom vroom" sounds. However, growing up on a farm in Tillman, a rural Beacon City neighborhood, he never had the opportunity to achieve that dream. Unable to afford a car, he got one the only way he knew how—by stealing it. His automotive expertise and natural talent behind the

THE SUPER-FAST AND THE SUPER-FURIOUS

Road Hazard's obsession with racing is a perfect reason to call upon the guidelines for running Challenges in *Mutants and Masterminds* (*Hero's Handbook*, Chapter 8). Races are easy to break down into Challenges by dividing the course into a variety of different circumstances that require different skill checks to navigate successfully. Road Hazard will often be at an advantage if he is operating in his hometown of Beacon City, having driven every street in the city at least once. This gives him an edge even against characters who have superhuman abilities.

Getting to play with some of the more fun elements of the *Mutants and Masterminds* rules is one thing, but remember the story opportunities to be tapped into! If your heroes are equipped for it, you can delve into street-racing culture for a few episodes—or even a campaign—making characters like Road Hazard or Pitch important parts of a larger story. However, if your campaign does not focus on racing, you can still highlight it as a fun diversion for a game session. The players might have to go undercover into a racing ring either to uncover Road Hazard's true identity or get him to meet their challenge by winning some races and making names for themselves.

wheel made him a natural car thief. He soon graduated from joy rides to working with a chop shop, stealing the cars so they could break them down into pieces and sell the parts. He usually kept the cars he liked, though his street-racing antics put them through the wringer, and he never kept one for more than a month before blowing out the engine or crashing into a rival racer. His fondness for using his car as a weapon earned him the nickname "Road Hazard." He had even started a third career as a professional getaway driver. Criminals, both powered and metahuman, had heard of his talents and took advantage of his services.

When Roscoe first read about Orion Private Security's X-9 Assault Vehicle, he was in love. He had to have that car. It took all his money and favors, but he managed to break into the OPS development labs and not just steal X-9—or Betty, as he calls her—but also had a hacker friend try to wipe the data off of the company's data centers. It did not completely erase the designs for the X-9, but set the

development staff back half a year.

Personality:

Roscoe lives on adrenaline and velocity. For him, the thrill is not in the crime, it is in getting away with the crime—rubbing the cops' and heroes' noses in the fact that HE got away. He is cocky, always up for a challenge, and a total showoff and flirt, occasionally bringing his girlfriends with him—safely riding shotgun, of course, where they cannot mess with Betty.

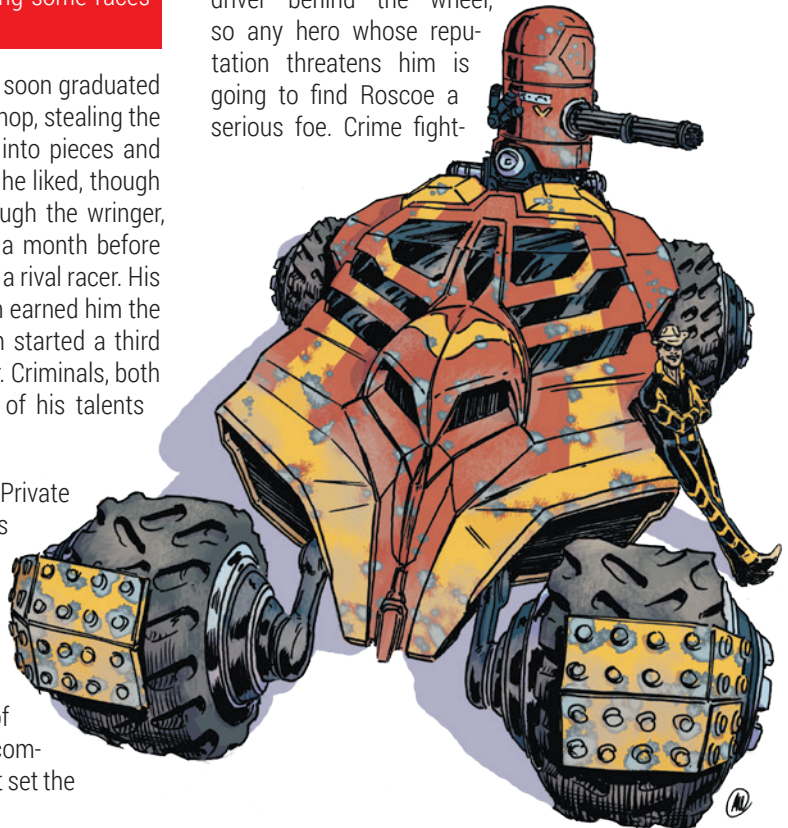
Powers & Abilities:

Road Hazard does not possess any superhuman powers, though his reflexes push the limit of human capability. He is a world class driver of anything with wheels, and some things without them.

The X-9 Assault Vehicle was designed for military applications of high speed insertions and extractions within enemy territory. It mostly relies on its speed and size in combat, though it does have an onboard turret that contains a multidirectional mini-gun and anti-targeting chaff.

Nemesis Options:

Road Hazard is all about his reputation as the fastest driver behind the wheel, so any hero whose reputation threatens him is going to find Roscoe a serious foe. Crime fight-



STR	STA	AGL	DEX	FGT	INT	AWE	PRE
9	9	3	5	4	0	2	0

Powers

X-9 Assault Vehicle: (Removable)
Betty: Feature 1 (Onboard Computer)
Big Chassis: Growth 8, Continuous, Innate
Car Acrobatics: Feature 2 (Use Vehicles skill instead of Acrobatics or Athletics)
Faster Than Fast: Movement 4 (Sure-footed 3, Wall-crawling), Quirk (Cannot stop while on walls); Speed 8 (500 MPH)
Jump Jets: Leaping 4 (120 feet)
Sealed System: Immunity 9 (Disease, Poison, Sensory Affliction Effects, Suffocation)
Seating and Storage Compartment: Feature 3
Vehicle Armor: Protection 9, Impervious; Strength-based Damage 4, Limited to Slam Attacks; Immunity 1 (Own Slam Damage)
Weapons Array: Array (24 points)
• **ECM Chaff:** Immunity 5 (Attacks with Homing extra), Sustained
• **Mini-guns:** Ranged Damage 8, Multiattack
Windshield HUD: Senses 6 (Darkvision, Infravision, Radius Vision, Rapid Vision 2), Feature (Heads-Up Display)

Skills

Athletics 1 (+10)
Close Combat: Vehicular Slam Attacks 5 (+9)
Deception 6 (+6)
Expertise: Car Thief 8 (+8)
Insight 5 (+7)
Intimidation 4 (+8)
Perception 2 (+4)
Ranged Combat: Vehicular Weapons 2 (+7)
Sleight of Hand 5 (+10)
Technology 1 (+1)
Vehicles 10 (+15)

ers with tricked out custom cars may find themselves challenged to races, and so far, no “Heromobiles” have matched him. While he thinks that super-speedsters are “cheating sacks of crap,” he loves showing those stuck up heroes and villains that it’s not just about speed—it’s about skill. Road Hazard also works well in pick-up groups of villains, acting as the getaway driver.

Tricks & Tactics:

Road Hazard is all about outrunning the competition; but to outrun, they need to have a reason to chase. He will always make as big an entrance as possible, making sure at least a few laws are recklessly run over in the

DEFENSE

DODGE	INIT	PARRY
2	+11	2
FORT	WILL	TOUGH
9	6	20/18*

*without Defensive Roll

OFFENSE

Miniguns +7	Ranged, Damage 8; Multiattack
Ram Plate Slam +9	Close, Damage 13

Advantages

Attractive, Defensive Roll 2, Improved Initiative 2, Power Attack, Second Chance (Crashing), Seize Initiative, Skill Mastery (Vehicles)

Complications

Hard On The Architecture: The X-9’s high-invulnerability means that Road Hazard does not pay close attention to incidental obstacles like everyone else on the road. He is not a cold-blooded killer, but he can easily be followed by the chaos left in his wake.
It’s A Great Big Car: The X-9 lacks any sort of manipulating hands, and it requires a lot of room. Road Hazard is not taking her indoors anytime soon.
OPS Target: Orion Private Security built the X-9 and they want it back.
Thrillseeker: Road Hazard is fiercely competitive and seeks out the opportunity to outrace enemies, be they an army of police officers, heroes with their own cool Heromobiles, or speedsters.

process, and then initiate his getaway. He will use the maneuverability and agility of the X-9 to ensure he is always ahead of his pursuers, resorting to Slam Attacks and Betty’s mini-gun only if necessary to create himself an opening.

H7712D-HLF99837

Tr011

Name: George Godwulf
Alias: Tr011

META
Rating:

Violet11

FF990 - 3276T0AZ



1223433223558783
903331-890-3-000

DESIGNATION:

ROGUE

Profile:

Troll (I absolutely refuse to use his preferred "spelling") would be rated Violet-11 just on physical ability. His strength and ability to resist punishment are well into the superhuman range. However, his psychic power is what makes him truly dangerous. He can psychically stimulate the amygdala, the part of the brain that controls aggression, disorienting the target and then inducing an anger response. Once he has the target in a heightened emotional state, he psychically drains their emotional energy, making them more susceptible to his power. The psychic energy heals any physical damage that Troll make have suffered and produces a euphoric effect that he is addicted to.

My greater concern about Mister Godwulf is that he is in a self-destructive spiral. Due to his freakish appearance and the addictive

META Report

Name: George Godwulf

Alias: Tr011

META Rating: Violet-11

Designation: Rogue

Profile:

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My greater concern about Mister Godwulf is that he is in a self-destructive spiral. Due to his freakish appearance and the addictive nature of his power, he seems incapable of making any sort of emotional connections. Without anyone to connect to, he will continue to lash out against, well, everything. I suspect that unless he gets some serious treatment—and soon—he's going to have a full psychotic breakdown.

—Doctor Melinda Woods,
Beacon City METAs Psych Division

*Couldn't happen to
a nicer villain.
God, I hate him.*



"That costume makes you look fat. Like, sperm whale fat. Spandex is a privilege, honey."

History:

George Godwulf loved pushing people's buttons. Juvenile, sophomoric, and generally unpleasant to be around, he is the sort of person that leaves incendiary comments on message boards just to watch the flame wars burn. When a troubled teenager posted a video saying

she was miserable and considering suicide, George unleashed hell on the poor girl, driving her deeper and deeper into depression, driving her to attempt suicide.

Unfortunately for George, the girl's family was a powerful clan of witches. They tracked George down and cursed him, so that his outsides matched his insides. Whether the psychic vampirism was an unexpected side effect of the curse or a part of some long-term plan of the coven is yet to be determined.

George initially tried to make money with his power, thinking maybe Hollywood could use a new movie monster or something. But he was just too much of a jackass for anyone to want to work with him, and he was discovering the joys of unleashing his powers. George has worked with a couple of villainous organizations, but he never lasts long; even the villains have no patience for him. He claims he is responsible for three super-hero teams breaking up, but never lists the same three teams.

Personality:

Take the most annoying message board troll you have ever seen, and... you are done. Gamemasters should be careful when using Tr011. It is natural to have him talk a lot of trash to the characters, and his sheer unpleasantness should be played up, but it should be made clear that while he thinks Captain Liberty is a flag-waving moron, the Gamemaster does not.

Powers & Abilities:

Tr011 is a significant physical threat on the superhuman spectrum, being strong and able to take a lot of punishment. Worse, while he is lurking in the background, he mentally pushes his opponents into getting angry at each other or him. His mystical resistance to damage from angered foes is something that he uses when he is ready to take the spotlight, reveling in being the focus of someone's impotent rage.

Nemesis Options:

Heroes with emotion-related powers make a good fit for Tr011, as do gritty loner heroes who already struggle with anger management issues. He might repeat past deeds and become an online nightmare for a hero or their loved ones. Alternately, Tr011 may try reaching out over the internet to people like the heroes or loved ones because he is so desperately lonely and unhappy. Depending on how you want to use him in your game, he may be redeemable if a hero takes the time to respond

positively to Tr011's acting-out, giving a hero who enjoys saving villains a chance to help a lost soul.

Tactics & Tricks:

Tr011 enjoys getting under a hero's skin more than he enjoys winning a fight. He is overconfident in his ability to soak damage against targets he has managed to infuriate, so he will take his time once he gets a hero's goat. Essentially, he will charge in, pick a target who seems likely to get flustered easily, and start taunting them and using his power to enrage them. Once he has them angry, he will trade punches with them, taking his time to savor the feeling of power over someone else. If he is part of a team of villains, a smart leader will know this ahead of time and will cover Tr011's back while Tr011 keeps a particularly dangerous foe occupied.

Working solo, Tr011 plays the coward's game, staying back and goading his foes into fighting each other whenever possible. When confronted directly, he will need to switch targets from time to time, keeping everyone off-guard and making use of his Half-Effect Immunity to Toughness Effects to soak damage from the most dangerous hero.

JUST A JERK, OR SOMETHING WORSE?

How you use Tr011 in your game depends on how much you and your players want to deal with the emotional ramifications of having a stalker in your game. Tr011 can be played as that annoying guy on the audio chat line of a multiplayer game, taunting and cursing at the other players to disrupt their game. Alternately, he can be genuinely disturbed, obsessing over heroes and stalking them, to the point of creating several false identities online to trick them into re-opening a dialogue with him after they push him away. Check with your players before going this second route, however; this is a traumatic thing that happens to people in real life, and some players are going to be uncomfortable or unhappy with this kind of subplot. Other players will relish the chance to punch frightening people like this in the face, and will be comfortable dealing with this kind of trouble as long as they can resolve it in an action-scene kind of way.

If you play up the stalker aspects, consider changing his Favored Foe Advantage to match the type of character that describes Tr011's target hero. This will help represent Tr011's ability to get under someone's skin time and time again, no matter how prepared they think they are for an encounter with him.

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
10	13	3	2	6	3	3	2

Powers

Big Boned: Growth 3, Continuous, Innate

Emotional Vampirism: Enhanced Advantages 2 (Skill Mastery (Deception), Taunt); Perception-ranged Affliction 11 (Resisted by Will; Dazed, Compelled, Controlled), Cumulative, Insidious, Subtle, Limited to provoking anger

Psychic Vampirism: Perception-ranged Affliction 11 (Resisted by Will; Fatigued, Exhausted, Incapacitated), Insidious, Subtle, Limited to having a result less than or equal to result of Emotional Vampirism; Linked to Healing 8, Free Action, Subtle, Limited to self only

This Guy Won't Stop: Immunity 80 (Toughness Effects), Limited to attacks from angered foes, Limited to half effect

Skills

Close Combat: Unarmed 2 (+8)
Deception 13 (+15)
Insight 12 (+15)
Intimidation 7 (+10)
Technology 6 (+9)
Vehicles 3 (+5)

DEFENSE

DODGE	INIT	PARRY
8	+3	8
FORT	WILL	TOUGH
13	5	13

OFFENSE

Provoke Anger—	Perception Ranged, Affliction 11 (DC Will 21)
Unarmed +8	Close, Damage 10
Weaken Target—	Perception Ranged, Affliction 11 (DC Will 21)

Advantages

Assessment, Favored Foe (Kind-hearted people), Second Chance (Taunt), *Skill Mastery (Deception)*, *Taunt*

Complications

Anger Junkie: Tr011 is addicted to the rush he gets from using his Psychic Vampirism.

Can't Leave Well Enough Alone: It is almost psychically impossible for Tr011 to keep his mouth shut. He is adept at discovering psychological weaknesses and exploiting them. Loudly.

Don't Let Him Get To You: Tr011 loses his Toughness Immunity against targets who are able to ignore his jibes and shrug off his Emotional Vampirism.

Hit With The Ugly Stick: Tr011's mutation makes it hard for him to blend in to crowds. Even on a dark night, he is inhumanly proportioned.

H7712D-HLF99837

THE UNSPOKEN

Name: The Unspoken
Alias: The Unstated, The Unutterable
One, Lord of the Hidden Names

META
Rating:

Black16

FF990 - 3276T0AZ



1223433223558783
903331-890-3-000

DESIGNATION:

ROGUE

Profile:

I admit, I was tempted to turn in a single page with one big question mark on it for this report. Even after discussing the individual we're calling the Unspoken with various consultants on mysticism, aliens, and alien mysticism, we're left with virtually no definitive answers. All we know for sure is that this creature is very powerful, is a member of no known aliens species, and that he seems devoted to causing as much chaos and destruction as he can.

So far we haven't seen anything really hurt this subject, though he has apparently been "banished" by finding something he's currently using to reflect his "name" and destroying it. I admit we don't fully understand how that works—apparently it's a type of sympathetic cosmic phenomena that has something to do with the Unspoken's MO.

META Report**Name:** The Unspoken**Alias:** The Unstated, The Unutterable One, Lord of the Hidden Names**META Rating:** Black-16**Designation:** Rogue**Profile:**

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Addendum: *Oh, after consulting with our contacts in "Special Archives," we are mostly certain he's not a demon, at least not (and I quote) "as the term is commonly understood in both mundane and occult circles." This classification makes me personally feel not one bit better.*

Sincerely,

— Agent Lexi Yousafzai,
FBI Metahuman Investigations



"You cannot fathom me, little mortal. My motivations, origins, and very existence are best left Unspoken. Your terrestrial sanity could not deal with comprehending anything more than what your mundane mind currently knows."

History:

The being known to many as the Unspoken is an extradimensional being of incredible power and malevolent intent. While his exact origins have been lost to history, it is known he is somehow tied to the forgotten pantheon of alien beings who have existed since—or even before—the dawn of creation, now unable to fully manifest in our reality. These beings are known by many names and have been worshipped by cults on various worlds. The Unspoken, depending on which arcane scholars and ancient cosmic sages one believes, is either a powerful agent or lesser member of this twisted pantheon. His

small size and somewhat harmless appearance belies his abilities, which he uses to torment, destroy, and corrupt whenever possible.

Like others of his kind, the Unspoken was banished eons ago to a realm beyond reality. He cannot freely travel between this prison reality and other dimensions without having a part of himself bound to conventional existence. This limitation manifests in the form a secret Name written into the fabric of reality, allowing him to operate outside his prison as long as it stays undiscovered and intact. If this anchor is destroyed or altered drastically, the Unspoken's connection to existence is severed, banishing him back to extradimensional confinement until cosmic forces align and allow him to once again rewrite himself into existence.

When in this universe, the Unspoken seeks to corrupt, destroy, and weaken the fabric of existence as humanity and other sentient races know it, pursuing this mission according to his own twisted alien logic. On one excursion, he might seek to destroy a world whose champions could threaten the beings he represents. Another time, he may seek to corrupt an individual whose abilities could weaken the barriers between dimensions or create terrible threats to existence. Only the Unspoken truly understands his exact goals and plans, though it is certain that should he ever fully realize them, it will mean the end of existence for countless lifeforms and worlds.

THE FORGOTTEN GODS OF THE UNSPOKEN

The Unspoken is a servant or lesser member of a pantheon of alien beings that have several servants found in various Vigilance Press products, including the *Rogues*, *Rivals*, and *Renegades* entries for *Blackbody* and *Obsidius*. Gamemasters do not have to use these cosmic-powered patrons in their own games, but the option is there for those who wish to tie numerous dangerous and similarly-themed threats together in their campaigns. While all these creatures hate the current state of existence and wish to escape from their exile outside our reality to consume and conquer all who dare stand before them, they also do not always get along. Thus, while it is possible various servants of these dark powers may band together for terrible plots and grand schemes, it is far from their default state.

Personality:

The Unspoken is impossibly ancient, very intelligent, and possessed of a completely alien mindset. He is more like a living, thinking disaster than a person, focused on causing maximum strife and pain. He has a cruel sense of whimsy mixed with a brilliant flair for tragedy. This sadism and twisted sense of humor usually prevents him from simply destroying opponents, preferring instead to test and torment them with elaborate games, strange tests, and terrible monsters.

The Unspoken guards his chosen Name closely, refusing to share it with anyone, even what few allies he may find. His protection of a being, concept, or object that serves as his current anchor may appear to be kindness or concern to observers, but in truth it is pure self-interest.

Powers & Abilities:

The Unspoken is functionally immortal. He cannot be killed, is very difficult to injure, and can recover from any known trauma. Only banishment will stop him for any length of time. The Unspoken's mind is nearly impossible to control or read, and those attacking him psychically run the risk of dangerous backlash.

While not physically impressive, the Unspoken's diminutive form hides vast powers. Fueled by ancient eldritch forces, the villain can fire blasts of dark cosmic power, project waves of sanity-bending horror, twist matter and flesh, teleport over great distances, fly, and psychically distort reality to move or rend large objects. He is also capable of creating a variety of terrible creatures by infusing objects or creatures with matter and energy drawn from his native reality. These monsters are inspired by something relevant to the current scene, but unbelievably twisted and alien. For example, he might summon up a terrible squid-like beast at an aquarium, or cause a child's ant farm to sprout forth demonic insect larvae. If possible, the Unspoken will summon creatures that play on his opponent's fears and anxieties.

Nemesis Option:

The Unspoken is an enemy to nearly everyone in existence, even most other villains. In that regard, he could serve as a nemesis for any hero; however, not all characters have the knowledge or resources to handle regular encounters with the villain. The Unspoken also makes an excellent foe for an entire supergroup, especially those who deal regularly with mystic or cosmic threats.

Tricks & Tactics:

The Unspoken does not worry much about his own physical safety, being nearly immortal and incredibly hard to hurt. His powers make him a threat to even the mightiest heroes, allowing him to focus on tormenting them and doing maximum harm. The Unspoken will usually summon up some terrible monster or twisted creation to aid him in combat, even though he is more than capable of blasting an annoying hero who dares confront him.

If the heroes discover and seek to destroy the Unspoken's current Name, he will do anything in his considerable power to stop them. He will even attempt to bargain with heroes in exchange for their forbearance, though he will betray them at the first opportunity.

WHAT'S IN A NAME?

The Unspoken's "Name" is his connection to the reality of the campaign world. Without it, he is forced back to his home dimension and cannot return again for some time. This Name is not a spoken title or alias, but any object, person, or even concept that can be used to anchor the villain to realities outside his prison. To banish the Unspoken, the chosen Name must be destroyed or altered in such a profound way that it ceases to exist as it once did. Some suggested Names for the Unspoken are:

- A secret word or phrase. Discovering it and saying it aloud destroys the secret and banishes the Unspoken.
- An object or artifact. Destroying, breaking, or altering the item banishes the Unspoken.
- An emotional state within a certain person or group, such as fear or hatred. Eliminating these feelings banishes the Unspoken.
- Using a person directly as Unspoken's Name is possible but should be used sparingly, as that person would need to be killed or fundamentally changed to banish the villain. This can create a serious moral dilemma for PCs if the Name-bearer is a living being, and it is suggested that Gamemasters not overuse that option unless they run a very dark campaign.

