

DARREN WATTS'S
GOLDEN AGE
CHAMPIONS



GOLDEN AGE CHAMPIONS



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BUY WAR BONDS

INTRODUCTION



SPECIAL THANKS

Special thanks are due to several people without whose efforts, support or inspiration this book would never have gotten written. First and foremost, as always, is my wife Diane, whose patience and tolerance for this sort of silliness are clearly superhuman powers in themselves. Riley McLaughlin was the first person who saw any sort of potential in the games we played weekly, and contributed the original versions of several of the best characters and ideas in this book. Quite a few others came from the fertile mind of Jason Walters, who also partnered with me for all the logistics of getting *Golden Age Champions* from my computer to you the reader. Steven S. Long taught me much about writing, discipline and proper use of a nice pen. Lastly, Aaron Allston wrote many of the early *Champions* books that inspired our imaginations and is sorely missed.

From a source material perspective, this book owes an enormous debt to Roy Thomas, whose comics *The Invaders* and *All-Star Squadron* serve as the foundational texts for the genre.

A NOTE FROM THE AUTHOR

This is the book I always wanted to write.

In fact, in many ways it's the book I got into the game industry to write. *Golden Age Champions* has always been my go-to genre of game to run, whenever something else shiny hadn't caught my (or my players') eye, and I've played far more of it by hours than I've spent on probably any other game, or non-gaming hobby. Playing WWII-era superheroes inspired my love of the Hero System, which in turn brought me professionally into the roleplaying-game industry.

During my tenure as President of Hero Games, we kept to a strenuous schedule of regular releases, as many as ten books a year from a publishing house that never numbered more than six people plus a handful of amazing freelancers. (What can I say? It was a different economic era.)

Back then, it was common for me to have a "President's project" that I worked on during any down time, never "on the clock" for production. It operated on an "it's done when I say it's done" basis. The first of these was *Lucha Hero*, the game

of Mexican wrestling movies, and when Jason and I finally completed it in 2009 I began working on this book. A lot of water (and other products) have passed under the bridge since then, but here it is at last!

Golden Age Champions is a very personal book, with a number of asides and pieces of advice taken directly from my own experiences as a Golden Age GM. This is in part inspired by Aaron Allston's *Strike Force*, the first game product I ever read with advice on gamemastering illustrated by his own campaigns. That I eventually became friends with a man who had so much influence on my youthful gaming days remains one of my greatest memories, and this book is in part dedicated to him.

Over the last thirty years I've run multiple *Golden Age* campaigns, including two that lasted for several years and two others that remain active today. My first experiences running it were in college, using Chris Cloutier's *Firebird Ltd.* edition that was eventually republished directly by Hero Games. Despite the wonderfulness that is that book, none of the campaigns we started ran very long, thanks to difficulties keeping a group together in our late teens.

In the mid-1990s I was living in San Francisco, ground zero of Hero fandom, and there my friends and I started a *Golden Age Champions* campaign that ran for many years. This campaign provided the lion's share of the heroes and villains I later added to the *Champions Universe*; in fact, the name of this hero team, the *Defenders of Justice*, also became the source of the name of the company (DOJ, Inc.) I formed to buy the Hero Games assets in 2001. The recurring adventures of *Optimus*, *Dr. Twilight*, *Bulletproof* and *Meteor Man* (at the time using a name that was, err, considerably less trademark-friendly to the Big Two comics publishers) were the forge where I learned to be a good GM, and I'm thankful my patient players were willing to tolerate all my various experiments and fumbles on the way.

In the end, that group faded away after making it into the late 1940s. A couple of survivors then tried a second group that began their adventures at Pearl Harbor rather than back in 1938. That one lasted a couple of dozen sessions despite being

regularly interrupted to playtest other material for Hero, and contributed at least one notable Champions Universe character in Vita-Man. Alas, my move to New York City in 2007 brought that campaign to an untimely end as well, without ever making it to the end of the war.

In New York City I recruited a new group of players, this time intentionally as playtesters. This group began again as new heroes in the summer of 1938 and moved through all the stages of my timeline (see p.55), finally reaching the end of the war and then graduating on to starting a Silver Age campaign. This group, another collection of remarkable roleplayers, contributed or tested out the remaining portion of the setting. Finally, in the summer of 2015 as this book approached completion I started first one and then another new campaign, making notes for the timeline chapters as I explored 1938 and 1939 again with a brand-new collection of players.

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WHY THE GOLDEN AGE?

So, why should you care about the Golden Age of Superheroes as a genre? What's the appeal? Well, to start with, if you've picked up a Champions book at all you're presumably a superhero fan, and the Golden Age is where it all began. Many of the most famous and popular superheroes today trace their roots directly to the 1930s and 1940s, though in some cases they may have changed dramatically over eighty years of stories. We enjoy playing characters inspired by our favorite heroes, and some of us even enjoy playing those characters directly! (Ssh. It's okay. You've already bought this book, and nobody's going to sic the copyright police on you.)