It is theoretically possible to destroy a Name temporarily by removing its bearer from existence or destroying it and returning or resurrecting it later. This has never been tried to date, but there is a first time for everything.

Tentacled Horror - PL 10

STR 10 STA 10 AGL 4 DEX 2 FGT 6 INT -4 AWE 2 PRE 0

Powers: Alien Senses: Senses 2 (Darkvision); **El-dritch Beast:** Immunity 10 (Life Support), Movement 3 (Slithering, Wall-crawling 2), Regeneration 2, Speed 4 (30 MPH), Swimming 6 (30 MPH); **Huge:** Growth 8 (+8 STR, +8 STA, +4 Intimidate, -8 Stealth, -4 active defenses, +2 size categories, +1 speed ranks; Permanent); **Tentacles:** Elongation 1, Extra Limbs 6

Advantages: All-out Attack, Improved Grab, Improved Hold, Startle, Takedown

Skills: Athletics 2 (+12), Close Combat: Unarmed 4 (+10), Intimidation 9 (+13), Stealth 6 (+2)

Offense: Initiative +4, Grab +7 (Close, DC Str 21), Unarmed +10 (Close, Damage 10)

Defense: Dodge 10, Parry 10, Fortitude 12, Toughness 10, Will 6

Power Points: Abilities 28 + Powers 53 + Advantages 4 + Skills 11 + Defenses 24 = 120

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	12	1	1	3	7	12	1

Powers

Alien Mind: Immunity 30 (Will Effects), Reflect, Limited to half effect

Eldritch Being of Unspoken Power: Immortality 16, Immunity 30 (Fortitude Effects), Protection 6, Regeneration 10, Senses 4 (Cosmic Awareness, Mystic Awareness, Darkvision)

Eldritch Powers: Array (64 points)

- **Eldritch Blast:** Perception-ranged Damage 16, Alternate Resistance (Will)
- **Madness Wave:** Cumulative Cone Area Affliction 16 (Resisted by Will; Impaired, Disabled, Transformed), Selective
- **Twist Flesh:** Perception-ranged Progressive Affliction 15 (Resisted by Will; Transformed), Insidious, Variable Descriptor (Twisted Monsters), Limited to third degree
- **Twist Matter:** Perception-ranged Transform 9 (Anything to Anything)
- **Warp Reality:** Perception-ranged Move Object 16 (1600 tons), Damaging
- **Warp Space:** Movement 6 (Dimensional 3, Space Travel 3), Teleport 9 (2 miles), Accurate, Change Direction, Change Velocity, Easy, Extended (500 miles), Increased Mass 5 (1600 lb.)

Imp-like: Shrinking 3, Innate, Permanent

Speak in Tongues: Comprehend 4 (Languages: Read All, Understand All, You Are Understood; Spirits: Communicate)

Summon Horrors: Summon Eldritch Horrors 8, Active, Broad Type, Controlled, Horde, Mental Link, Multiple Minions 3, Quirk 2 (Requires some object or creature to use as base)

Skills

Deception 5 (+6)
Expertise: Eldritch Mysteries 5 (+12)
Insight 3 (+15)
Intimidation 6 (+6)
Investigation 3 (+10)
Perception 3 (+15)
Stealth 2 (+6)

DEFENSE

DODGE	INIT	PARRY
12	+1	12
FORT	WILL	TOUGH
—	16	18

OFFENSE

Eldritch Blast—	Perception-ranged, Damage 16; DC Will 31
Madness Wave—	Close, Cone Area Affliction 16; DC Will 26
Twist Flesh—	Perception-ranged, Affliction 15; DC Will 25
Twist Matter—	Perception-ranged, Transform 9; DC Dodge 19
Warp Reality—	Perception-ranged, Move Object 16; Damaging

Advantages

Artificer, Assessment, Eidetic Memory, Fearless, Luck 2, Ritualist, Well-informed

Complications

Banishment: If the object, creature, or concept holding the Unspoken's current Name is destroyed or altered, the villain is banished back to his home dimension.

Nihilist: The Unspoken lives only for the torment, destruction, and havoc he causes, and seeks the utter devastation that would result from the dark forces he acts for breaking loose and consuming reality.

H7712D-HLF99837

ZARATHUSTRA

Name: Unknown
Alias: Innumerable unknowns

META
Rating:

Orange10

FF990 - 3276T0AZ



1223433223558783
903331-890-3-000

DESIGNATION:

ROGUE

Profile:

Media Archive File #85000-9000 Internal

Internal Secure Audio Capture

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[Ext#3578::SoutherlandTania::]: "Lily? Tania. Do we have a problem we need to talk about?"

[Ext#1200::MoscovitzLilian::]: "Sorry? I don't follow..."

[Ext#3578::SoutherlandTania::]: "You appended a number of very unprofessional comments to the notes section I've been adding to the 'Zarathustra' file I'm working on. I don't appreciate this."

[Ext#1200::MoscovitzLilian::]: "I did no such thing, Tania. What comments?"

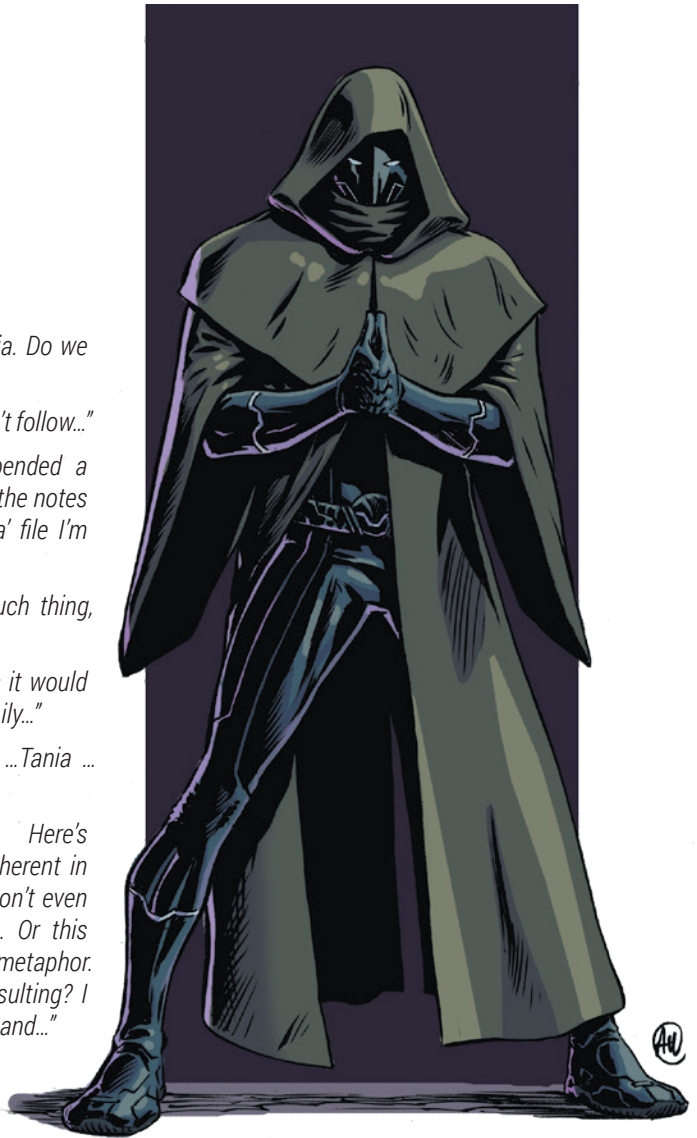
[Ext#3578::SoutherlandTania::]: "The ones it would take supervisor access to open and append, Lily..."

META Report**Name:** Unknown**Alias:** Innumerable unknowns**META Rating:** Orange-10**Designation:** Rogue**Profile:****Media Archive File #85000-9000 Internal****Internal Secure Audio Capture**

>>>

[Ext#3578::SoutherlandTania::]: *"Lily? Tania. Do we have a problem we need to talk about?"***[Ext#1200::MoscovitzLilian::]:** *"Sorry? I don't follow..."***[Ext#3578::SoutherlandTania::]:** *"You appended a number of very unprofessional comments to the notes section I've been adding to the 'Zarathustra' file I'm working on. I don't appreciate this."***[Ext#1200::MoscovitzLilian::]:** *"I did no such thing, Tania. What comments?"***[Ext#3578::SoutherlandTania::]:** *"The ones it would take supervisor access to open and append, Lily..."***[Ext#1200::MoscovitzLilian::]:** *"Oh, for the ...Tania ... just give me some examples..."***[Ext#3578::SoutherlandTania::]:** *"Fine. Here's one—'Failed to appreciate the symbolism inherent in the juxtaposition of conflicting elements.' I don't even understand what that's supposed to mean. Or this one—'Disappointing reliance on simplistic metaphor. Inexcusably pedestrian.' How is that not insulting? I have a good mind to march right down to HR and..."***[Ext#1200::MoscovitzLilian::]:** *"Tania! Shut up and listen. This is a direct instruction from a superior in your reporting chain. Leave your computer alone and slowly roll your chair back from your desk. Look around you and see if anything's been physically tampered with that you can determine. Do not leave your office. I'll have security meet us there. I am on my way."***[Ext#3578::SoutherlandTania::]:** *"What? Are you trying to tell me... Oh, god. Ohgodohgodohgod..."***[Ext#1200::MoscovitzLilian::]:** *"Tania! Calm down. I'm on my way."*

>>>

End Audio Capture

"I do not bargain, sir. Let us return to the matter of the game board and its pieces. You have precious little time remaining and your stratagems thus far have been... uninspiring."

History:

Once upon a time, there was a successful and brilliant psychologist who came up with an involved and risky means to test his pet theories. Surrounded by the trappings of wealth he inherited; doted on by the trophy wife who looked and acted just the way she should; receptive to the accolades piled on his work by peers and colleagues; he came to believe that he was infallible. He came to believe that he could solve any problem he set his mind to solve. During one of his many flights of ego, he devised a cunning system of treatments for a broad spectrum of sociopathies. Unfortunately, the restraints of professional ethics and pesky legality stood between him and the ability to properly test his speculations. He, however, was not the type of man to let details like that stop him. If he could not get his hands on a proper test case in the outside world, he would make one within the confines of the world he controlled.

Manipulating his wife was easy; making a child, equally so. After all, the plebeian masses accomplished that part every day. Raising the boy to meet the needs of his theories was the first challenge, but he had studied the roots of sociopathic behavior and knew how they were formed; or thought he did. Step by step, year by year, torture by torture, he created his test case—his son. In his estimation, he finally made the perfect sociopath. Then he began to apply his theories.

That is when he discovered that, as it turned out, he actually was not infallible. Very much not infallible. In retrospect, he should have realized how quickly the problem was growing beyond his control. The failures were obvious, in hindsight. How the boy showed natural talent in manipulation, how quickly he learned to play his father, answering the questions that needed to be answered in just the right way to get the responses from his father that worked to his benefit. When he realized his wife's death was not from natural causes, that is when he knew he was in trouble. A lesser man would have balked at the solution that seemed the only response. He did not hesitate. He began planning how to kill the boy and get away with it, and then found himself enjoying the planning.

He was well on the way to finishing his very impressive plan when he and the boy sat down that evening for their nightly game of chess. He stared at the boy over the comforting glass of his favorite brandy, savoring the intricacy of his forming plan. That is when he noticed the coldness creeping through his limbs, the lethargy

settling across his mind.

"Really, father. You're so transparent. The play of your pieces so very predictable."

The horror dawned on him as he saw the boy smile for the first time in many years.

"I played the long game. And now I win," the boy said, as the glass slipped from the father's nerveless fingers. "I wonder where I'll find anything as amusing again."

As the darkness settled in his field of vision and he felt his heart slow, the last words he heard were, "Don't worry. Your suicide will be *quite* convincing. I'm much better at this than you are. Oh, sorry. *Were*."

Personality:

The perfect sociopath. Stop and process that description for a moment. It is not that Zarathustra has a hole in his soul where a conscience should be, but more like he is an organism that evolved to the point where a conscience was never developed for a hole to mark in the first place. No sentimentality, no emotional encumbrance, no moral obstacles; only self-preservation tempers his hand, and that hardly qualifies as a challenge to work around. In the absence of a soul, however, Zarathustra likes to think the intellect grows to compensate.

Making money bores him. It is child's play to manipulate markets—who needs to steal when you can gull people into handing you their most precious assets and thanking you for the opportunity. Laughable.

Privilege bores him. It is too easy thinking circles around society's so-called upper echelon, the self-satisfied politicians and short-sighted lawyers, most of whom lack even the wits to realize when and how they have been beaten. They just do not see the buttons on their tiny little minds, the puppet strings so glaringly obvious to him that he cannot help reaching out and tugging for good measure.

The criminal world? Small and too easily mastered, as is the criminal mind; no appeal there. Dealing with what passes for the mundane authorities is much the same, so dreadfully dull and unfulfilling. What does that leave?

Art is worth living for, the play of literature across the landscape of the mind, or music that captures thought and will and drives passion to unforeseen heights. Though he lacks the soul to create true beauty, he still

appreciates it. He still covets it. The satisfaction of a well-played game is worth living for. The struggle of the mind unshackled from the banal distractions of the undemanding and colorless outside world. Strategy, knowledge, split-second decisions, the artistry of the right move at the right time performed in just the right way. The cross section of these two passions alone gives Zarathustra the on-going strength to suffer the tedium of this dreary tapestry called life. Not that he expects the sheep surrounding him to ever understand such an elegant frisson. That is just another of his many burdens to bear alone.

Powers & Abilities:

Zarathustra is smart. Not “build superweapons or design technology decades ahead of its time” kind of smart, no. Smart as in clever, resourceful, and able to plan ahead on a level that should frighten any sane observer. Smart as in, by the time most opponents realize that he has been ten moves ahead of them since the beginning of the game, he has already won and moved to the next game. That kind of smart.

People are open books to Zarathustra: read for leisure, analyzed self-indulgently, and then catalogued for later reference. A peerless manipulator, he plays most people's attitudes and beliefs effortlessly. Deception, the crafting of a beautiful lie, is really just another kind of game, and games are where Zarathustra excels best. Word games, strategy games, any kind of game that relies on a clever mind rather than simple chance, these are Zarathustra's lifeblood. He is a master of one and all, the more obscure and challenging the greater his love for them.

Finally, Zarathustra is rich. *Obscenely* rich. During an earlier period in his life, he tried to find a challenge in business and finance. While it never sated him, it did amplify his bank balances astronomically. Since then, he has occasionally added to his wealth through a black market swindle or two to stay in practice, or from the possessions of those that thought they could beat him and lost everything—including their lives—when he proved them wrong. He has found that, while making money is boring, having it can be very useful indeed. You can buy the most amazing things if you know where to look and do not mind the price. Toys and weapons, judges and senators, an island or two, the possibilities are practically limitless with the right funds.

Nemesis Options:

Thinkers and mystery-solvers, be they super-scientists or dark-clad detectives, are the targets that excite Zarathustra's black little heart. He is not the punch-trading kind, and heroes that let their fists or powers do all their work for them bore him just as thoroughly as, well, so many other things.

Tricks & Tactics:

First, there is the opening gambit. Usually, this will be a clever set of traps, or a puzzle made from murder victims, or a set of clues left in some baffling array of crimes no one previously realized were related. Something artistic that shows off Zarathustra's foresight and planning, his knowledge and perhaps a bit of wit.

Then, after the bait is taken, a roller-coaster ride of conflicting clues that seem to lead the hero or heroes in circles before depositing them in a deadly situation where only clever thinking will prevail—probably something with hostages or other potential collateral damage of the fragile and bleeding type.

If the hero fails, Zarathustra moves on to find another challenge, disappointed in the hero but no longer believing him or her worth his time. If the hero succeeds, bravo! Now the fun really begins, as good opponents are so very hard to find... Zarathustra will not give one up without compelling reason.

“SO...EXACTLY HOW DO I RUN A SUPERGENIUS?”

Cheat, frequently and shamelessly. Seriously. Fairness is for people who write children's books.

Pick a motif and some background for the games you want to use. Go online to get information and do not be afraid to go obscure. Set a loose framework of events, then let the players drive the plot. Tailor links to the next set of events based on what choices and decisions your players make. Let them feel like they are solving everything, but instead of presenting them with mysteries to solve what you are really doing is wrapping mysteries around their solutions. Make it hard and fast, giving them just enough time to tear into one set of clues or present their findings before tearing off after the next. The balancing act, the Gamemaster's challenge, is to make things satisfying without being obvious. The players win the small games, but the large game goes on.

Do it wrong, and the players still get the satisfaction of solving puzzles with a bit a payoff. Do it right, and your players will think you are brilliant.

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	3	5	6	8	5	3

Powers

At a Glance: Senses 1 (Rapid Vision)
Planning is Everything, Old Boy: Variable 3, Limited to Equipment, Minions, and Headquarters point allocations
Situational Awareness: Senses 1 (Danger Sense (Visual))
Unshakeable: Immunity 5 (Interaction Skills)

Equipment

Computer, Flash Goggles, Gas Mask, GPS Receiver, Lock Release Gun, Mini-tracer, Multi-tool, Night Vision Goggles, Rebreather, Restraints, Smartphone, Stately Manor, Undercover Shirt

Skills

Acrobatics 5 (+8)
Athletics 5 (+8)
Deception 15 (+18)
Expertise: Business 7 (+15)
Expertise: Criminal Mastermind 10 (+18)
Expertise: Games 12 (+20)
Expertise: The Humanities 10 (+18)
Insight 13 (+18)
Intimidation 9 (+12)
Investigation 10 (+18)
Perception 10 (+15)
Persuasion 12 (+15)
Sleight of Hand 5 (+10)
Stealth 10 (+13)
Technology 2 (+10)
Treatment 2 (+10)
Vehicles 5 (+10)

Stately Manor (Headquarters) PL5

Toughness: 10, **Size:** Huge, **Features:** Communications, Computer, Concealed 1, Dock, Garage, Gym, Hangar, Infirmary, Laboratory, Library, Living Space, Power System, Security System 1, Workshop

Power Points: Abilities 3 | Features 14 | Defenses 2 | Total 19

DEFENSE

DODGE	INIT	PARRY
13	+16	11
FORT	WILL	TOUGH
7	13	7/5*

*without Defensive Roll

OFFENSE

Improvised Weaponry +13 Close, Damage 5
Throw +13 Ranged, Damage 3
Unarmed +13 Close, Damage 3

Advantages

Assessment, Benefit 5 (Billionaire), Close Attack 7, Connected, Contacts, Daze (Deception), Defensive Roll 2, Eidetic Memory, Equipment 7, Fascinate (Deception), Fascinate (Persuasion), Fearless, Hide in Plain Sight, Improved Defense, Improved Initiative 2, Improvised Weapon 3, Instant Up, Jack-of-all-trades, Languages 5 (Arabic, French, German, Greek, Japanese, Latin, Mandarin Chinese, Russian, Spanish; English is native), Move-by Action, Power Attack, Ranged Attack 8, Redirect, Seize Initiative, Speed of Thought, Taunt, Uncanny Dodge, Well-informed

Complications

Identity: Zarathustra will go to fanatic lengths to protect his true identity. He has no intention of ever falling into the hands of boring authority figures and their tedious prisons.
Obsession: Games of skill and pieces of art, written or visual, are the centerpieces of Zarathustra's existence. Little else is worthy of his attention or energy.
"Oh, Merciless Ennui, Why Do You Vex Me So?": Zarathustra's recurrent nemesis is tedium. He will take great—if calculated—risks to alleviate his boredom.

H7712D-HLF99837

SHOCKWAVE

Name: Qweilease Cleopatra Phillips
Alias: Shockwave, "Cleo"

META
Rating:

Red10

FF990 - 3276T0AZ



1223433223558783
903331-890-3-000

DESIGNATION:

RIVAL

Profile:

"No, she doesn't have insurance."

I can't tell you how many times I've had to say that phrase when pleading with law enforcement not to arrest this young woman. "Cleo" to her friends, Qweilease Phillips has the best of intentions. She was raised in an orphanage located in one of the worst parts of Miller's Basin, and it's a miracle she didn't wind up a criminal with all the unsavory influences she was surrounded with.

I'm sure you already know of the incident with the orphanage fire. What you may not know is that, in addition to destroying half the building, two police cars, and a fire truck, she also saved the lives of 5 fellow orphans and 2 nuns. It was the first time she'd used her powers,

META Report**Name:** Qweilease Cleopatra Phillips**Alias:** Shockwave, "Cleo"**META Rating:** Red-10**Designation:** Rival**Profile:***"No, she doesn't have insurance."*

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She has moved into her own apartment now, and is no longer the responsibility of the state. As of today, I am closing and sealing her juvenile documents. If need be, I will stand as a character witness for her. She is a good person at heart, and maybe someday she will learn to control her abilities so she can serve the city without destroying it.

And hopefully get some superhero insurance. They do sell superhero insurance, don't they? I hope they do.

—Alexander Short
Social Services Case Worker, Beacon City

"You best give up now, punk! I got more than just my hands to hit you with—sooner or later something will take you down!"

**History:**

Qweilease Cleopatra Phillips lost her family in a car accident when she was 13 years old. She had no other family, and her mother's will was written to grant her access to a trust fund when she came of legal age, so she became a ward of the state. She was sent to stay in St. Anne's orphanage in Beacon City, where she did everything in her power to avoid being placed in foster care.

Cleo discovered her powers at the age of 15, some three years ago. A fire was tearing through an apartment complex across the street from St. Anne's and, before firefighters could douse it, the flames managed to jump the street, setting the orphanage ablaze. The

fire spread so quickly it trapped a group of children—including Cleo—and two of the nuns who were trying to evacuate them. Cleo's latent powers manifested, and she was able to smash her way to safety, rescuing herself and the others. Unfortunately, she also demolished a firetruck and two police cars in the process.

It was not long before she began sewing costumes for herself and sneaking out at night to fight crime. Unfortunately, this usually wound up with a lot of property damage and a trail of wreckage that led police right to wherever she was being cared for. She was continually shifted from foster home to foster home until she came of age and was able to inherit the small trust fund her mother left her.

She now has a place of her own and a much better superhero costume, but still has not mastered the art of stopping bad guys without tearing up a street in the process.

Personality:

Cleo means well, but she has some hang-ups. First off, she has a lot of anger and frustration from losing her family and being forced to live in run-down orphanages and well-meaning foster families who could not relate to her. Secondly, she is a freak of nature with super-powers and refuses to hide it. Her short-lived attempt to maintain a secret identity lasted about two evenings of sneaking out to stop crimes; after that, she stopped trying and embraced her wild side.

Using her powers to smash supervillains—and streets, and cars, and other public property, usually by accident—is loads of fun, and she does not hide the joy she takes from it. This is not to say she has no empathy for others; she is quick to protect innocents with her force fields and even quicker to rush to their defense when threatened by criminals and other bullies. She particularly despises people who threaten children or the elderly. If she had more respect for authority, she could become a powerful force for good in the world.

As things stand, however, it is easier to point her in a direction where she will do the least damage rather than the most good.

Powers & Abilities:

Cleo has developed a form of tactile telekinesis, extending the range of her sense of touch and allowing her to create fields of force and powerful shockwaves that originate from her. Shockwave prefers to act like a powerhouse, charging in and striking with punches aug-

mented by telekinetic blasts. Having learned to deflect and absorb the energy from incoming attacks, Cleo is difficult to hurt with physical attacks. After befriend-ing the owner of Murdock's gym in Miller's Basin, Cleo has spent the past few years learning to box. This has taught her to be quick of foot and thought in a fight, as well as building her strength and endurance.

Nemesis Option:

How Shockwave behaves depends a great deal on what kind of heroes she is encountering. Generally, she is a good person who does not consider property damage when using her powers; if the heroes she encounters are similar, Shockwave can highlight the problem when this attitude is taken too far. She can be portrayed as unlucky—unwittingly putting innocents in danger—so the heroes have to jump to their defense. Ideally, she works as a foil for a hero who is focused on preserving order and rescuing civilians, who will often be frustrated by her obvious good intentions but poor self-control. Heroes who act like authority figures will find her rebellious and difficult to work with. When fighting alongside other heroes, Shockwave either overestimates her own abilities or underestimates those of her foe, leading her to pick the most powerful foe she can see. This might lead her to need help if she gets in over her head.

Her saving grace is the “hometown hero” reputation she has, meaning that—despite her street-smashing antics—the people of Miller's Basin (or an appropriate dangerous slum in a campaign) think of her as their friendly neighborhood superhero.

Tactics & Tricks:

Shockwave has learned how to scoop up materials from her environment and attack with them, granting her a surprising level of flexibility in combat. When confronted by a cold-using villain, for example, she will not hesitate to tear open a nearby car and send burning gasoline in the form of a giant fist straight through an ice barrier. She frequently leaves the street torn up, as chunks of asphalt are her first choice for projectiles, but water and air work just as well. She has even pulled the wiring from street lamps to add a shocking element of surprise to her attacks.

Generally, her strategy is to hit the enemy hard and change up her attack descriptors until she finds a chink in their armor. She also picks the biggest and strongest-looking foe on the battlefield as her primary target, because she fancies herself the biggest and baddest and needs to prove it.

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	2	4	3	6	0	3	3

Powers

Force Field: Protection 11, Impervious 13; **AE:** Create 10, Impervious, Close Range, Selective, Tether, Limited to Spheres and Domes

Kinetic Control: Array (27 points)

- **Area Kinesis:** Burst Area Move Object 9 (12 tons), Selective, Close Range
- **Boosted Strength:** Enhanced Strength 12, Affects Insubstantial
- **Hurling/Blasting:** Ranged Damage 12, Variable Descriptor (Kinetic or environmentally available Effects)
- **Shockwave Punch:** Affliction 12 (Resisted by Fortitude; Hindered and Vulnerable, Stunned and Defenseless), Extra Condition, Limited Degree linked to Strength-based Damage 12
- **Shockwave:** Burst Area Damage 10, Distracting
- **Telekinesis:** Move Object 12 (100 tons), Subtle

Kinetic Utility Powers: Flight 5 (60 MPH), **AE:** Burst Area Teleport 3, Extended (8 miles), Limited to Extended; Senses 6 (Accurate Radius Ranged Detect Physical Objects, Kinetic Awareness)

Advantages

All-out Attack, Power Attack, Takedown 2

SPECIAL GUEST STAR

Sometimes a player wants to sit in on a game but does not have a character made. Shockwave was designed to be playable as a PL 10, 150 power point character. She has a strong, simple personality that makes it easy for a player to pick her up and go to town, and being a “cut loose and have fun” type of hero may be appealing to some players. Her flexibility—combined with straightforward tactics—are a nice balance for players wanting to try the game out for the first time. Her options may be a little foreign to players who have never played *Mutants and Masterminds* before, but if explained during play, it should not be overwhelming.

DEFENSE

DODGE	INIT	PARRY
7	+4	7
FORT	WILL	TOUGH
10	10	13

OFFENSE

Area Kinesis—	Close, Burst Area Move Object 9
Hurling/Blasting +8	Ranged, Damage 12
Shockwave—	Close, Burst Area Damage 10
Shockwave Punch +7	Close, Damage 13 and Affliction 12
Telekinesis +8	Ranged, Move Object 12

Skills

Acrobatics 2 (+6)
Athletics 4 (+5)
Close Combat: Unarmed 1 (+7)
Expertise: Popular Culture 2 (+2)
Intimidation 2 (+5)
Perception 2 (+5)
Ranged Combat: Kinetic Control 5 (+8)

Complications

“I can take ‘im!’: In the superhero dictionary, next to “Overconfident”, you would find a picture of Shockwave, grinning her head off. She charges in where angels fear to tread and picks the toughest foe she can find on the battlefield. This does not always work out in her favor.

The Notorious Shockwave: Qweilease Cleopatra “Cleo” Phillips was never good at subtlety. At all. Pretty much everyone in Beacon City knows who Shockwave is.

With Friends Like These...: Shockwave’s head-first tactics generally lead to collateral damage and possible complications. She occasionally has to rescue people from dangers she created, and certainly leaves a path of wreckage behind her.

H7712D-HLF99837

KOGAR

Name: Kogar
Alias: None known

META
Rating:

Red12

FF990 - 3276T0AZ



1223433223558783
903331-890-3-000

DESIGNATION:

RENEGADE

Profile:

We asked for clarification from BETA, and they confirmed it. This guy's an alien.

Yes, the outer-space kind. It's a shame BETA couldn't give us anything more on him or his species, as he's a completely new encounter for them.

Kogar has some way of penetrating our airspace at will. We assume he is using a space ship, but we've never seen it. We have reports from a few helpful super-heroes who say they've seen him with a space ship, but no evidence to back it up. There's entirely too much we don't know about this guy.

META Report**Name:** Kogar**Alias:** None known**META Rating:** Red-12**Designation:** Renegade**Profile:**

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What we do know is that he doesn't have much respect for "local" law enforcement or customs. In fact, he probably doesn't even know the difference between one country and another. INTERPOL shared some amusing stories about his appearance in Paris last year that didn't make the news. I'll include that report as an attachment. Remember, these files are confidential, so as much as you'll want to share that video of Kogar juggling the police cars, don't show it to anyone who isn't cleared for METAs access at this level.

He's been spotted in Beacon City a few times over the past 5 years. He claims he's only here on "errands" for some intergalactic police agency, but he talks more like a bounty hunter. He's very much the kick-in-the-door type when he's on the trail of another alien. So far he hasn't caused any humans permanent physical harm, though he has kicked in a lot of doors (and brick walls, and cars, and other items of public property). In his defense, whenever he causes property damage, he does seem more than willing to pay for it. In solid gold.

His disregard for local police is bad enough, but his ability to walk away from massive property damage by leaving a solid gold bribe really sticks in my craw. I often wish the higher-ups would allow us to arrest the guy, but nobody wants to risk an intergalactic incident.

Where does he get all that gold, anyway?

**—Agent Lexi Yousafzai,
Metahuman Investigations**



***"Stand aside, Earth-thing!
This isn't personal, it's business!"***

History:

Roughly 500 years ago—relatively speaking—in a galaxy far, far away, a war raged across the stars. Many different species were involved, and many were innocent casualties. Among the people who were devastated by this war was a long-lived race called the Mattiden, extremely hardy individuals with such a low birth rate it was very hard for their population to recover after their homeworld was scoured by orbital bombing. After the war ended, the Mattiden began putting all their efforts into colonizing other worlds and exploring the universe,

spreading as far and wide as they could to prevent from dying out completely. As a result, they are spread quite thin, and few large groups of them can be found; but their dedication to exploring beyond the boundaries of their own galaxy has led to the development of a Cosmic Tunneling Drive, which allows travel virtually anywhere in the known universe and in subspace.

Inheriting a small scout ship from his grandfather a hundred years or so ago, the young Mattiden named Kogar found himself with the ability to go anywhere he wanted. He did not have a lot of friends among his own kind, so he set out to find another galaxy where strong, advanced races existed to make friends with. For a time, he found kinship among aliens in the Milky Way galaxy, even having adventures as a member of a cosmic police force seeking to protect the innocent and preserve galactic peace.

Unfortunately, it only took a few decades for Kogar to learn that most aliens from this galaxy were somewhat fragile compared to him, and they would often die in combat, from disease, or simply old age. He began to close himself off, ending friendships and promises to other beings, and instead setting short-term goals to keep himself busy. Now he runs errands for powerful aliens beings willing to pay his prices, either collecting bounties on interstellar criminals or fetching rare artifacts that will earn him a big paycheck.

Personality:

Kogar is a brash, impatient, brutish alien with a heart of gold... except, where he is from, gold is a waste product.

He is not overtly sadistic or cruel, but he does have trouble empathizing with aliens who are either not as strong as he is, or at least able to slow him down when he wants to get past them. He is very goal-oriented, always focused on his current mission, and only things that successfully get in his way deserve respect and careful consideration. Anything—or anyone—else is just a nuisance. In fact, most of the time it is difficult for him to tell one alien from another, or from inanimate objects—he once mistook humans for parasites living inside automobiles.

He occasionally comes off as somewhat stupid or rude because he cannot be bothered to get right the names of “Earth-Things” or other beings alien to him. In his mind, though, he has little interest in making friends of beings too weak to fend for themselves in the more dan-

gerous reaches of space. He had friends in the past, but they tended to die on him, so he developed the habit of pushing people away by being rude.

That said, once he is confronted by a force that he respects, he can suddenly become quite chatty if he is not in a rush. He will treat strong heroes or villains—he really does not know the difference most of the time—with respect and answer questions as long as secrecy is not a priority for his current mission. He is very protective of his contracts, however, and is not interested in sharing the bounty for a target he might be hunting or reward for an item he is meant to claim. A hero who frequently offers to help, even simply to get Kogar offworld as quickly as possible, may earn his friendship over time.

Eventually, Kogar might even get their name right.

Powers & Abilities:

Kogar is obviously large and very powerful, with an inhumanly durable skin that has more in common with a rhinoceros hide studded with rocky protrusions than with human flesh. He is also faster than he looks, often taking heroes by surprise with his skill and reflexes in combat. Like all Mattiden, he has fairly advanced senses, particularly his sense of smell and his visual senses.

With his spaceship, Kogar is able to travel throughout space and subspace, even between galaxies. This wondrous ability is pedestrian to him, though he understands the value of keeping his technology out of the hands of less-developed societies. He wears a bracelet that lets him translate the words of any species and summon his ship from Subspace when he needs a ride—or a pile of gold.

Nemesis Options:

Kogar is the kind of Renegade who generally creates headaches when his missions lead him into territory the heroes are protecting. He is not inherently a threat, but the collateral damage he causes will often be reason enough for the heroes to intervene. He is usually willing to explain himself as long as the delay does not cause him difficulty in achieving his goal (he is not very patient). If he is confronted with the fallout of his “crimes”—a word he has trouble accepting when he does not really consider backwater planets to have any authority over him—he will usually attempt to bribe his way out with a big pile of gold or diamonds. If bribery does not work, he will fight his way to his goal and leave with it as quickly and efficiently as possible.

While not especially honest or honorable, Kogar prides himself on dependability. Once he signs a contract to accomplish a task, he does everything in his power to achieve it, in his own somewhat myopic way. If the heroes can find a way to hire him, he can be a very useful ally, albeit one who will require constant supervision if the heroes want to avoid wanton destruction.

Tricks & Tactics:

Kogar is primarily a grappler in combat, able to react quickly to anyone who gets close enough to land a melee attack. This usually winds up with Kogar grabbing a hero and tossing them aside unless they seem to be a serious threat to him, in which case he will immobilize them with one arm while continuing to fight with his free hand.

Given time to prepare for an encounter, Kogar will build countermeasures if he believes a target will be particularly difficult or dangerous. The laboratory on his ship K'tal is equipped with Mattiden technology that lets him create devices designed to shut down problematic powers or tactics. This technical savvy can make him a real pain for heroes he has encountered before, as he will be better prepared the next time he meets them.

Additionally, Kogar's ship creates gold and diamonds as byproducts of its intergalactic drive. It greatly amuses him "Earth-Things" regard these materials as precious, since he considers it "ship poop." This feature is represented by Kogar's Benefit advantage. He will use this feature to buy his way out of trouble whenever it seems he has offended the local authorities.

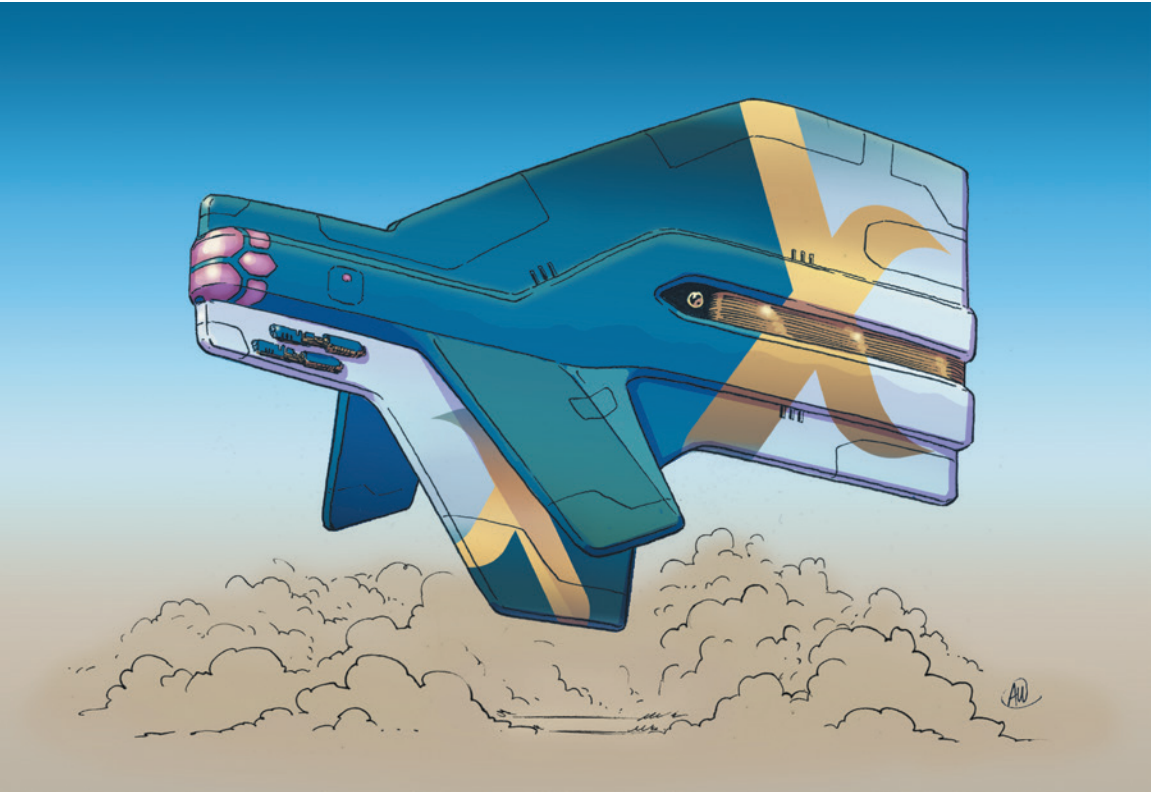
Kogar's Ship (K'Tal) PL 6

STR: 16, Defense: -6, Toughness: 11, Size: Gargantuan

Features: Autopilot 3 (+12), Communications, Computer, Durable, Laboratory, Navigation System, Remote Control, Summonable

Powers: Cosmic Tunneling Drive: Movement 4 (Dimensional (Subspace), Space Travel 3), Gravity Effect Drive: Flight 12 (8000 MPH)

Power Points: Abilities 7 + Powers 32 + Features 9 = 48



STR	STA	AGL	DEX	FGT	INT	AWE	PRE
10	10	4	4	6	4	4	4

Powers

Alien Powerhouse: Protection 4, Impervious 13; Immunity 11 (Aging, Life Support); Senses 5 (Acute, Analytical Smell; Direction Sense; Infravision; Low-light Vision)

Equipment

Kogar’s Ship (K’Tal), Omniglot Bracelet: Feature 4 (Dimensional Commlink to Ship, Galactic Positioning System), Comprehend Languages 2 (Understand All, You’re Understood)

Skills

Close Combat: Unarmed 4 (+10)
Expertise: Survival 8 (+12)
Insight 6 (+10)
Intimidation 12 (+16)
Investigation 10 (+14)
Perception 6 (+10)
Stealth 8 (+12)
Technology 8 (+12)
Treatment 4 (+8)
Vehicles 8 (+12)

DEFENSE

DODGE	INIT	PARRY
10	+8	10
FORT	WILL	TOUGH
10	14	14

OFFENSE

Grab +10 Close, Strength DC 20
Unarmed +14 Close, Damage 10

Advantages

Accurate Attack, Benefit 3 (Millionaire), Chokehold, Close Attack 4, Equipment 12, Fast Grab, Improved Grab, Improved Hold, Improved Initiative, Inventor, Power Attack, Startle, Takedown 2, Tracking

Complications

A Deal Is A Deal: Kogar knows his value is limited to his trustworthiness to his clients, so he never breaks a contract unless the contracting party is dishonest with him. This extends to promises made—as long as he gets something in return.

No Patience For The Weak: Kogar does not take anyone seriously unless they can put up a good fight. He is not cruel or sadistic, but he will brush people aside if they cannot hold their own.

Stranger In A Strange Land: Kogar has left his homeworld far, far behind him. He shows no remorse for this, but he is perpetually an outsider, especially on Earth. He has a rudimentary understanding of law and order, but local customs will often perplex him.

H7712D-HLF99837

RAYZER

Name: Deon Pios
Alias: Rayzer, Penn Ute, Tor Tion

META
Rating:

BLUE11

FF990 - 3276T0AZ



1223433223558783
903331-890-3-000

DESIGNATION:

RENEGADE

Profile:

I have reviewed Vulcan Energy (VE)'s reports on the attacks on their facilities by the metahuman known as Rayzer. I have also analyzed accounts of Rayzer's encounters with various metahumans and naval forces, including the US Coast Guard and Navy. It all points to the same conclusion: Rayzer is a dangerous, unstable fanatic who is determined to "save" the oceans through acts of ecoterrorism and violence.

However, there are certain discrepancies in the data that lead me to suggest a careful approach in dealing with this man—at least for the time being. Multiple reports from non-VE sources indicate that Rayzer is merciful to captives, even to the point of giving medical aid and vital supplies to those on vessels or facilities he has attacked. This is

META Report**Name:** Deon Pios**Alias:** Rayzer, Penn Ute, Tor Tion**META Rating:** Blue-11**Designation:** Renegade**Profile:**

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However, there are certain discrepancies in the data that lead me to suggest a careful approach in dealing with this man—at least for the time being. Multiple reports from non-VE sources indicate that Rayzer is merciful to captives, even to the point of giving medical aid and vital supplies to those on vessels or facilities he has attacked. This is a stark contrast to Vulcan's reports, which claim he is an indiscriminate pirate and murderer. There are even unconfirmed rumors that many "victims" of his attacks on VE join his crew, including those who Vulcan has reported killed by Rayzer and his men. If these prove true, then it is likely there is more to Rayzer than the current information suggests, and it will also raise interesting questions about VE's involvement in all this.

Setting that aside for a moment and moving on to a general threat analysis, Rayzer is a very dangerous individual. His "diving suit" is bleeding-edge marine technology, as is his personal submersible and the weapons and gear he has outfitted his raiders with. The suit seems to bond with the user, creating a device that is almost alive and which, I believe, lets him operate almost indefinitely underwater. Given Rayzer's aptitude with marine combat, this technology makes him incredibly dangerous in his chosen environment; extreme caution in dealing with him is advised.

Regards,

—Agent Raphael Smith



"You protect the poisoners of the seas and shelter those who would let the oceans die? Why should I waste precious breath talking? You won't see the truth!"

History:

Deon Pios was a skilled marine researcher who devoted his life to using the secrets of the ocean for mankind's benefit. Studying shark biology in hopes of developing new cancer treatments, Deon developed a special diving suit to study his subjects up close. On one of his expeditions to study the shark population off the coast of Africa, he came across illegal operations run by Vulcan Energies (VE), a multinational conglomerate with interests in fossil fuels, energy production, and chemical research. Using his technology and familiarity with marine environments, he was able to sabotage these operations before exposing VE's crimes to the world.

Unfortunately, Vulcan Energies had already reacted to the attack on them. They produced doctored evidence that presented Deon as a dangerous ecoterrorist and superhuman criminal, creating the villainous persona of Rayzer for the young scientist—a heartless and unstable marine marauder and pirate who blamed humanity for polluting the oceans. When Deon attempted to approach the authorities, he was attacked and nearly captured. Narrowly escaping, he realized he could get no justice for himself or VE's offenses through normal channels. Angry, alone, and injured, he decided that he would use VE's slander to his advantage and became Rayzer, deadly foe of all who would destroy the world's oceans.