Also, the Golden Age occupies that happy space of just far enough away from our modern experience to be exotic and interesting, without being so far in the past as to be difficult to imagine. You likely have older relatives who remember the period, and there is an incredible amount of real-world support material available to GMs and players, ranging from historical details to wild speculation and all of it potentially gameable. Consider Wikipedia, reprinted comicbooks and a decent library of military history to be "sourcebooks" for your Golden Age adventures, and you begin to see the potential of World War II and the surrounding years as a playground for your game.

In the end, perhaps the most compelling reason to embrace the Golden Age is because there's something about modern-day superheroes that doesn't always work for you. In an era of deconstruction and post-modernism, the purity of the heroic ideal and the combined focus of our entire society on the single goal of winning the war against clearly-defined Evil makes the roleplaying of masked mystery-men and women a uniquely satisfying type of heroic experience. Please, give it a try, and let me know how it works for you!

A DISCLAIMER

This book, being mostly about superheroes and supervillains, treats World War II and the years surrounding it with a relatively light touch. You will find little detail about the horrible human cost inflicted by the Holocaust, the brutality of the Eastern Front, or the cruelty of the Sino-Japanese war. Though the Allies clearly had the moral high ground throughout the conflict, the internment camps showed we were less than ideal in our own behavior. Nothing in this book is intended to minimize these historical tragedies in any way, or to forget or diminish the terrible price paid by soldiers and innocents in even the most just of wars.

CHAPTER ONE

**THE GOLDEN
AGE OF
COMIC
BOOK
SUPER-
HEROES**





THE GOLDEN AGE

“Golden Age” is both a style of storytelling (and of play) and a specific historical period in the timeline of comicbook publishing and the history of superheroes. Let’s take a look at the latter first, so we have some context for talking about the former later. This will only be the lightest of overviews; if any of these characters are unfamiliar to you, I recommend you spend a fruitful night or two on the internet tracking them down!

For the purposes of this discussion, I define the Golden Age of Superheroes as being between June of 1938 (the publication of the first Superman story) and March of 1951, when All-Star Comics (home of the Justice Society) converted to a Western format.

BEFORE ACTION #1

The costumed superheroes who made their debuts in the four-colored comic books of the Golden Age drew their inspiration from much older traditions; primarily the pulps (newsstand magazines with cheap paper and lurid covers promising tales of excitement, danger and romance) but also fantastic adventure stories dating back to Robin Hood and King Arthur. The Scarlet Pimpernel, probably the first hero with a “secret identity” as we understand the term, premiered in a play in 1903 and a novel in 1905 wherein he rescues victims of the French Revolution in secret while affecting the role of a foppish playboy nobleman. In 1911, French pulp writer Jean de la Hire created his terrifying hero La Nyctalope, who has a claim to being the first modern “super” hero considering both his remarkable ability to see in complete darkness and his artificial heart, while battling mad scientists and Martians. Edgar Rice Burroughs’ legendary creations, Tarzan and John Carter, showed remarkable if not superhuman abilities while beginning their fantastic careers in serialized magazine form in 1912. With the emergence of the pulps in the early 1920s came some of the most famous fictional precursors to the superhero: Zorro (1919), Buck Rogers (1928), the Shadow (1931), Doc Savage (1933), Flash Gordon (1934) and their numerous allies and imitators.

Meanwhile, in other media ideas that comic-book superheroics would also draw on percolated as well. Philip Gordon Wylie’s novel *Gladiator* (1930) described a superhuman figure whose incredible strength (he threw a truck a considerable distance), speed and bulletproof skin separated him from society, causing him to be feared and hated unless he hid his powers. In *Odd John* (1935) Olaf Stapledon explored similar themes, as his super-intelligent protagonist finds himself repeatedly in conflict with normal humans as he tries to form a separate society of superhumans and masters his own powers of telepathy.

On the radio at the same time, adventure serials became popular, and among the first were two heroes created by Detroit station WXYZ: the masked cowboy hero known as the Lone Ranger (1933) and his costumed vigilante descendent, the Green Hornet (1936). Both wore masks and maintained secret identities while battling crime and injustice, and since both were created by George Trendle and Fran Striker, they were occasionally allowed to cross over in one of the first “shared universes.”

In the daily newspaper strips, remarkable characters also began to appear in the 1930s who heralded the arrival of the true superhero. Dick Tracy began in 1931 as a fairly traditional detective strip, but as the stories progressed he acquired remarkable and science-fictional gadgetry like his Two-Way Wrist Radio for his war on crime. Popeye debuted as a minor supporting character in *Thimble Theater* in 1929, but within a few years had become so popular as to take over the strip entirely with his fantastic adventures and spinach-induced superstrength. Two creations of Lee Falk set many of the standards for the comicbook superheroes: *Mandrake the Magician* (1934) had superhuman powers of mass illusion and always wore a natty tuxedo and opera cape, which certainly seems to qualify as a costume; and the *Phantom* (1936) wore a skintight costume and domino mask while fighting crime from his mysterious jungle lair.