Deon's new, extremist persona soon attracted many allies. Some were mercenaries looking for a share of Rayzer's operation, while others were passionate environmentalists, scientists, and engineers. Using resources salvaged, seized, or stolen from various wrecks, marine facilities, research vessels, and military warship of various nations, Rayzer oversaw the construction of underwater bases to house his followers. He then built The Karkarius, a specially-armed and armored version of the experimental Thresher-class attack submarine that employs large-scale versions of much of the technology he developed for his own equipment. Thus armed and supplied, he began a campaign of piracy and terror against VE and other organizations he believes are poisoning and destroying the world's marine environments.

Since then, Rayzer has slowly grown his organization and influence through careful recruitment and aggressive marine assaults on key targets, while experiencing several run-ins with various superhumans, especially those who also have an aquatic theme. Thus far, he has come out on top of these conflicts, either escaping or

defeating his foes using his weaponry and resources. VE has placed a multimillion dollar bounty on him, along with smaller bounties on key members of his organization, but only time will tell if Rayzer and his followers can overcome these obstacles to continue their mission.

Personality

Rayzer is a passionate and focused individual whose interest in protecting marine life and habitats borders on the obsessive. He is not nearly as dangerous or insane as VE would have others believe, but he has definitely been pushed to the edge of rationality by their constant attempts to paint him as a terrorist and murderer.

RAYZER'S RAIDERS

Rayzer's minions are a mix of scientists, activists, and opportunistic mercenaries. Their ranks include several VE members who were unaware of their former employers criminal activities and joined the villain to stop them. All members have received combat training since joining up.

The statblock provided is for a typical paramilitary member of Rayzer's organization outfitted for combat. Scientists and engineers should have increased Intellect and skill ranks in Expertise: Science, Engineering, and Technology. Activists who have joined up may have increased Presence, Persuasion, and Expertise: Oratory, enabling them to operate as rabble-rousers and recruiters. All of Rayzer's Raiders speak English, though some may speak other languages based on their backgrounds and national origins.

Some notable members of Rayzer's Raiders are:

Olek Fyodorov is First Mate of The Karkarius. A former Russian sailor who Rayzer saved from execution when the old man stumbled upon a toxic dumping operation, he has served the villain ever since, and is unwaveringly loyal to him. Olek has Language (Russian), Great Endurance, Intellect 1, Presence 2, and Expertise: Tactics 4 (+5). Olek is a balding, grizzled old man nearing seventy who is as tough and energetic as a man half his age.

Shanthi Sima is Rayzer's Chief Engineer. A young, talented engineer from Delhi who is responsible for developing and improving on many of the villain's designs, she has Languages (Hindi, French), Eidetic Memory, Skill Master (Technology), Intellect 3, Tech-

VE's campaign of slander and character assassination has affected Rayzer more than he realizes. He does not want to be seen as a villain or pirate; however, the longer this reputation persists, the more he is given to monologues, rantings, and impassioned appeals to those he meets to join his cause. This has the unfortunate side effect of making him seem like a dangerous fanatic, which he is not...yet. He is, however, an obsessive vigilante with little regard for laws and regulations, which is not doing his reputation any favors.

Powers & Abilities

Rayzer's superhuman abilities come from his special-

nology 6 (+9), and Expertise: Engineering 6 (+9). Shanthi is a bespectacled young woman with short black hair who favors wearing attire from various marine-themed sports teams.

Phoebe Spring often serves as a recruiter or propaganda expert for Rayzer's organization. A former activist and sociologist who was taken by Rayzer's natural charisma and passion for his cause, she has Language (Spanish), Attractive, Intellect 1, Presence 4, Deception 4 (+8), Persuasion 4 (+8), and Expertise: Social Sciences 4 (+5). Phoebe is an attractive woman in her mid-thirties with curly red hair and captivating blue-green eyes. Phoebe is a social chameleon, wearing whatever lets her best fit into a given crowd.

Leopold Gaston acts as a field commander on important operations. A former Vulcan Energies security expert who formerly worked for Orion Private Security, he joined Rayzer when VE stranded his team after a failed operation to eliminate the villain. An experienced military operative, Gaston received the bulk of his training in the French Foreign Legion. It is known that Leopold Gaston is not his given name, and he is pretty closed mouthed about his origins. Gaston has Languages (French, Arabic), Improved Aim, Power Attack, Leadership, Strength 2, Stamina 2, Fighting 6, Parry and Dodge 8, Expertise: Tactics 4 (+4), Expertise: Sports 4 (+4), and is PL 7. Leopold is a muscular, military-looking type with dark hair and eyes.

GMs should feel free to create other followers for Rayzer as needed. It is even possible he might select a trusted lieutenant or protégé to outfit with a version of his own suit, perhaps one themed after a different marine animal.

ly designed diving suit. A partially-organic apparatus blended with various experimental materials, the suit bonds with the wearer. This bonding process effectively turns Rayzer into an aquatic being in many ways. He can survive indefinitely underwater, swim at astonishing speeds, and can operate underwater with no hindrance. The suit also enhances his physical abilities, grants him sonar capabilities, and confers the ability to sense blood and electrical impulses like a shark. The exo-skin of the suit is made of a synthetic cartilage infused with carbon nanofibers that provides impressive defenses and can camouflage the wearer when moving at slow speeds. Since being branded a criminal, Rayzer has added weapons systems to the suit which fire concussive sonic blasts and micro torpedoes that have a sophisticated tracking system, allowing them to track targets up to over a half-mile away. The suit itself is shielded from electricity and extreme cold, allowing the wearer to safely use its weapons system and safely operate in arctic oceans. Finally, the suit has been fitted with a ray-like glider apparatus that allows for short range aerial operations.

In addition to his impressive diving suit, Rayzer has access to a small army of minions, dubbed *Rayzer's Raiders* by the press. They are a highly trained paramilitary force with weaponry and gear suited to marine operations, including collapsible metal spears and special rifles which fire spear-like darts that hit like a bullet. The guns can also fire blunted darts to subdue opponents for capture. Rayzer also commands the Karkarius, a shark-shaped submarine outfitted with advanced sensors and guided torpedoes. The Karkarius actually swims like a shark which, combined with a sonar-absorbing friction resistant coating similar to that used by Rayzer's suit, allows for extremely rapid and stealthy movement.

In addition to his weapons, equipment, and personal army, Rayzer is a brilliant marine biologist, master diver, and skilled engineer. Since becoming a costumed superhuman, Rayzer has become highly skilled in using his diving suit and its capabilities in combat.

Nemesis Options

Rayzer is intended to be a well-meaning but misguided enemy for an aquatic superhero. His minions and armed submarine makes him capable of attacking an undersea kingdom or marine base that a hero calls home.

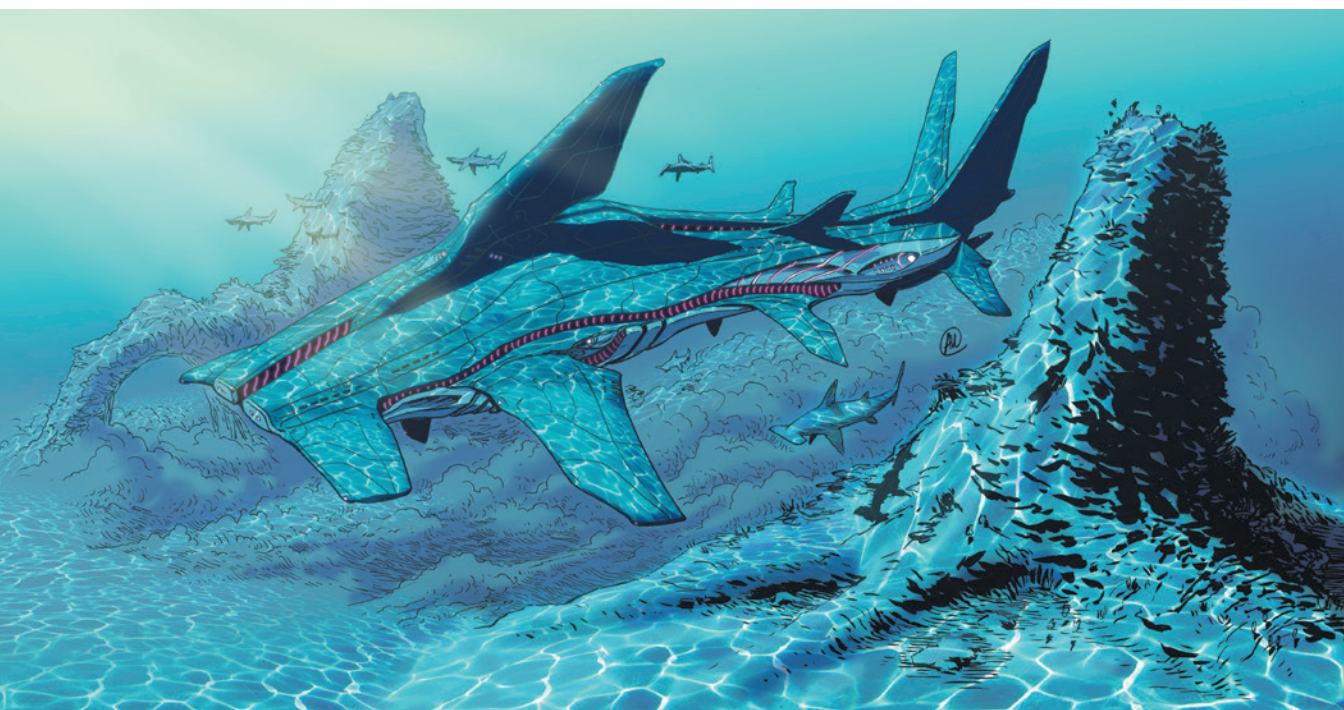
Rayzer could also be an excellent foil for a hero with strong corporate ties. Vulcan Energies might convince

the hero that the villain is a murderous threat in hopes of getting them to eliminate Rayzer for them. They might even stage attacks to blame on the villain, hoping to convince a hero that Rayzer must be dealt with permanently, which would destroy any chance of the crimes that led to Rayzer's creation coming to light—unless the hero managed to uncover further evidence. In this case, it is likely one of Rayzer's lieutenants would take up the mantle of their fallen leader, and such a legacy villain would likely have a serious grudge against whoever destroyed their predecessor.

It is also possible a PC could have a connection to Rayzer through one of his minions. For example, a military-trained super might know Gaston or a gadgeteer might have worked with Shanthi. Such relationships could lead a PC into conflict with Rayzer, especially if the hero has access to technology or information the villain desires and his lieutenant is aware of.

Tricks & Tactics

Rayzer has a lot of options in combat based on the situation he finds himself. His suit is dangerous both up close and at range, especially if he can take a fight underwater, and he is not above using his minions or even The Karkarius to attack or harass a target. His Raiders might not be a serious danger to most heroes, but using Teamwork and working with their boss they can cause effective distractions or finish off already damaged targets.



STR	STA	AGL	DEX	FGT	INT	AWE	PRE
8	8	6	2	9	5	3	2

Powers

Biomorphic Diving Suit Removable
Aquatic Adaptation: Immunity 4 (Environmental Cold, High Pressure, Suffocation), Movement (Environmental Adaptation: Aquatic)
Bio-Boosters: Enhanced Advantages 2 (Great Endurance, Improved Initiative), Enhanced Agility 4, Enhanced Defenses 6 (Dodge 3, Parry 3), Enhanced Fighting 4, Enhanced Strength 7, Enhanced Stamina 7
Carbon Fiber Synthetic Cartilage: Impervious Fortitude 11, Impervious Toughness 8
Claws: Enhanced Advantages (Improved Critical (Unarmed))
Gilder Wings: Flight 4 (30 MPH), Gliding
Induction Water Propulsion: Swimming 8 (120 MPH)
Nanofiber Insulation: Immunity 20 (Electricity, Cold), Limited to Half Effect
Sensor Suite: Senses 14 (Accurate Hearing, Acute Olfactory, Darkvision, Ranged Radius Detect Electrical Impulses, Tracking 2 (Electrical Impulses), Ultra-hearing)
Stealth Systems: Concealment 4 (All Olfactory Senses, Sonar, Infravision); Concealment 4 (All Visual Senses), Blending, Passive
Weapons Systems: 22 point array

- **Sonic Blast:** Ranged Damage 11
- **Sonic Shock:** Ranged Affliction 11 (Resisted by Fortitude; Dazed, Stunned, Incapacitated)
- **Torpedo Darts:** Ranged Damage 9, Accurate, Extended Range, Homing 2, Multiattack, Limited to Only Underwater

Equipment

Aquatic Base, The Karkarius

Advantages

Agile Feint, Contacts, Defensive Attack, Defensive Roll 2, Equipment 22, Evasion, Favored Environment (Aquatic), *Great Endurance*, *Improved Critical (Unarmed)*, *Improved Initiative*, Inspire, Languages 2 (English, Russian; Spanish is native), Leadership, Minion 5, Move-by Action

DEFENSE

DODGE	INIT	PARRY
12	+10	12
FORT	WILL	TOUGH
11	11	10/8*

*without Defensive Roll

OFFENSE

Sonic Blast +11	Ranged, Damage 11
Sonic Shock +11	Ranged, Affliction 11; res. by Fortitude
Torpedo Darts +13	Ranged, Damage 9; Multiattack
Unarmed +14	Close, Damage 8

Skills

Acrobatics 4 (+10)
Athletics 2 (+10)
Close Combat: Unarmed 5 (+14)
Expertise: Engineering 3 (+8)
Expertise: Marine Sciences 7 (+12)
Expertise: Tactics 1 (+6)
Intimidation 4 (+6)
Investigation 3 (+8)
Perception 7 (+10)
Persuasion 3 (+5)
Ranged Combat: Weapon Systems 9 (+11)
Stealth 4 (+10)
Technology 5 (+10)
Treatment 1 (+6)
Vehicles 8 (+10)

Complications

Powerful Enemies: The corporation which attacked Rayzer is devoted to slandering, framing, and ultimately destroying him to cover their own crimes and abuses.
Protector of the Seas: Rayzer is sworn to protect the oceans and seas of the world from exploitation and environmental devastation.

Rayzer's Raiders PL6

STR 1 STA 1 AGL 1 DEX 2 FGT 5 INT 0 AWE 1 PRE 0

Powers: **Marine Armor (Aquatic Adaptation Apparatus:** Immunity 4 (Environmental Cold, High Pressure, Suffocation), Movement (Environmental Adaptation: Aquatic), **Aquatic Camouflage:** Feature 1 (+5 circumstance bonus to hide in aquatic environments), **Armored Exolayer:** Protection 4, **Goggles:** Senses 2 (Darkvision), **Waterjet Propulsion System:** Swimming 6 (30 MPH)), Removable

Equipment: Collapsible Spear (Spear, Subtle), Commlink, Customized Speargun (Service Rifle, Aquatic Operation, Laser Sight, Stun Ammo, Suppressor), Knife

Advantages: Equipment 5, Favored Environment (Aquatic), Ranged Attack 2, Teamwork

Skills: Acrobatics 2 (+3), Athletics 2 (+3), Close Combat: Knife 5 (+10), Close Combat: Spear 3 (+8), Expertise: Marine Sciences 2 (+2), Intimidation 3 (+3), Perception 2 (+3), Stealth 2 (+3), Technology 2 (+2), Vehicles 3 (+5)

Offense: Initiative +1; Collapsible Spear +8 (Close, Damage 4), Customized Speargun +6 (Ranged, Damage 6), Knife +10 (Close, Damage 2), Unarmed +5 (Close, Damage 1)

Defense: Dodge 7, Parry 7, Fortitude 5, Toughness 5, Will 5

Power Points: Abilities 22 | Powers 15 | Advantages 9 | Skills 13 | Defenses 16 | Total 75

Aquatic Base

Toughness 18, **Size** Colossal, **Features:** Combat Simulator, Communications, Computer, Concealed 2, Defense System, Dock, Fire Prevention System, Gym, Habitat, Hangar, Holding Cells, Infirmary, Isolated, Laboratory, Library, Living Space, Personnel, Power System, Remote Feature, Sealed, Security System 2, Workshop

Power Points: Abilities 5 | Features 24 | Defenses 6 | Total 35

The Karkarius

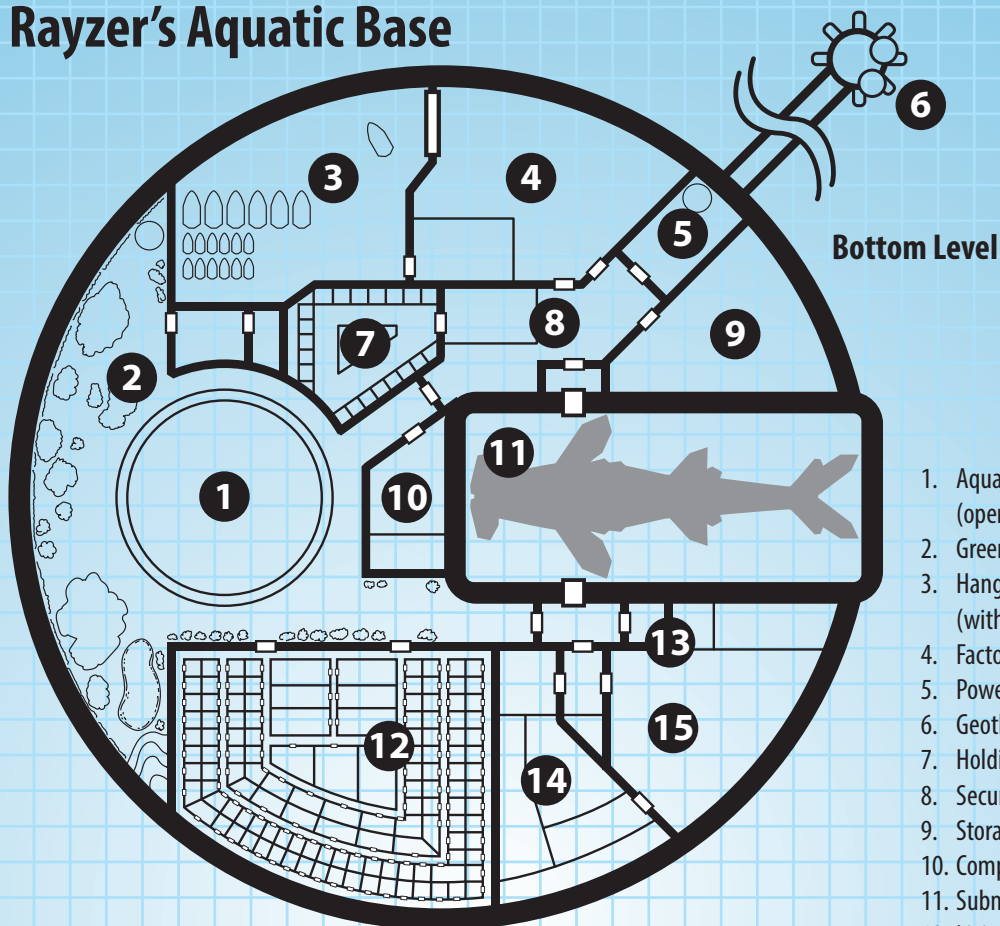
Strength 17, **Defense** -6, **Toughness** 14, **Size** Colossal, **Features:** Alarm 2, Autopilot 2, Communications 2, Computer, Dock, Gym, Habitat, Holding Cells, Infirmary, Living Space, Navigation System 1

Powers: **Cloaking Field:** Concealment 4 (All Visual Senses), Blending, Passive; **Sensors:** Senses 10 (Accurate Hearing, Darkvision, Ranged Radius Detect Sound, Ultra-hearing); **Sonar Masking:** Concealment 2 (All Aural Senses); **Swimming:** Swimming 8 (Speed: 120 miles/hour, 1800 feet/round); **Torpedoes:** Ranged, Damage 10, Accurate 2, Burst Area (7 ranks only)

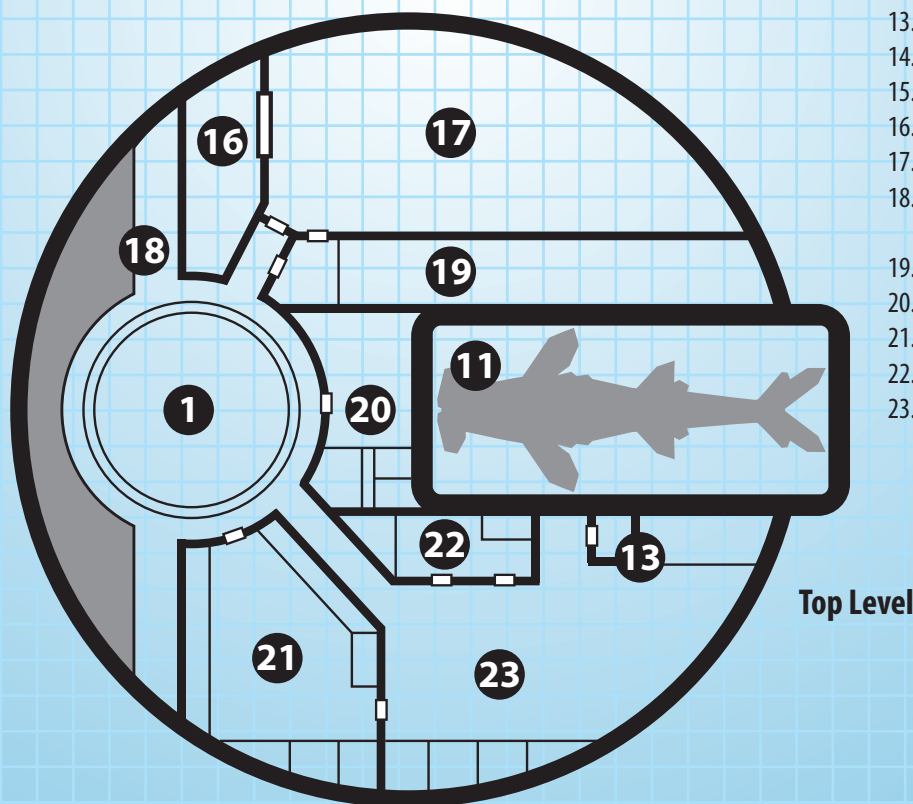
Offense: Torpedoes +4 (Ranged, Damage 10; Burst Area Damage 7)

Power Points: Abilities 5 | Powers 53 | Features 14 | Defenses 3 | Total 75

Rayzer's Aquatic Base



1. Aquarium
(open to the sea)
2. Green Belt
3. Hangar
(with under-sea exit)
4. Factory / Workshop
5. Power Generation
6. Geothermal Power Tap
7. Holding Cells
8. Security
9. Storage
10. Computer Core / Comm
11. Submarine Drydock
12. Living Quarters
13. Cargo Elevator
14. Sick Bay
15. Lab
16. C.S. Storage
17. Combat Simulator
18. Promenade
(open to lower level)
19. Gun Range
20. Life Support
21. Gym
22. Kitchen
23. Cafeteria



H7712D-HLF99837

WARCHILD

Name: Clay Kee (likelihood 87.5%)
Alias: Warchild

META
Rating:

Orangell

FF990 - 3276T0AZ



1223433223558783
903331-890-3-000

DESIGNATION:

RENEGADE

Profile:

We don't know much about Warchild. It took substantial effort just to uncover his name, which is probably Clay Kee—a three-quarter blood Native American and former Captain in the US Army Special Forces. Kee apparently did some work for the CIA, DIA, DoD, and a whole mess of other letters, then he supposedly died. That's when it seems he got really active.

Our threat assessment of him isn't much clearer. Depending on which reports you read, Warchild is: a killer for hire; a vigilante intent on eliminating organized crime syndicates pushing into Native American lands through casino-based rackets and drug running; a guerilla operating with anti-government and corporate forces in parts of South America and Africa; or a superhuman security expert working

META Report

Name: Clay Kee (likelihood 87.5%)
Alias: Warchild
META Rating: Orange-11
Designation: : Renegade (likelihood 75%)

Profile:

We don't know much about Warchild. It took substantial effort just to uncover his name, which is probably Clay Kee—a three-quarter blood Native American and former Captain in the US Army Special Forces. Kee apparently did some work for the CIA, DIA, DoD, and a whole mess of other letters, then he supposedly died. That's when it seems he got really active.

Our threat assessment of him isn't much clearer. Depending on which reports you read, Warchild is: a killer for hire; a vigilante intent on eliminating organized crime syndicates pushing into Native American lands through casino-based rackets and drug running; a guerilla operating with anti-government and corporate forces in parts of South America and Africa; or a superhuman security expert working for various covert criminal organizations. I'm not sure what's more disturbing—if none of this intelligence is correct, or it all is. Our statistic guys put the probability of either at about 50/50.

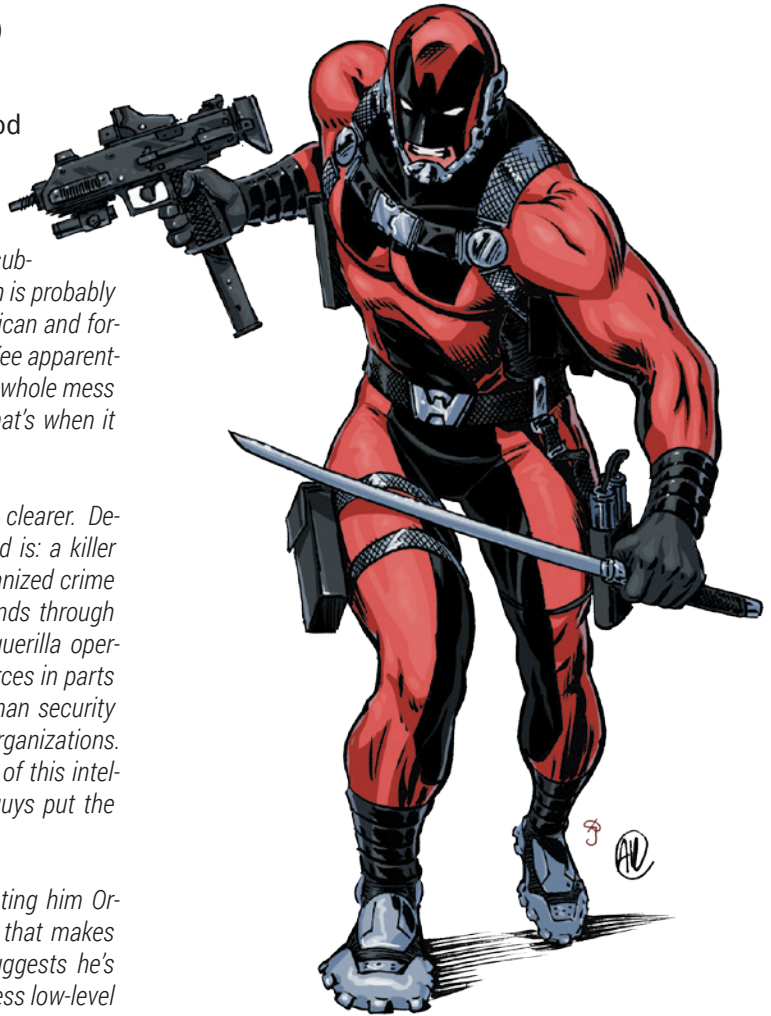
I know he's an enhanced human, but I'm rating him Orange because it's his training and expertise that makes him so dangerous, and all medical data suggests he's mostly human; just be advised he does possess low-level metahuman physical abilities.

—Agent Agatha Syzbko

“My mother's people had a saying...live and learn, die and forget it all. You really that keen to forget?”

History:

Son of a full-blooded Navajo veteran and a mixed-race Native American Rights activist, Clay Kee followed his father's footsteps and joined the US Army to escape poverty and crime on the reservation. His natural athleticism, sharp mind, and tenacity earned him a spot in the US



Army Special Forces. He found he not only excelled at covert operations, but truly enjoyed the thrill and danger.

Kee eventually left the service and returned home. He found that his father, a tribal police chief, was killed by a drunken white man in an altercation near the edge of the reservation. His mother informed him the tribal police had not even been allowed to arrest the killer due to lack of jurisdiction over non-Indians. State and federal police were unable to locate the killer, the son of a local mining magnate. Kee, far from impressed with the dedication they showed in finding the rich white man who had murdered his father, decided to handle it himself. He tracked, located, terrorized, and eventually butchered the man, leaving his body for the animals. He then left the reservation again and disappeared into the covert operations community.

After a few years of pulling black ops for various intelligence agencies, Kee's work drew the attention of the Valhalla Project, a secret human enhancement program aimed at creating a new breed of soldier. Kee was subjected to various gene therapy treatments, injections, and psychological conditioning, turning him into the perfect warrior and assassin, and sent on numerous missions that would have been suicide for a normal soldier. Then, after a politically dicey operation, he was declared KIA and a clean-up team was sent to make this fiction a reality. Kee eliminated them and sent their ID tags back to Valhalla as an undeniable warning. When his former bosses refused to back off, he killed them, too. Now operating as Warchild, Kee takes mercenary contracts, undermines covert operations that offend his sensibilities, occasionally targets criminals and businesses that victimize native peoples, and generally acts as a mix of paid killer and ruthless revolutionary.

Personality:

Clay Kee is a warrior, hunter, and soldier of fortune. He follows the path he does for two reasons: resentment for his treatment as both a soldier and a Native American, and his love for the challenge of conflict and the thrill of the hunt. He is not an evil man, but is far too ruthless to really be a good guy. Not that he kills lightly; he knows exactly what it means to take a life, he is just usually okay with doing so. He used to be loyal to the United States despite his people's history with the country, but now he feels only apathy towards a nation he believes fully turned his back on him.

Buried underneath Warchild's wry cynicism and cold anger is the heart of a radical idealist. This is largely his mother's influence, though his methods differ from her peaceful activism. He has battled those who would harm old friends, neglect veterans, impoverish native peoples, and other such groups. He does not care who is on the other side; he will take on government officials and superhumans just as easily as crime syndicates and terrorists. Past tragedies and other issues make these forays into near-heroics uncertain, and at times he will simply take jobs that provide thrilling risks and substantial rewards.

The reason for these conflicting methods is simple: Warchild is a man at war with himself. While he wants to change the world and fight oppression, something eventually happens to make him believe those are foolish goals. However, after some purely mercenary jobs, he begins to feel the guilt of letting corruption prosper.

So he vacillates between vengeful warrior and soldier of fortune.

Powers & Abilities:

Warchild's physical abilities are augmented to low-superhuman levels. He has accelerated reflexes, information processing capabilities, and reaction times, enhanced strength and endurance, and can rapidly heal from even serious injuries. In addition to his powers, Warchild is a skilled combatant and tracker with extensive experience in infiltration and covert operations.

Warchild uses an array of conventional weapons, usually carrying a tomahawk, customized pistol and submachine gun, and several knives. However, he packs any ordinance needed, and is rarely encountered without a small arsenal at his disposal. These include customized firearms, bows, swords, staves, martial arts weapons like nunchaku and sai, and high explosives.

Nemesis Option:

Warchild makes a great antagonist, rival, or even occasional ally for military-themed heroes. Heroes in the Special Forces might know him from the service, either as an ally or enemy. Warchild is a good foil for Native American heroes, especially those who are concerned with helping their people utilizing more idealistic or lawful methods. Heroes looking to stage a desperate war against corrupt shadow governments or crime syndicates might count Warchild as an ally, but they are also likely to later meet him as an enemy once conditions have changed.

Tricks & Tactics:

Warchild's tactical expertise, combined with his physical abilities, make him a dangerous foe. He can easily shift from ambush and stealth to full frontal assault as the situation requires. He tailors his weapons and gear to the situation, selecting additional Equipment based on what he knows about his opponents and targets. For example, he might bring high explosives [Ranged Burst Area Damage 10, 30 EP] if expecting to encounter a foe with a high Toughness, or a customized Sniper Rifle [Ranged Damage 5, Extended Range, Improved Critical, Targeting Scope, Sound Suppressor, 14 EP] to deal with a psychic or mystic from beyond Perception distance. GMs should tailor Warchild's equipment to each encounter with heroes to showcase how quickly he adapts to new situations and to keep things fresh. He is also fond of using Improved Disarm or Weapon Bind to take away an opponent's weapon so he can use it himself.

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
5	5	8	5	12	1	3	2

Powers

Enhanced Athleticism: Enhanced Advantages 2 (Skill Mastery 2 (Acrobatics, Athletics)), Leaping 1 (15 ft.), Movement 2 (Sure-footed, Trackless (Visual))

Enhanced Endurance: Enhanced Advantages 2 (Extraordinary Effort, Great Endurance), Enhanced Defense 4 (Fortitude 4); Immunity 12 (Aging, Life Support, Sleep), Limited to half effect; Regeneration 2

Enhanced Reaction Time: Enhanced Advantages 7 (Close Attack 2, Evasion, Improved Initiative 2, Instant Up, Uncanny Dodge), Enhanced Defense 4 (Dodge 2, Parry 2), Quickness 1, Speed 2 (8 MPH)

Equipment

Carbon Steel Tomahawk (Battleaxe), Commlink, Customized .45 Pistol (Heavy Pistol, Laser Sight, Targeting Scope), Customized Motorcycle, Knife, Leather Armor, Silenced SMG (Laser Sight, Submachine gun, Suppressor), 40 points in other weapons and gear

Advantages

Accurate Attack, Agile Feint, All-out Attack, *Close Attack 2*, Defensive Attack, Defensive Roll 2, Equipment 18, *Evasion*, *Extraordinary Effort*, *Great Endurance*, Improved Defense, Improved Disarm, *Improved Initiative 2*, Improved Trip, *Instant Up*, Languages 4 (Apache, Arabic, English, Lakota, Spanish; Navajo is native), Move-by Action, Power Attack, Precise Attack (All) 4, Ranged Attack 7, Set-up, *Skill Mastery 2 (Acrobatics, Athletics)*, Takedown 2, *Uncanny Dodge*, Weapon Bind

Customized Motorcycle PL4

Strength: 2, Defense: 0, Toughness: 9, Size: Medium
Features: Caltrops, Hidden Compartments, Navigation System, Oil Slick
Powers: Speed 6 (120 MPH)
Power Points: Abilities 2 Powers 6 Features 4 Defenses 4 Total 16

DEFENSE

DODGE	INIT	PARRY
14	+16	14
FORT	WILL	TOUGH
12	10	8/6*

*without Defensive Roll

OFFENSE

Carbon Steel	
Tomahawk +14	Close, Damage 8
Customized .45 +18	Ranged, Damage 4
Knife +16	Close, Damage 6; crit. 19-20
Silenced SMG +18	Ranged, Damage 4; Multiattack
Unarmed +16	Close, Damage 5

Skills

Acrobatics 5 (+13)
Athletics 6 (+11)
Close Combat: Knives 2 (+14)
Close Combat: Unarmed 2 (+14)
Deception 6 (+8)
Expertise: Military 6 (+7)
Expertise: Tactics 6 (+7)
Insight 3 (+6)
Intimidation 4 (+6)
Investigation 2 (+3)
Perception 8 (+11)
Ranged Combat: Guns 4 (+9)
Sleight of Hand 3 (+8)
Stealth 5 (+13)
Technology 1 (+2)
Vehicles 3 (+8)

Complications

Ends Justifies the Means: Warchild believes in results, and is not above killing, threatening innocents, or committing various criminal acts if it helps him reach his goals.

Fighting the Man: Warchild has seen his fellow veterans mistreated and forgotten, his people marginalized and abused, and criminals and corrupt businessmen take advantage of the weak. He is driven to fight back against these forces to secure what he feels is justice.

H7712D-HLF99837

WHITE ROOM

Organization Name:
White Room

Organization Type:
Shadow Government Operations Group

Interests:

Maintaining world stability, protecting and collecting state secrets, rooting out insurgents and traitors, overseeing the use and misuse of psionic abilities in espionage and geopolitics

Leader:

Mr. Ulysses, director and founder



1223433223558783
903331-890-3-000

DESIGNATION:

RENEGADE

Profile:

I wish there was more to say in this agency's profile, especially since it's clear White Room employs numerous metahumans of varying power levels. However, it is the nature of a super-secret cabal of psychics, telepaths, and mind readers that it's very hard to collect, keep, and verify any solid information on them. I will say, based on my brief encounter with the man known as Mr. Ulysses, that I don't believe this group poses a grave threat to civilians; I'm less confident that White Room couldn't become a major hazard for various metahumans or institutions that employ or utilize them. Further monitoring is suggested.

WHITE ROOM

This issue of *Rogues, Rivals, and Renegades* focuses not on individual villains—or even supervillain groups—but on an organization. This entry details the organization and its history; interesting or significant characters attached to these organizations are also detailed, as well as “trade secrets” of the organization that GMs can use as fodder for adventures involving these groups.

Like the villains in this series, these organizations are divided up into three categories: **Rogues** are those villainous or corrupt entities that hire supervillains, skirt laws, release dangerous products, and generally act like supervillains whose powers are money and

manpower; **Rivals** are well-meaning and often helpful groups, but ones whose agendas sometimes clash with PCs on ideological or practical levels; **Renegades** are somewhere in between, often opportunistic and greedy but generally not out to hurt people. The subject of this entry, White Room, is a renegade operation—not exactly good guys, but not true villains, either.

The focus here is on the intelligence community and a covert government agency active in the world. So without further ado, come delve into the shadowy world of spies, superspies, and conspiracies and enter White Room.

META Report

Organization Name: White Room

Organization Type: Shadow Government

Operations Group: Renegade

Interests: Maintaining world stability, protecting and collecting state secrets, rooting out insurgents and traitors, overseeing the use and misuse of psionic abilities in espionage and geopolitics

Leader: Mr. Ulysses, director and founder

Motto: “We Chase the Shadows”

Profile:

I wish there was more to say in this agency's profile, especially since it's clear White Room employs numerous metahumans of varying power levels. However, it is the nature of a super-secret cabal of psychics, telepaths, and mind readers that it's very hard to collect, keep, and verify any solid information on them. I will say, based on my brief encounter with the man known as Mr. Ulysess, that I don't believe this group poses a grave threat to civilians; I'm less confident that White Room couldn't become a major hazard for various metahumans or institutions that employ or utilize them. Further monitoring is suggested.

—Agent Joseph Tama,
Psionic Operations Analysis

Organizational Outline

White Room is a small, but potent, covert government agency. Not existing on any official budgets or records, it has no offices, government oversight, and seems to lack even a physical base of operations. Instead, operatives meet in a secure corner of astral space, in a psy-

chic construct appearing as a vast white room. The specific details of this room change with each visit, though its black curtains and the occasional sound of distant trains is a constant.

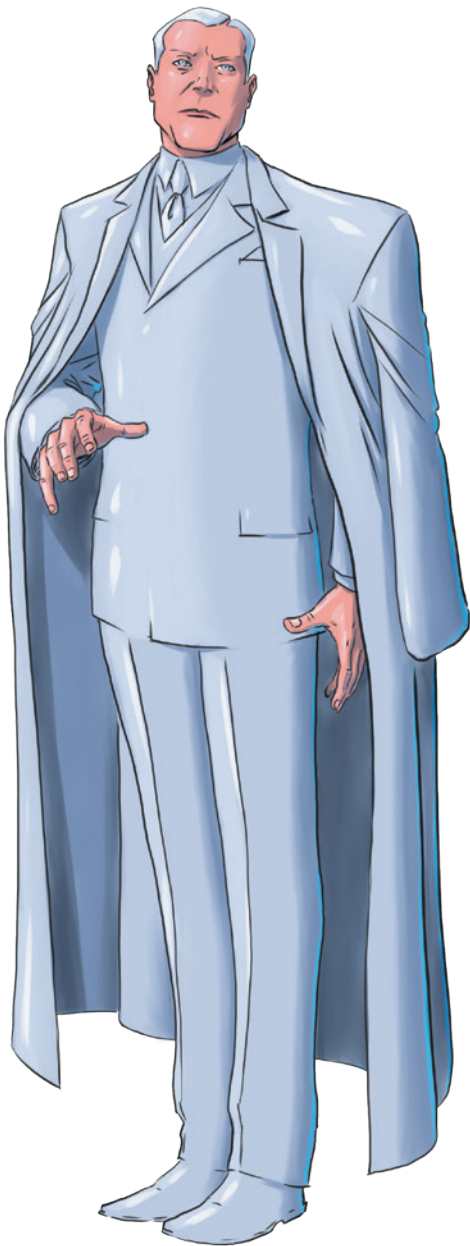
The existence and construction of the organization's psychic headquarters reveals two things. One, the agency has access to incredibly powerful psychics able to shape and close off astral space. Two, Mr. Ulysses, the director of White Room since its inception, is a Cream fan. Other than his taste in music, little is known about Ulysses. He is only ever encountered in astral space,

BY ANOTHER STATION

The default setup for White Room is as a covert US or UK operation, but readers may note this is never explicitly stated, and no elements of the organization require it to be based in either of these countries; there's really nothing in the agency's profile or purpose that requires this to be the case. GMs can move White Room to France, Germany, China, or any other country that takes a regular and serious interest in world intelligence and political situations—which is to say, most nations. White Room might work for parties on the UN Security Council, those highly placed in the European Union, or perhaps Mr. Ulysses works for no one, operating only as he sees fit. For GMs interested in an unconventional approach, White Room could even be working for nations usually seen as Third World or minor players in world politics. In this case, perhaps this nation has developed psychic agents well beyond those of richer, more physically minded countries, and seeks to protect and control its chief intelligence assets; there are a lot of options. Well, except the Cream thing... that's a constant.

where he appears to be a physically fit but nondescript middle-aged man who dresses in simple, well-tailored suits; whether this is his true appearance in the real world is unknown.

Mr. Ulysses rarely contacts agents in any other fashion; the only exception is his chief agent and enforcer Ms. Disraeli, aka Ms. D, whose anti-psychic abilities necessitate real-world communications. Ms. D may be the only person alive who has ever met Mr. Ulysses in person, and even she usually speaks with him via a secured



Mr. Ulysses PL11

STR 1 STA 1 AGL 0 DEX 1 FGT 5 INT 5 AWE 8 PRE 5

Powers: **Astral Projection:** Remote Sensing 18 (Visual, Aural, and Mental), Side Effect 2 (Physical body is defenseless and immobile); **Mental Detection:** Senses 5 (Accurate, Acute, Ranged Detect Minds), **Mental Powers Array:** **Mental Blast:** Perception-ranged Damage 11, Resisted by Will; AE: **Mind Blast:** Perception-ranged Perception Area Damage 9, resisted by Will; AE: **Mind Control:** Perception-ranged Cumulative Affliction 11 (Resisted by Will; Dazed, Compelled, Controlled); AE: **Mind Probe:** Mind Reading 11, Cumulative, Effortless, Subtle; **Psychic Shields:** Immunity 10 (Mental Powers), Limited to half effect), **Telepathy:** Mental Communication 4, Rapid, Subtle 2

Advantages: Assessment, Benefit 9 (Cipher, Security Clearance (Various Government Agencies), Millionaire), Daze (Deception), Eidetic Memory, Favored Environment (Astral Space), Favored Foe (Psionics), Hide in Plain Sight, Languages 4 (Arabic, English, Farsi, French, German, Mandarin Chinese, Russian, Spanish), Leadership, Skill Mastery 2 (Deception, Expertise: Spy), Well-informed.

Skills: Athletics 2 (+3), Close Combat: Unarmed 3 (+8), Expertise: Politics 5 (+10), Expertise: Popular Culture 4 (+9), Expertise: Psionics 13 (+18), Expertise: Spy 13 (+18), Insight 7 (+15), Intimidation 3 (+8), Investigation 5 (+10), Perception 7 (+15), Persuasion 3 (+8), Ranged Combat: Guns 7 (+8), Stealth 5 (+5), Technology 3 (+8), Treatment 1 (+6), Vehicles 1 (+2).

Offense: Init +0, Mental Blast—(Perception-ranged, Damage 11 (DC Will 26)), Mind Blast—(Perception-Ranged, Perception Area Damage 9 (DC Will 24)), Mind Control—(Perception-ranged, Cumulative Affliction 11 (DC Will 21))

Defense: Dodge 11, Parry 11, Fort 6, Tou 1, Will 16.

Complications: **Motivation:** **Responsibility:** Mr. Ulysses is tasked with maintaining order and removing threats to national security and public safety. He is unwavering in his mission and uncompromising in his methods. **So Many Secrets:** Mr. Ulysses' true identity and background are shrouded in secrecy. He will go to great lengths to protect his past, believing that if rivals or enemies discover who he is, or was, this would leave both him and his operatives vulnerable.

Totals: Abilities 52 + Powers 113 + Advantages 23 + Skills 41 + Defenses 30 = 259

Ms. D PL9

STR 3 STA 3 AGL 4 DEX 4 FGT 8 INT 2 AWE 4 PRE 0

Powers: Easily Overlooked: Feature 2 (+10 bonus to being overlooked or forgotten in a crowd); **Null Psionic Field:** Immunity 20 (Mental and Psionic Powers), Reflect; **Psychic Shadow:** Concealment 2 (Mental/Psionic-based senses); **Sense Psionics:** Senses 6 (Acute, Ranged, Tracking 2 Detect Psionic/Mental Powers)

Equipment: Cell Phone (Smartphone), Commlink, Handcuffs, Silenced Pistol (Heavy Pistol, Laser Sight, Stun Ammo, Suppressor), Silenced Sniper Rifle (Sniper Rifle, Stun Ammo, Suppressor, Targeting Scope), 25 points of other Equipment and Weapons as needed

Advantages: Accurate Attack, All-out Attack, Assessment, Benefit 4 (Cipher 2, Security Clearance (Various Government Agencies)), Chokehold, Defensive Attack, Defensive Roll 3, Equipment 11, Favored Foe (Psionics), Fearless, Hide in Plain Sight, Improved Defense, Improved Disarm, Improved Grab, Improved Initiative, Improved Trip, Improvised Weapon, Jack-of-all-trades, Languages 4 (Arabic, English, French, German, Korean, Mandarin Chinese, Persian, Russian, Spanish), Power Attack, Precise Attack (Close, Concealment), Quick Draw, Ranged Attack 6, Takedown, Weapon Bind.

Skills: Acrobatics 2 (+6), Athletics 3 (+6), Close Combat: Unarmed 7 (+15), Deception 4 (+4), Expertise: Spy 8 (+10), Insight 2 (+6), Intimidation 2 (+2), Investigation 4 (+6), Perception 6 (+10), Ranged Combat: Guns 2 (+6), Stealth 8 (+12), Technology 2 (+4), Treatment 2 (+4), Vehicles 4 (+8).

Offense: Init +8, Silenced Pistol +14 (Ranged, Damage 4), Silenced Sniper Rifle +12 (Ranged, Damage 5), Unarmed +15 (Close, Damage 3)

Defense: Dodge 12, Parry 12, Fort 8, Tou 6/3*, Will 10
*without Defensive Roll

Totals: Abilities 56 + Powers 52 + Advantages 48 + Skills 28 + Defenses 23 = 207

metahuman powers, and talented civilians they have recruited and trained. The agency favors subtlety over raw power, often passing up potential recruits with powerful but flashy abilities for technically weaker operatives who can hone their limited abilities into effective, undetectable weapons.

White Room's agency is as mysterious and murky as its origins. They are interested in keeping metahuman pow-



telephone line. Ms. D is physically striking, but strangely forgettable despite this—a likely side effect of her metahuman abilities.

Operatives for White Room are gifted metahumans whose powers all seem to be psionic in nature. The organization employs a mix of experienced intelligence and military personnel who have somehow acquired

ers and other destabilizing influences out of the hands of extremists and rival groups and governments. White Room is particularly concerned with powerful psychics and psionic individuals operating in the private sector, either as costumed metahumans or in secret. Such people are not only potential ticking time bombs of chaos and instability, they are also a threat to White Room itself. White Room is not above using its own operatives to control others. In fact, causing individuals to forget encounters with the group is one of its favorite tactics.

Trade Secrets

White Room often seeks to recruit young mutants and other metahumans with psionic powers. They treat their operatives well and offer excellent training, but life in the shadows of the intelligence community is dangerous and often treacherous or psychologically damaging. Would heroic PCs encountering a young, out-of-control psionic allow White Room to take charge of such an individual? Or would they risk a battle with such a resourceful and dangerous foe?

As a group of psychic spies, White Room lacks the raw power of some organizations. Their numbers are small, and every operative is valuable. This means that when in conflict with others, they do not play anything resembling fair. They will use their abilities to distract, destabilize, and even destroy those who attack them. Those seeking to take on White Room have to ask themselves, “Am I ready to play their game of lies, secrets, and control?”

Whatever process White Room uses to create a secure astral construct has yet to be duplicated. While structures have been created in astral space before, they are usually temporary, obvious, or lack security. By contrast, the White Room construct is a psychic fortress hidden deep in astral space which seems accessible only by the invitation of Mr. Ulysses or via one of the group’s agents escorting individuals. What would various villain and intelligence groups do to secure the secrets of the White Room?

THE WHITE ROOM

Existing only in astral space, the White Room serves as the headquarters for the group. It does not have the standard statistics of a normal headquarters, lacking traditional size and toughness statistics. Instead it functions as a malleable construct hidden in another dimension that is typically only accessible by psychics and mystics.

Those seeking to locate and breach the White Room have their work cut out for them. Locating the construct requires a very difficult—DC 30 or possibly higher—test using an appropriate skill or power such as Investigation or Mind Reading. However, this can only be attempted by individuals with psionic powers or who can somehow access astral space. If the White Room is located, breaching it is another matter. Doing so requires breaking through or bypassing the construct’s outer structure, another very difficult task—again, DC 30 or higher—using skills or powers that would let the character either break or infiltrate the construct.

All of this assumes that Mr. Ulysses and his operatives will just let this happen, of course; any hint of discovery or assault will result in operatives being called to the White Room to defend it. Also, efforts will be made to move the room and, if necessary, eliminate the invaders.

Rogue Companies, Rival Agencies, and Renegade Operations

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VULCAN ENERGY

Org Type: Multinational Energy Company

Interests: Energy production, mining, chemical research, popular and news media

Leader: Titus Tate, CEO



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ROGUE

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SAITO SOLUTIONS

Org Type: Technology Research and Development Firm

Interests: Biotech, prosthetics, mechanical human augmentation, nonlethal armaments

Leader: Hisao Saito, Owner and CEO; Rebecca Saito-Wong, Research and Operations Lead



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903331-890-3-000

RIVAL

H7712D-HLF99837

LITTLE SISTER

Org Type: Hackers and techno-anarchists

Interests: Information liberation, hacktivism, cyber-vigilantism

Leader: None officially, though many outsiders view Miss Rule as their de facto leader.



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RENEGADE

This issue of *Rogues, Rivals, and Renegades* focuses not on individual villains—or even supervillain groups—but on larger institutions and organizations: companies, corporations, and organizations whose method of operation can cause trouble for superheroes. Each entry for an organization details their operation and history; interesting or significant characters attached to these organizations are also detailed, as well as one or two “trade secrets” of the organization GMs can use as fodder for adventures involving these groups.



VULCAN ENERGY

Vulcan Energy

META Report

Organization Name: Vulcan Energy

Organization Type: Multinational Energy Company

Interests: Energy production, mining, chemical research, popular and news media

Leader: Titus Tate, CEO

Designation: Rogue

Motto:

“With the Fire of Innovation”

Profile:

Enclosed is the organizational profile of Vulcan Energy for attachment to the Rayzer file. I looked into accusations that VE's reports and accusations don't match up to other evidence. I even met with their CEO, Titus Tate. I found Mr. Tate to be very helpful and open about his company's dealings, and after spending some time with him, I believe he and his company have been unfairly maligned by these accusations.

—Agent Holly Deveraux

Note: Agent Deveraux has since been removed from her position for conflicts of interest. Please assign another agent to redo this profile.

Like the villains in this series, these organizations are divided up into three categories: **Rogues** are those villainous or corrupt entities that hire supervillains, skirt laws, release dangerous products, and generally act like supervillains whose powers are money and manpower; **Rivals** are well-meaning and often helpful groups, but ones whose agendas sometimes clash with PCs on ideological or practical levels; **Renegades** are somewhere in between, often opportunistic and greedy but generally not out to hurt people.

Organizational Outline:

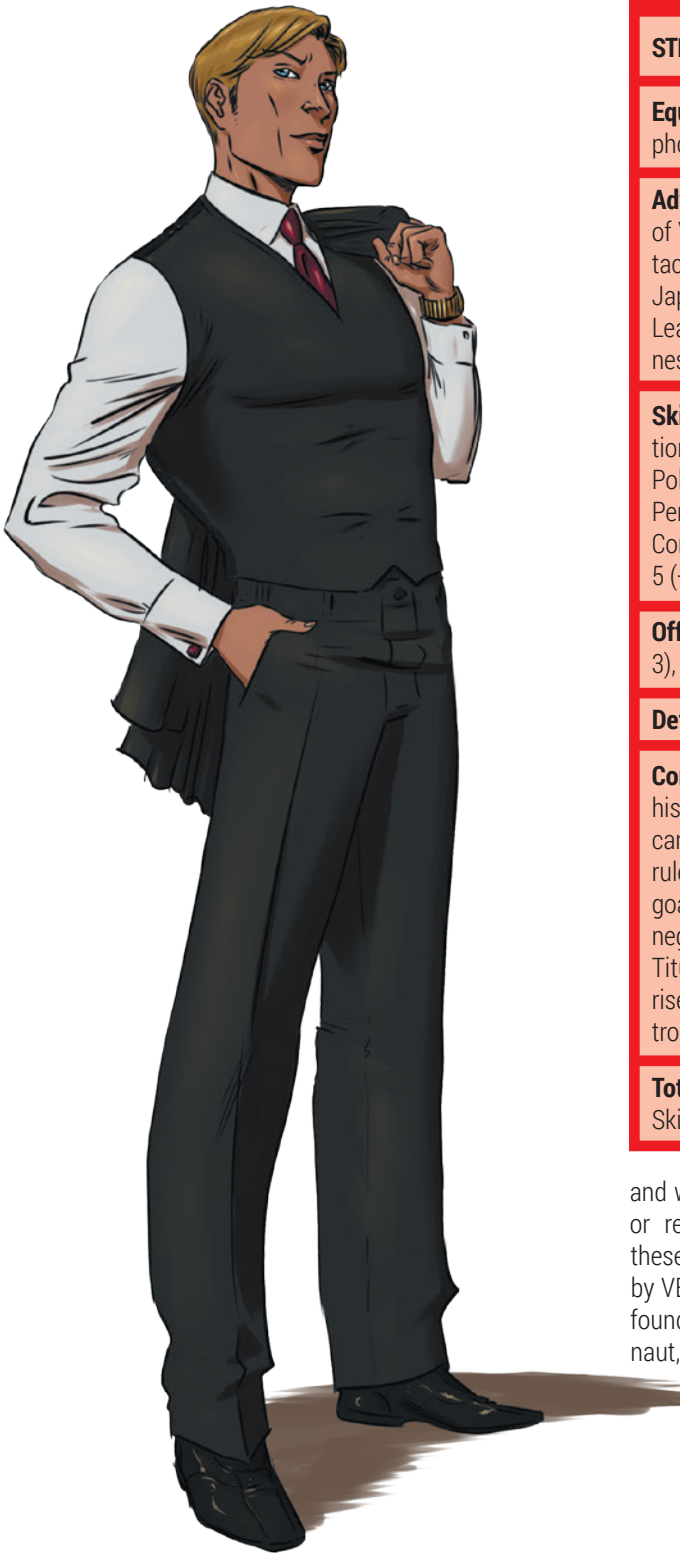
Vulcan Energy is a well-known multinational conglomerate primarily focused on energy production, fossil fuel mining and refinement, and chemical research. The company has offices in Europe, Africa, Asia, and the Americas, and operates various refineries, power plants, and mining operations worldwide. They also own a variety of other companies, including several media outlets. Recently, the company has poured billions into geothermic energy research, attempting to harvest the power of the planet itself; to date, practical applications remain experimental, but corporate press releases promise exciting developments soon.

The company is led by CEO Titus Tate, along with a board of directors who are well-shielded from both government and media scrutiny. Handsome, wealthy, and with a fondness for high-profile charities, dating celebrities, East Asian martial arts, and mountain-climbing, Tate puts on a charming, rugged face for Vulcan Energy. Titus Tate's image as a brilliant businessman not afraid to tackle problems head on has helped VE weather various controversies and crisis.

Trade Secrets:

Covertly cutting corners and ignoring safety standards, Vulcan Energy's geothermic research has destabilized fault lines near one of its island research facilities. The quake causes massive damage on land and creates a tsunami that threatens the mainland. Could a group of heroic PCs help repair or reduce the devastation? Despite their money and connections, could some intrepid investigator find evidence holding the company accountable?

VE's operations often ignore environmental standards, polluting local water supplies, damaging marine habitats, and causing other damage to local populations



Titus Tate PL 5

STR 1 STA 2 AGL 0 DEX 1 FGT 5 INT 3 AWE 1 PRE 3

Equipment: Light Pistol, Undercover Shirt, Smartphone

Advantages: Attractive, Benefit 8 (Billionaire, CEO of Vulcan Energy), Close Attack 2, Connected, Contacts, Equipment 2, Languages 3 (Arabic, Greek, Japanese, Mandarin Chinese; English is native), Leadership, Luck 2, Skill Mastery (Expertise: Business), Teamwork

Skills: Acrobatics 2 (+2), Athletics 5 (+6), Deception 9 (+12), Expertise: Business 9 (+12), Expertise: Politics 3 (+6), Insight 3 (+4), Investigation 3 (+6), Perception 5 (+6), Persuasion 7 (+10), Ranged Combat: Guns 4 (+5), Technology 3 (+6), Vehicles 5 (+6)

Offense: Init +0, Light Pistol +5 (Ranged, Damage 3), Unarmed +7 (Close, Damage 1)

Defense: Dodge 5, Parry 5, Fort 4, Tou 4, Will 6

Complications: Power Lust: Titus desires to grow his and Vulcan's power and influence as far as he can push it. He is not particularly concerned with rules, laws, or ethics that get in the way of these goals, though he is very conscious of the damage negative PR and public opinion can do. **Secrets:** Titus has a lot of skeletons he has collected on his rise to power, including a few actual skeletons of troublemakers he has made "disappear".

Totals: Abilities 32 + Powers 0 + Advantages 23 + Skills 29 + Defenses 12 = 96

and wildlife. This is particularly common in third world or remote locations. Anyone attempting to expose these operations is labeled an ecoterrorist or extremist by VE's public relations and media arms. Can a way be found to reveal VE's crimes and defeat their PR juggernaut, exposing them to the world?



Saito Solutions

META Report

Organization Name: Saito Solutions

Organization Type: Technology Research and Development Firm

Interests: Biotech, prosthetics, mechanical human augmentation, nonlethal armaments

Leader: Hisao Saito, Owner and CEO; Rebecca Saito-Wong, Research and Operations Lead

Designation: Rival

Motto:

“Safeguarding the Present for a Better Future”

Profile:

While updating our files on the Challengers, I took the liberty of including an overview of Saito Solutions, the technology firm that created the armor used by Safeguard, one of their members. Hisao-san and his company have done some excellent work, though note my comments about stolen technology (see attached file, Backfire). Still, I place Saito Solutions firmly in the “good guy” category, and we might consider contracting with them to upgrade our metahuman containment and subdual technologies.

—Agent Raphael Smith

Organizational Outline:

Based out of Beacon City, Saito Solutions was created by Japanese-American scientist and businessman Hisao Saito to provide nonlethal armaments and protections for law enforcement, rescue workers, and security personnel. From the company's initial development of advanced body armor and high-tech tasers, Saito Solutions has branched out and expanded to developing everything from advanced emergency medical treatments to full-body exo-suits designed for use by emergency and rescue services. The company even has its own resident superhero—Safeguard, aka Leon Wong. A long-

time family friend, decorated veteran, and experienced firefighter, Wong's Safeguard persona is the heroic face of the company, more well known than Hisao or his daughter Rebecca—who Wong recently married. In addition to their corporate interests, Hisao, Rebecca, and Leon are all involved with the Thomas Foundation, a charitable organization named for Hisao's departed son.

The company is generally law-abiding and has an excellent safety record, though its technological advancements have fallen into the wrong hands in the past. The most infamous of these examples involves a former employee, and serial arsonist, John Peter Sweatt—also known as Backfire. Stealing and adapting the prototype S-7 Smokejumper power armor, designed for use in combatting forest and oil fires, Backfire has become one of the world's top saboteurs and enemy of both Saito and Safeguard. Hisao in particular regards Sweatt's actions as a personal affront to his company's good name, and has placed a large reward for his capture and the return of Saito's stolen technology.

Trade Secrets:

Some military contractors and private security firms seek to steal Saito technology for their own use. Unlike Saito Solutions, which refuses to deal in lethal armaments and weapons of mass destruction, these forces seek to reverse engineer various medical and protective technologies for military use. Could a group of intrepid heroes aid the company in protecting their assets? Or perhaps a PC with strong ties to the military could be manipulated into defending these other organizations if Saito and Safeguard come knocking.

SAFEGUARD AND THE CHALLENGERS

GMs seeking to use Safeguard in their games alongside Saito Solutions can find him in *Elements of Ruin—The Challengers*, a free download from Vigilance Press available at Drivethrurpg.com and Rpgnow.com. Those without access to this document can use any suitable Battlesuit archetype, replacing any lethal or military-themed armaments with non-lethal equivalents. Leon Wong, the man behind the armor, is an experienced soldier and rescue worker.

Backfire PL 10

STR 8/2 STA 2 AGL 1 DEX 4 FGT 5 INT 2 AWE 1 PRE 1

Powers: **Modified S-7 Smokejumper Armor** (Removable); **Environmental Shielding:** Immunity 14 (Fire Effects, Environmental Heat, Environmental Cold, Suffocation (All)); **Jet Boosters:** Flight 6 (120 MPH), AE: Leaping 6 (500 feet); **Pilot Physical Augmentation System:** Enhanced Strength 6, Enhanced Defense 6 (Fortitude +6), Enhanced Advantages 11 (Close Attack 5, Improved Initiative, Ranged Attack 5); **Protective Exo-Shell:** Protection 8, Impervious; **Weapons Systems Array** (30 points): **Explosive Charges:** Ranged Burst Area Damage 10, AE: **Flamethrower:** Cone Area Damage 10, Secondary Effect, AE: **Retardant Capsules:** Ranged Cloud Area Affliction 10 (Resisted by Fortitude; Fatigued, Exhausted, Incapacitated), AE: **Shoulder Cannons:** Ranged Damage 8, Accurate, Multiattack, Penetrating 5, Split, AE: **Vibro-Cutters** Damage 8, Accurate, Affects Insubstantial, Multiattack, Penetrating 8, Enhanced Advantages 3 (Improved Critical 2, Weapon Break)

Advantages: Accurate Attack, Close Attack 5, Defensive Attack, Improved Initiative, Move-by Action, Power Attack, Ranged Attack 5, Skill Mastery (Expertise: Arsonist)

Skills: Athletics 2 (+10), Close Combat: Vibro-Cutters 2 (+7), Expertise: Arsonist 10 (+12), Expertise: Engineering 6 (+8), Intimidation 7 (+8), Perception 5 (+6), Stealth 3 (+4), Technology 6 (+8), Treatment 6 (+8), Vehicles 2 (+6)

Offense: Init +5, Explosive Charges— (Ranged, Burst Area Damage 10), Flamethrower— (Close, Cone Area Damage 10), Retardant Capsules— (Ranged, Cloud Area Affliction 10 (DC Fort 20)), Shoulder Cannons +11 (Ranged, Damage 8; Multiattack), Unarmed +10 (Close, Damage 8), Vibro-Cutters +12 (Close, Damage 8; Multiattack)

Defense: Dodge 10, Parry 10, Fort 12/6, Tou 10, Will 8

Complications: **Serial Arsonist:** Backfire starts fires and destroys property and lives because it excites him. Even though he charges dearly for his work, his true payment is watching things burn.

Totals: Abilities 36 + Powers 85 + Advantages 5 + Skills 25 + Defenses 25 = 176





Little Sister

META Report

Organization Name: Little Sister

Organization Type: Hackers and techno-anarchists

Interests: Information liberation, hacktivism, cyber-vigilantism

Leader: None officially, though many outsiders view Miss Rule as their de facto leader.

Designation: Renegade

Motto:

“We’re Watching You, We Know What You Did, and We’re Gonna Tell!”

Profile:

Attached is our report on the group known as Little Sister compiled after their cyber-attack on our files last week. We’re still trying to assess what data they accessed, though our experts assure us the damage seems to be minimal. However, given the group’s history of targeting superhumans, we should prepare for more such attacks in the future and consider moving some of our more sensitive data offline.

—Horatio Keller, Director of Information Technologies

Organizational Outline:

An obvious reference to the concept of government agencies and big corporations acting as “Big Brother” to the public, the hacker group known as Little Sister is becoming notorious for their acts of internet whistleblowing and vigilantism. Made up of anonymous

hackers, neo-anarchists, conspiracy buffs, and other such individuals, the group claims no larger organizational structure or overall agenda beyond exposing secrets and uncovering scandals and corruption among the powerful. While the group has no official leader, its most well-known and vocal member is Miss Rule, a hacker recognized mostly by her symbol: a cartoon image of a smirking little girl encircled by the phrase, “Just so everything is clear, it’s you we’re laughing at.” The media often uses this as a symbol for the group as a whole.

While the group’s goals are laudable in many ways, they have their problems. First of all, many of the members see superheroes as “tools of the system” and delight in exposing the secret identities and personal information of any costumed superhuman they disapprove of. Also, the vast majority of Little Sister’s members are enthusiastic amateur sleuths and rabble-rousers, not professional or trained investigators; there have been incidents involving “bad guys” getting targeted, harassed, and harmed through the group’s actions, only to discover they were targeting an unjustly accused innocent. These mistakes mean most law enforcement and superhero groups are skeptical and critical of the group’s claims. This approach of “maybe trust but definitely verify” annoys some of Little Sister’s more impatient members.

Trade Secrets:

Little Sister has a secret database of all the information—confirmed and otherwise—its members have collected about various costumed heroes and villains. Secret Identities, known associates, suspected vulnerabilities, and other sensitive information is documented, organized, and stored in the darkest corners of the Internet, guarded by the best encryption and security possible. What does the group know about the heroes? What happens if that information falls into the wrong hands, or is released to the public?

While most of Little Sisters members either mean well or are simply troublemakers who enjoy bucking the system, some isolated members are sadistic and dangerous. These members will often engage in devastating campaigns of harassment and cyber-bullying, confident their peers will ignore, if not always condone, their excessive and abusive actions. The worst of these are a loose cabal within the group known as The Headless Horsemen, a reference both to their revenge-motivated actions, desire to terrorize, and their lack of an appoint-

ed leader. Motivated by sadistic glee and the desire to spread chaos, what sorts of harm can they cause and who can stop them?



Miss Rule PL 5

STR 0 **STA** 0 **AGL** 0 **DEX** 1 **FGT** 1 **INT** 5 **AWK** 1 **PRE** 2

Powers: Latent **Technopath:** Comprehend Machines/Electronics 2, Uncontrolled

Equipment: Computer, Smartphone, Stun Gun, Toolkit

Advantages: Benefit 4 (Cipher 2, Independently Wealthy), Connected, Contacts, Eidetic Memory, Equipment 2, Languages 2 (Assorted Programming Languages, Binary, English), Skill Mastery 2 (Expertise: Computers, Expertise: Hacking), Ultimate Hacking, Well-informed

Skills: Deception 4 (+6), Expertise: Computers 8 (+13), Expertise: Current Events 1 (+6), Expertise: Hacking 10 (+15), Insight 1 (+2), Intimidation 2 (+4), Investigation 3 (+8), Perception 3 (+4), Technology 4 (+9)

Offense: Init +0, Stun Gun +1 (Close, Affliction 5 ((DC Fort 15)), Unarmed +1 (Close, Damage 0)

Defense: Dodge 6, Parry 6, Fort 3, Tou 0, Will 7

Complications: Latent **Technopath:** Miss Rule has undeveloped mutant abilities based on controlling and communicating with machinery and electronics. These occasionally give her flashes of insight when using computers and other devices (represented by Skill Mastery and Ultimate Effort), but she also gets migraines and suffers mood swings around technological disruptions and malfunctions. She is unaware of her latent abilities. **Rebellion:** Miss Rule is primarily concerned with shaking up the system and revealing abuses of power. On a lesser level, she also desires recognition for these actions.

Totals: Abilities 20 + Powers 2 + Advantages 15 + Skills 18 + Defenses 20 = 75

Special META Report: Enhanced Animals

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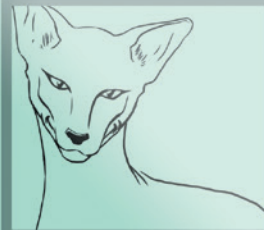
MALEDETTA

Name: Maledetta
Alias: Schadenfreude's Cat, Gato Maldito, "Hey, You! Stop That!"

META
Rating:

Black8

FF990 - 3276T0AZ



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ROGUE

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ERYMAN

Name: Eryman
Alias: Cy-Boar, Subject Z-27, The Beacon Forest Beast, and many others

META
Rating:

Blue10

FF990 - 3276T0AZ



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RENEGADE

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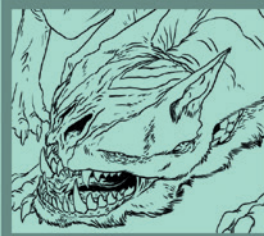
BESTIA

Name: Bestia
Alias: Bestia

META
Rating:

Red11

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RIVAL

SPECIAL META REPORT: ENHANCED ANIMALS

Profile:

Attached are the first profiles for our new Department of Enhanced Non-humanoids (DEN). I admit I still feel this is generally a waste of resources. While I recognize some non-humanoid cryptids and meta-animals can pose a physical threat to civilians and local authorities, they're still basically animals. I understand helping patch up a talking pooch or studying a super-powered cat is great for PR, but I'm more than a bit concerned we'll become a joke with other agencies if we devote too many resources to something with such minimal real impact.

—Agent Bernard Trinkle

Update: Apologies for the tone of my earlier message. I wrote that when I was frankly not taking DEN, META's new veterinary arm, and the whole concept of meta-animals and non-humanoids very seriously. However, last night I caught *The Dog House* on GNN. It was that piece about Nero and his cameraman exposing a Torchbearer cell planning to bomb several of our clinics, including one I take my daughter to. So consider me officially embarrassed—I'll make sure DEN gets everything they need from our office going forward.

Maledetta

PL8

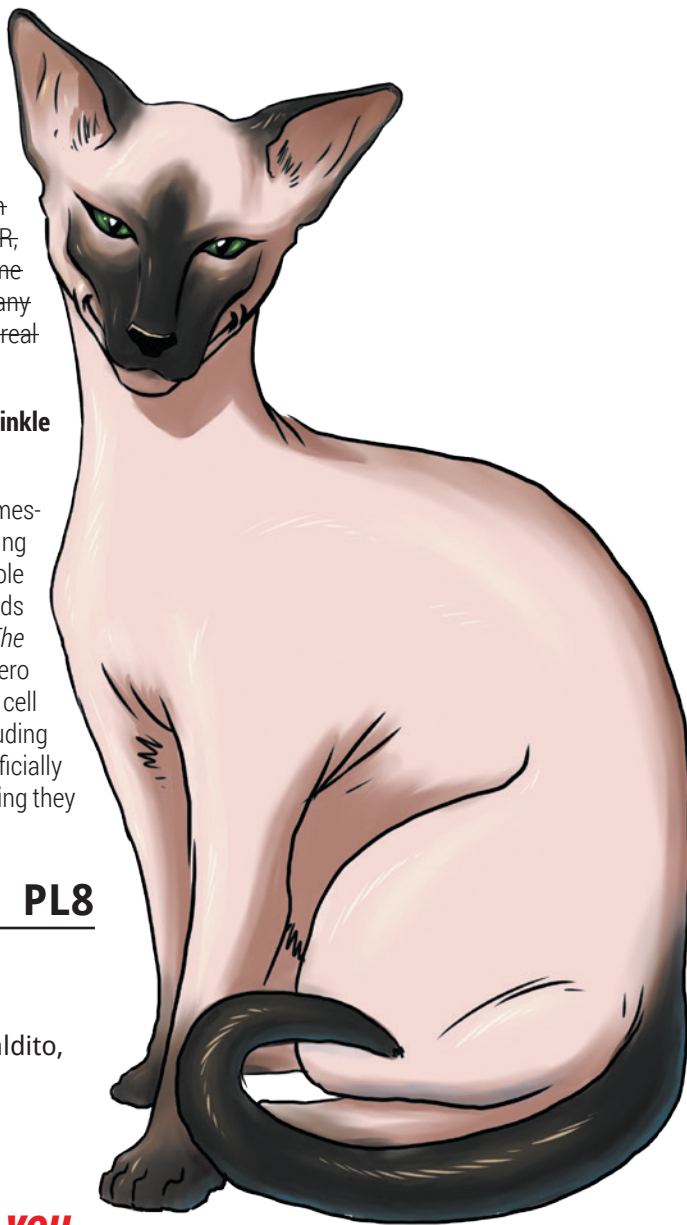
META Report

Name: Maledetta

Alias: Schadenfreude's Cat, Gato Maldito, "Hey, You! Stop That!"

META Rating: Black-8

Designation: Rogue



"Of course I'd love to help you with that, darling, but I'm just feeling so frightfully under the weather. But you know, I've had my eye on this wonderful new diamond collar. I'm sure

that would perk me right up and then we could talk about your thing..."

Background:

An intelligent and nearly immortal feline, Maledetta—aka Schadenfreude's Cat—is a particular form of

meta-animal: a fortune vampire. She drains the good fortune and natural resistance to extreme calamity in others, causing accidents, mishaps, and other problems. This particular energy extends the cat's life, rendering her immortal provided she continues to cause bad luck in others. As an immortal feline, Maledetta has seen and experienced much. She often trades her years of experience and luck manipulating powers to some powerful or influential human for lavish affection and various luxuries. Once she has tired of her "owner", she usually causes their downfall and moves on to her next target. She will sometimes even help some poor, unprivileged soul gain power and influence, only to push them deep into despair and ruin.

If Maledetta is killed through extreme violence, she regenerates a new feline body at the site of an accident that caused great devastation and chaos. Each form is somewhat different, physically; she has been a cat of various sizes, shapes, and colors—though she has never been a ginger.

She claims she may only reincarnate nine times in this fashion. Whether she is lying or how many resurrections she has left are left up to individual GMs to decide, as is exactly how long she has been around. She might be only a few decades old, or she could have been causing trouble back in the time of the pharaohs of Ancient Egypt. Her exact origins are unknown, though many claim she is the pet of some capricious or malevolent being of great power sent to Earth to cause havoc and sow disaster.

Personality-wise, Maledetta lives up to her nickname. She causes suffering in others, and takes pleasure and sustenance from it. Even if she takes a shine to some poor mortal, her fickle nature and need to cause harm and chaos to continue her immortal existence means any positive experiences with Schadenfreude's Cat are short lived.

Eryman

PL10

META Report

Name: Eryman

Alias: Cy-Boar, Subject Z-27, The Beacon Forest Beast, and many others

META Rating: Blue-10

Designation: Renegade

"Humans...hurt. Humans...cut me. Burn me. Humans hunt. Now...I hunt. Now...I hurt."



Background:

Prior to various illicit and secret experiments by Orion Private Security to create cybernetic and genetically modified soldiers, the company's research division did extensive animal testing. Eryman—Cy-Boar—is both the most impressive *and* embarrassing product of those experiments. OPS took Eryman as a young boar and, using hormone treatments and alterations to certain glands and organs, unlocked the potential for vast physical growth. Cybernetics were then used to further increase skeletal strength and muscle performance, creating a massive, living, engine of destruction. The inclusion of a neuro-linked battle AI increased Eryman's intelligence—perhaps OPS's biggest error. Now possessing near-human intellect and incredible physical power, Eryman escaped captivity and fled into the nearby wilderness.

Avoiding capture by Orion operatives, Cy-Boar managed to carve out a large territory for himself in the wild. His great size and intellect made him the ultimate predator, and his cybernetic senses and damaged, but still useful, holographic camouflage system made him very hard to locate and impossible to capture. He is beginning to be known by various monster and cryptid enthusiasts, who believe he is everything from a mutated bear to an alien robot. No one has figured out that the strange creature with blazing red eyes, the size of a truck, who can blend into the forest like a ghost, is a half-machine/half-boar creation of an amoral military contractor.

Generally, Cy-Boar wants to be left alone; however, it is vaguely aware the experiments that altered it made it a twisted mockery of its natural form. True, it is stronger than any other beast in the forest and capable of shredding a tank or taking out a whole platoon of soldiers in moments; but it also feels disconnected from its environment. It is too strange and monstrous to live as an animal, and too brutal and frightening to fit in anywhere else. Eventually, isolation and despair may grow into hatred, resulting in a terrible rampage of destruction as Cy-Boar lashes out at the world that hunts and torments it.

Of course, Orion Private Security has not given up on recapturing Eryman. The creature's existence and freedom is a threat to their reputation, and Cy-Boar contains technology they would prefer

to keep out of competing hands. They have sent several recovery teams to follow up on sightings and encounters with the beast. So far, they have lost several operatives and come home with nothing. OPS has a bounty on the beast, but its existence is known only to select mercenaries and criminals—the company does not want the public to know of their involvement with Cy-Boar's creation.

Bestia

PL11

META Report

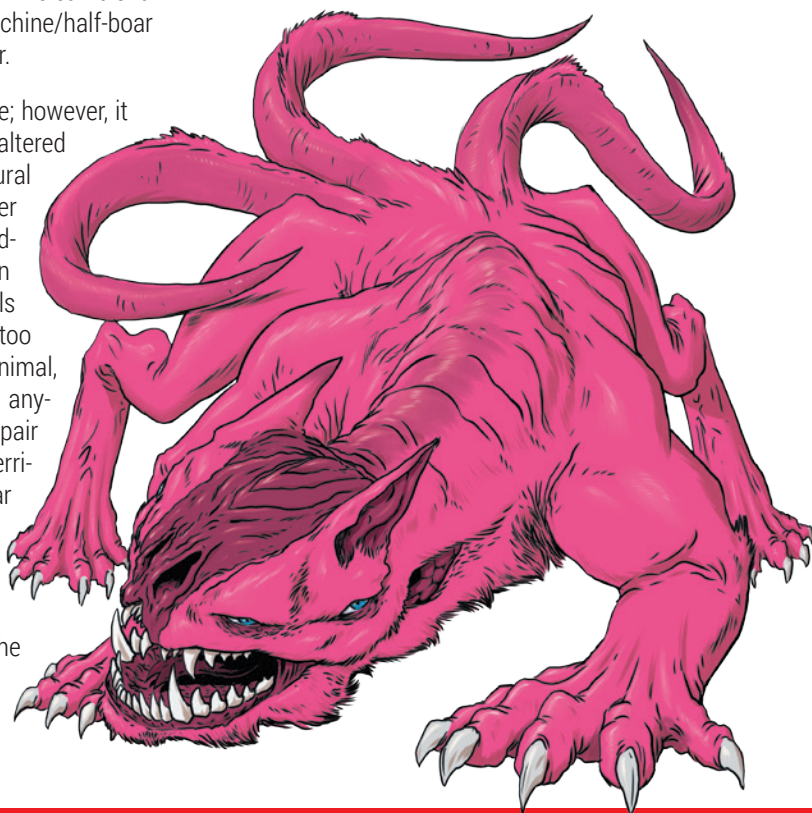
Name: Bestia

Alias: Bestia

META Rating: Red-11

Designation: Rival

"I will not be caged again. Nor will I allow others to be caged without cause."



Background:

A fugitive from a corrupt alien empire, the being known as Bestia is one of the last of her kind. Seen as little more than a mindless beast due to her people's non-humanoid form, her kind was hunted to near extinction, while survivors were used as entertainment in bloody arena games. Bestia was one such survivor, rising through the ranks of the empire's gladiatorial circuit until she finally engineered her escape with the help of a band of sympathetic humanoids. Spirited away from her captors, the transport she was on crashed on Earth; the crew was killed, but Bestia survived. After a brief misunderstanding with several of the planet's costumed champions, she was turned over to META to heal her injuries and decide how best to assimilate her into society.

Since then, Bestia has worked with META to learn of Earth and find how best to survive in her new adopted home. An encounter with an underground fight club using kidnapped metahumans and homeless mutants as unwilling gladiators resulted in her taking up residence underneath Beacon City to live among the survivors of this atrocity as protector and champion. She now patrols poorer neighborhoods, stopping those who prey on the weak and disadvantaged, bringing her into conflict with various costumed villains and extremist groups. She generally avoids media attention and prefers to work alone, though she is not above reaching out to costumed heroes for aid if her "people" are in danger.

Bestia is a large quadruped who resembles a mix of bear, canine, and feline, but with three prehensile tails, four eyes, and multiple rows of razor sharp teeth. She cannot speak normally, but can communicate telepathically with humans and animals alike. She has great strength, agility, and is highly resistant to most environmental hazards. She also possesses the ability to emit a piercing, disabling wail, though this is exhausting; she makes rare use of it.

Despite—or perhaps because of—a life of hardship and slavery, Bestia is surprisingly compassionate. She is loyal to her friends, and harsh but fair to her enemies. She has seen enough death in her existence and will not kill unless she must. However, should she feel it necessary to use lethal force in defense or to survive, she is decisive and unapologetic.

ADAPTING BACKGROUNDS

Cy-Boar and Bestia both have origins that reference Vigilance Press' Beacon City setting. Cy-Boar was created by Orion Private Security, from our supplement *Due Vigilance: SixGun*. Bestia is based in Beacon City itself and protects its poorer neighborhoods. However, it is easy for GMs to alter these details if necessary to fit their own campaign.

While it is somewhat unlikely, a super-group or high-level hero could adopt either Cy-Boar or Bestia as a unique animal companion. Cy-Boar might bond with a human who treats it with compassion and love, while Bestia may find bonding with a superhero gives her an important connection to her new home. This would be an expensive option—Cy-Boar would require Sidekick 24, while Bestia requires Sidekick 39—but it is possible. Also, either animal could easily adopt a human as their Sidekick for a campaign, allowing a player to run both as a very interesting duo. These are rather expensive PC options, but might fit well into a high-level or established campaign.

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
-1	1	5	0	3	3	5	3

Powers

Fortune Vampirism: Array (36 points)

- **Bad Luck:** Luck Control 12 (Force Re-roll, Negate Luck; Extra Ranks 10 (DC 22))
- **Cat's Curse:** Perception-ranged Cumulative Affliction 8 (Resisted by Will; Impaired and Vulnerable, Disabled and Defenseless), Extra Condition, Insidious, Limited Degree, Subtle
- **Drain Fortune:** Perception-ranged Weaken Luck 8 (Resisted by Will; Affects Fortune Advantages and Luck-related Powers), Broad, Insidious, Subtle
- **Power Mishap:** Perception-ranged Nullify Meta-human Powers 8, Broad, Insidious, Simultaneous, Subtle
- **Spell Failure:** Perception-ranged Nullify Magical Powers 8, Broad, Insidious, Simultaneous, Subtle
- **Tech Malfunction:** Perception-ranged Nullify Technology 8, Broad, Insidious, Simultaneous, Subtle

Cat: Enhanced Advantage (Improved Critical (Unarmed)); Movement 2 (Safe Fall, Sure-footed); Shrinking 8, Innate, Permanent; Speed 4 (30 MPH)

Conditional Immortality: Immortality 2, Feature (Reincarnates into different cat body), Limited to requiring site of considerable misfortune; Immunity 2 (Aging, Disease), Quirk (Must continue to spread bad luck and cause calamity)

Feline Senses: Senses 4 (Acute Smell, Extended Hearing, Low-light Vision, Ultra-hearing)

Probability Field: Enhanced Defenses 10 (Fortitude +2, Dodge +4, Parry +4)

Psychic Translation: Comprehend 5 (Animals: Speak To, Understand; Languages: Understand All, You are Understood; Spirits: Communicate)

Advantages

Improved Critical (Unarmed), Luck 8 (Edit Scene 4, Re-roll 4), Redirect, Set-up, Well-informed

DEFENSE

DODGE	INIT	PARRY
15	+5	15
FORT	WILL	TOUGH
6	10	1

OFFENSE

Cat's Curse—	Perception-ranged, Affliction 8 (DC Will 18)
Drain Fortune—	Perception-ranged, Weaken 8 (DC Will 18)
Power Mishap—	Perception-ranged, Nullify Powers 8 (DC Will 18)
Spell Failure—	Perception-ranged, Nullify Magic 8 (DC Will 18)
Tech Malfunction—	Perception-ranged, Nullify Technology 8 (DC Will 18)
Unarmed +8	Close, Damage -1

Skills

Acrobatics 3 (+8)
Athletics 5 (+4)
Close Combat: Unarmed 5 (+8)
Deception 5 (+8)
Expertise: Eldritch Secrets 3 (+6)
Expertise: History 7 (+10)
Expertise: Magic 3 (+6)
Insight 3 (+8)
Investigation 3 (+6)
Perception 5 (+10)
Persuasion 5 (+8)

Complications

Cat: Her feline body has no hands, thumbs, or other manipulatory appendages, and humans generally do not take cats very seriously.

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
12	12	1	0	4	-1	1	1

Powers

AI-Enhanced Brain: Enhanced Advantages 4 (*Assessment*, *Improved Initiative*, *Takedown 2*), Enhanced Intellect 2, Enhanced Skill (*Perception* +2)

Augmented Senses: Senses 5 (*Acute Tracking Scent*, *Darkvision*, *Ultra-hearing*)

Cybernetically-Enhanced Boar: Enhanced Stamina 4; Enhanced Strength 4; Growth 6, Innate, Permanent; Leaping 3 (60 feet); Speed 6 (120 MPH)

Holographic Camouflage: Concealment 4 (All Visual Senses), *Blending*, *Passive*, *Uncontrolled*

Reinforced Tusks & Hooves: Strength-based Damage 2, *Improved Critical*, *Feature* (Counts as Unarmed)

Advantages

All-out Attack, *Assessment*, *Daze* (*Intimidation*), *Favored Environment* (*Forest*), *Fearless*, *Great Endurance*, *Improved Critical* (*Tusks and Hooves*), *Improved Initiative*, *Move-by Action*, *Power Attack*, *Startle*, *Takedown 2*

DEFENSE

DODGE	INIT	PARRY
8	+5	8
FORT	WILL	TOUGH
14	6	12

OFFENSE

Reinforced Tusks & Hooves +6
Close, Damage 14; crit. 19-20

Unarmed +4
Close, Damage 12

Skills

Athletics 6 (+18)
Close Combat: Unarmed 2 (+6)
Intimidation 6 (+10)
Perception 6 (+9)
Stealth 8 (+3)

Complications

Enemy: As an escaped test subject, Cy-Boar is hunted by Orion Private Security, who also has a large bounty for his return available to various mercenaries and supervillains to collect.

Enhanced Animal: Though enhanced through cybernetics, Cy-Boar is still an animal—and a very traumatized and angry one, at that.

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
8	8	4	0	6	1	4	2

Powers

Claws & Teeth: Enhanced Advantages 2 (Improved Critical 2 (Unarmed)), Penetrating 4 on Strength damage

Enhanced Constitution: Immunity 16 (Aging, Life Support, Sleep), Limited to half effect

Enhanced Movement: Leaping 3 (60 feet), Movement 5 (Safe Fall, Sure-footed 2, Wall-crawling 2), Speed 5 (60 MPH)

Large: Growth 2, Innate, Permanent

Non-humanoid Communication: Comprehend Animals 2 (Speak To, Understand)

Prehensile Tails: Extra Limbs 3

Regenerate: Regeneration 5

Senses: Senses 4 (Danger Sense (Mental), Darkvision, Ultra-hearing)

Telepathy: Area Mental Communication 2, Rapid

Wailing Cry: Hearing Perception Area Affliction 11 (Resisted by Will; Impaired and Vulnerable, Disabled and Defenseless, Unaware and Incapacitated), Extra Condition, Distracting, Tiring

Advantages

Animal Empathy, Defensive Attack, Defensive Roll 2, *Improved Critical 2 (Unarmed)*, Improved Defense, *Improved Grab*, Improved Initiative, Instant Up, Move-by Action, Power Attack, Skill Mastery (Perception), Takedown, Tracking, Trance

DEFENSE

DODGE	INIT	PARRY
12	+8	12
FORT	WILL	TOUGH
12	10	10/8*

*without Defensive Roll

OFFENSE

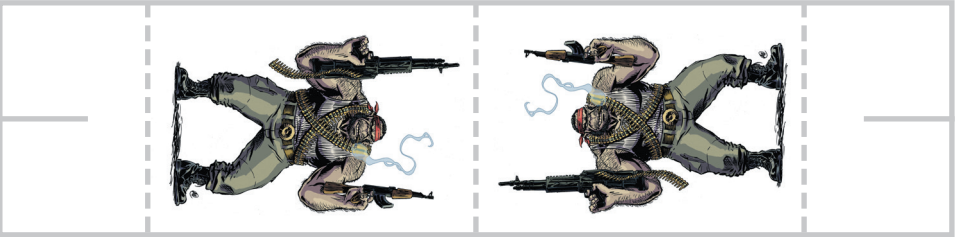
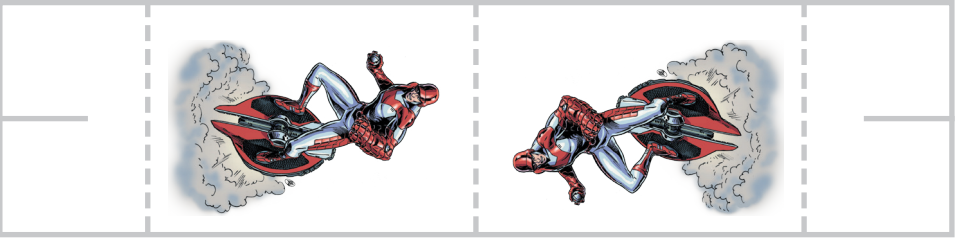
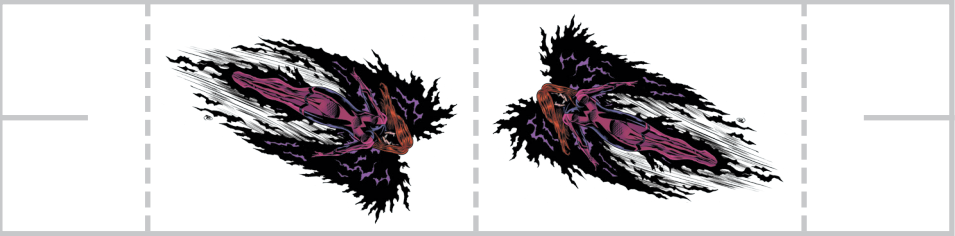
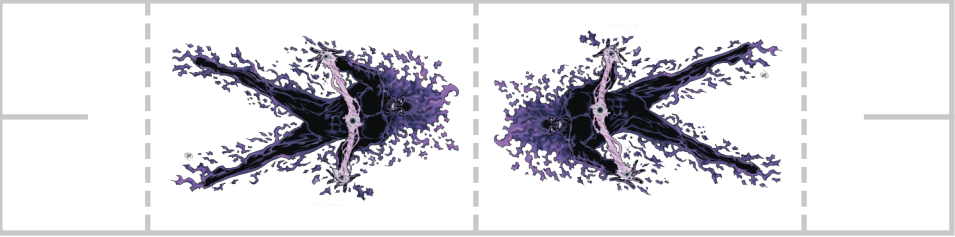
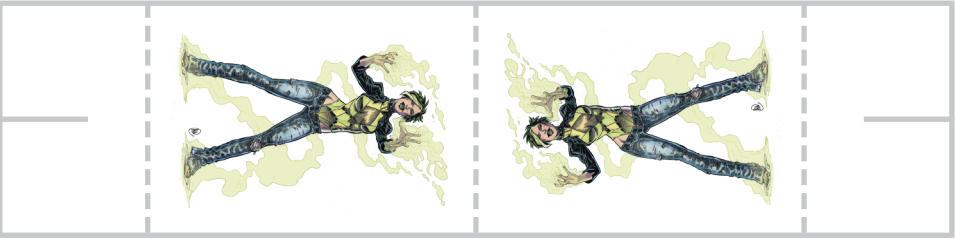
Grab +6	Close, STR DC 18
Unarmed +14	Close, Damage 8; crit 18-20
Wailing Cry—	Close, Perception Area Affliction 11 (DC Will 21)

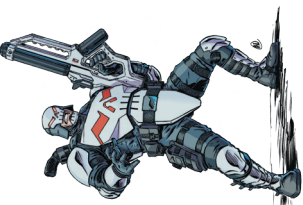
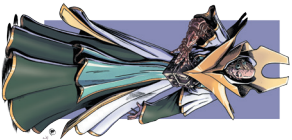
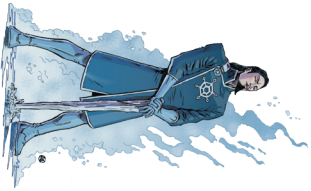
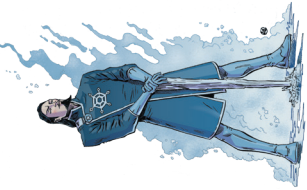
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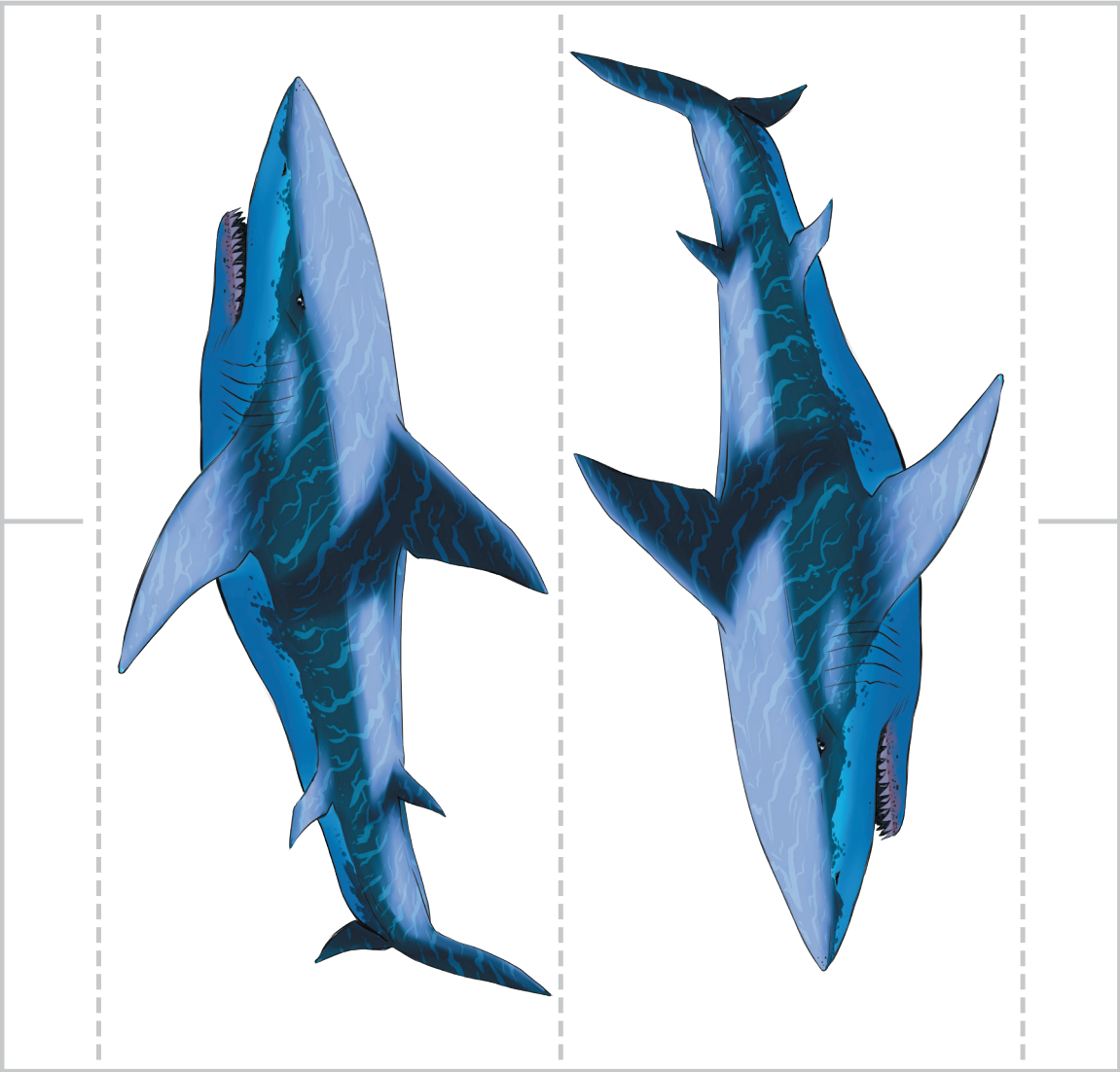
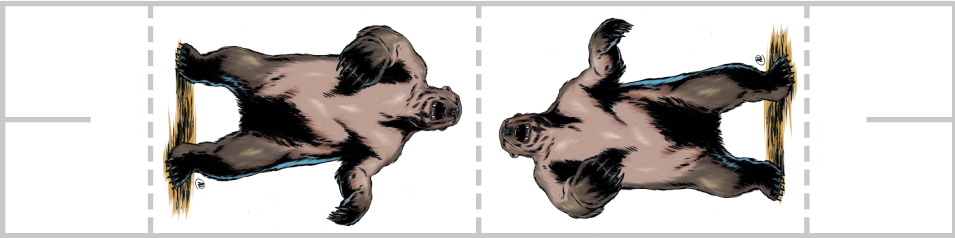
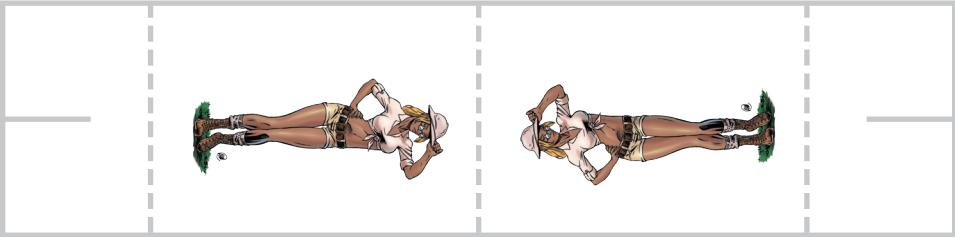
Acrobatics 2 (+6)
Athletics 4 (+12)
Close Combat: Unarmed 8 (+14)
Expertise: Galactic Lore 5 (+6)
Insight 2 (+6)
Intimidation 5 (+8)
Investigation 3 (+4)
Perception 6 (+10)
Persuasion 2 (+4)
Stealth 6 (+8)
Technology 3 (+4)

Complications

Alien Animal: Highly intelligent, Bestia’s animal-like appearance and alien origins nevertheless cause many to assume she is dangerous and unintelligent.



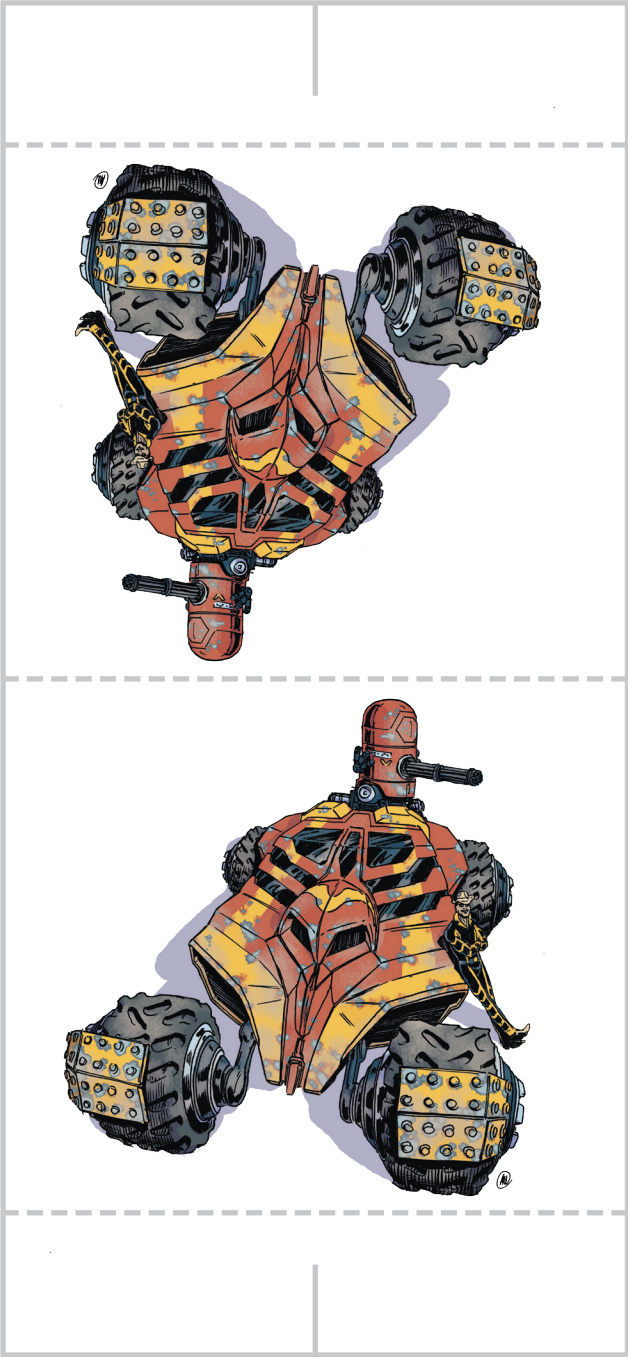
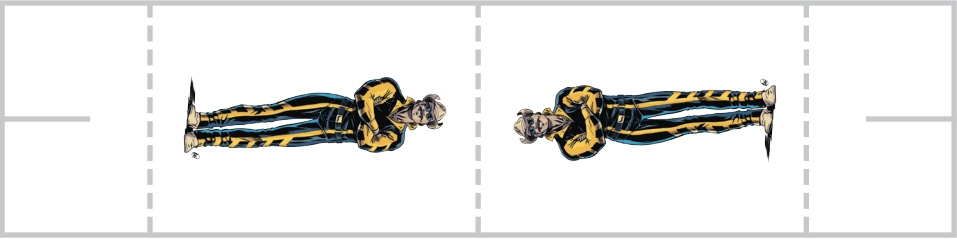


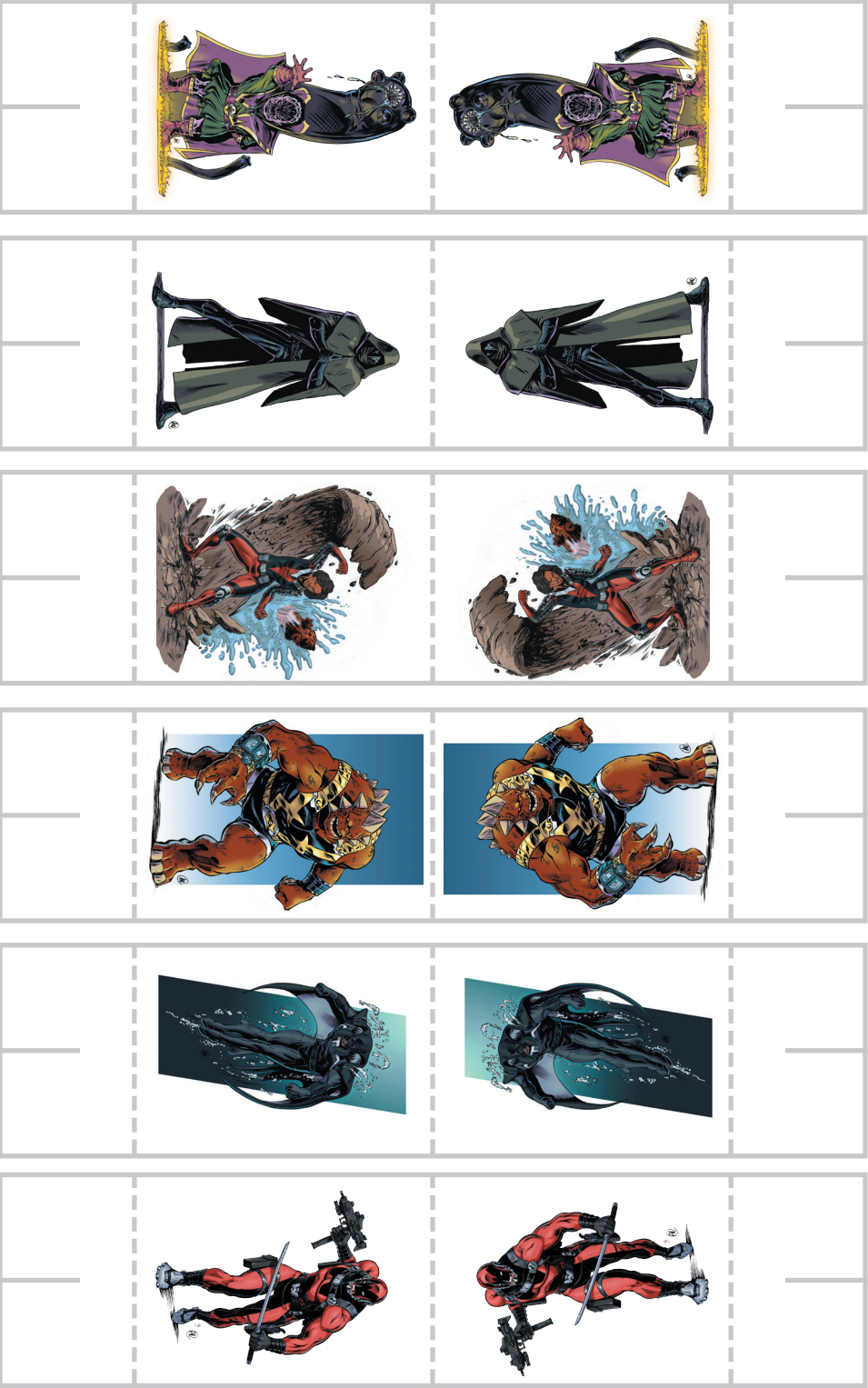


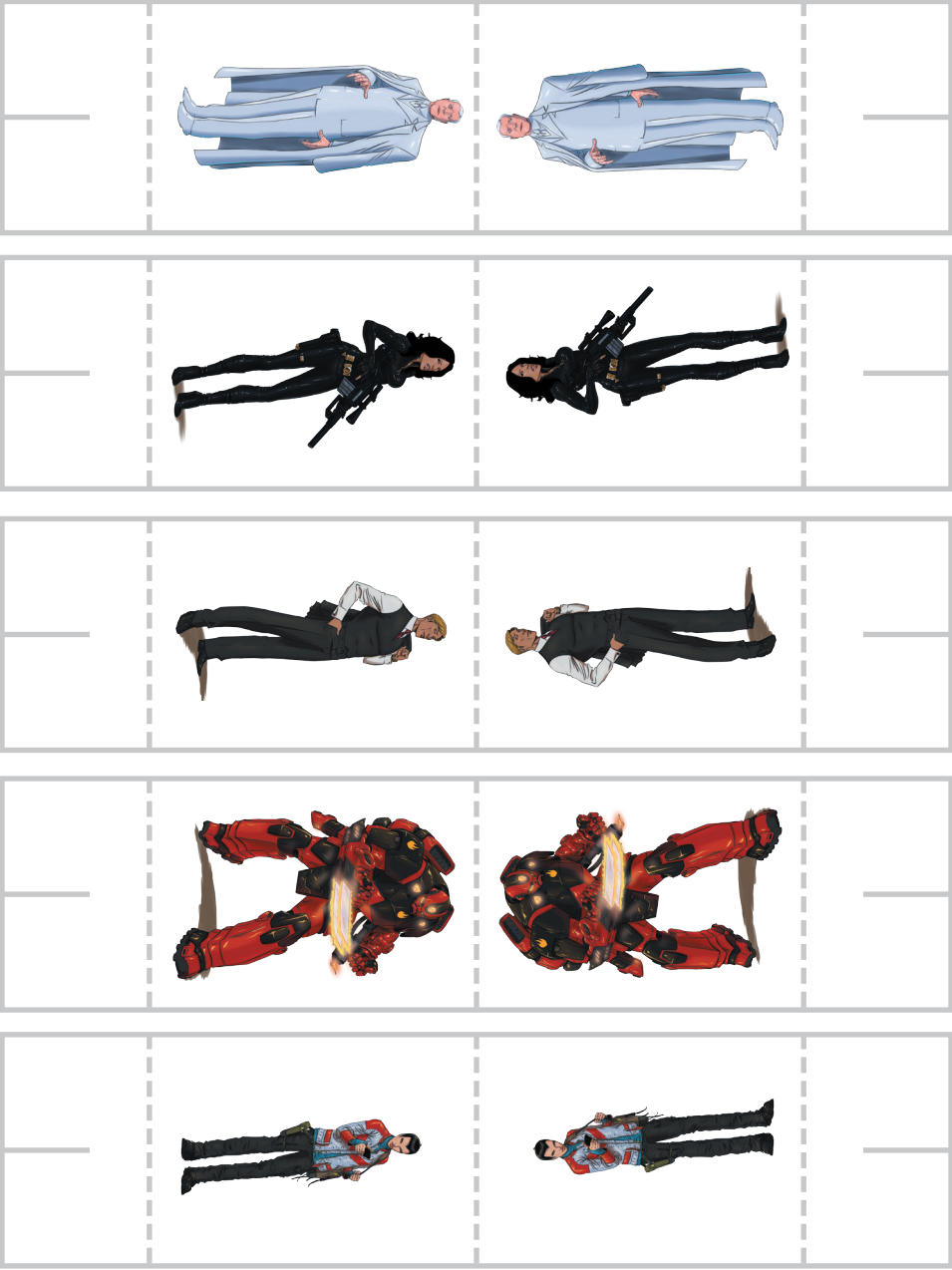
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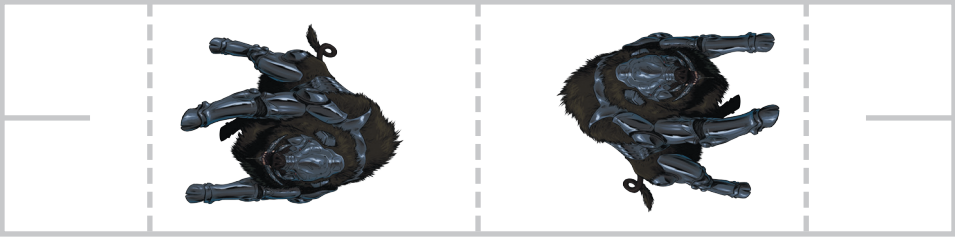


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