THE EARLY DAYS OF COMICS

The comic book as we know it was invented in 1933, when a company called Eastern Color Printing created an eight-page collection of popular newspaper strips called Funnies On Parade, which customers of Procter & Gamble products could receive by sending in coupons. This promotion was so popular that ECP salesman Maxwell Gaines (father of Bill and eventual founder of EC Comics) created a similar thirty-six page tabloid called Famous Funnies to be sold at Woolworth's. By the summer of 1934 Famous Funnies was available on newsstands across the country alongside the pulp magazines, and imitators were already duplicating the format.

In late 1934, military pulp writer Malcolm Wheeler-Nicholson released the first comicbook containing entirely new material (most of it his own) under his own company, National Allied Publications. That comic, cover-dated February 1935, was New Fun Comics #1, and marked the beginning of the company that would eventually be known as DC Comics. New Fun included a couple of funny-animal strips, a Western and a "Yellow Peril" Fu Manchu pastiche, but no superheroes... yet.

That would wait until issue #6 (by then the title had changed to More Fun), cover-dated October 1935, when a couple of young men from Cleveland named Jerry Siegel and Joe Shuster did their first work for National. They debuted two series in that issue; the first starred a now-forgotten heroic musketeer named Henri Duval, but the second was a supernatural detective called Doctor Occult. At first he wore a traditional fedora and trenchcoat while using his magical powers to solve murder mysteries, but within a few stories he added a cape to the outfit and began traveling to other realms to battle evil mystics. Though he was never a popular character himself, Doctor Occult's historical significance can't be denied, and in reading some of his stories one can see the first traces of the themes that will later define Superman.

Nicholson created a second series for National in December 1935, originally titled New Comics but changing its name, first to New Adventure and then simply Adventure. Despite the name, Adventure primarily focused on humor and crime strips. National added a third title in 1937, called Detective Comics, which featured a two-fisted gumshoe called Slam Bradley by Siegel and Shuster. By October of 1938 artist Jim Chambers also introduced a masked vigilante in the mold of the Shadow and Green Hornet (indeed, down to the costume details and Asian sidekick in the latter case) called the Crimson Avenger. Meanwhile, Comics Magazine Company had introduced a short feature in their anthology series Funny Pages in 1936 called "The Clock", which featured a hypnotist action hero of the same name who wore a mask and generally had pulp-style adventures. The series was not very successful, and

moved through several owners before eventually landing at Quality. His clearly superhuman powers of mesmerism give The Clock standing as the first masked comicbook superhero.

NATIONAL OR DC?

National Allied Publications and Detective Comics Inc. merged in 1940 to form a company called National Comics, and a third affiliated company, All-American Publications, joined in 1944. Though National remained the corporate name of the company until 1977, by the late 1940s the "DC" logo from Detective Comics was prominently featured on most of their titles, and fans referred to the company as "DC" almost exclusively by the early 1950s.

THE MAN OF TOMORROW

The "Golden Age" of superhero comics began in June of 1938 with the release of Action Comics #1, which introduced the world to Superman, the next creation of Siegel and Shuster. Superman, who came to earth as an infant in a rocketship designed by his father, the scientist Jor-L of the doomed planet Krypton, defined and formalized for generations to come many of the most identifiable characteristics of the superhero: powers and abilities beyond the human norm; dual identities; a colorful costume of bright primary colors, cape, and boots; and the firm commitment to opposing evil and injustice in any form. (Incidentally, two characters drawn from earlier pulp traditions made their debuts in the same issue: the tuxedo-clad magician Zatara and two-fisted adventurer Tex Thompson, later called the Americommando. Neither started out as a costumed superhero though, so Superman still gets first billing.)

Action was a success almost immediately, selling out of newsstands across the country, and soon National was requesting more Superman stories than Siegel and Shuster could manage on their own (particularly since Shuster was suffering from various physical ailments, including deteriorating vision.) Shuster put together a small studio of artists working under his supervision, including Wayne Boring, Jack Burnley, and Al Plastino. Meanwhile, Mort Weisinger was hired as editor and began to hire additional writers to supplement Siegel's output. Superman earned his own solo comic in 1939, and also appeared in additional titles like World's Fair.

Siegel and Shuster sold the rights to Superman to National for \$130 and a contract to produce a certain number of comics. By 1940 they were each making about \$75,000 a year working on the wildly successful character (slightly less than a million a year in modern dollars), but that was still a tiny fraction of the revenue he was generating for National and they began to grow resentful. Regardless, Siegel continued to work for National until being drafted in 1943, and upon his return in 1945 began to write a new series featuring the adventures of Superman as a teenage Superboy.





By 1947 their relationship with National had soured to the point where they filed suit to have their original contracts voided and the intellectual property rights to Superman (and, in a separate case, to Superboy) returned to them. They were both summarily fired, and lost the case in regard to Superman. However, Siegel did win the separate case regarding Superboy, and eventually settled with DC for a sizable cash payment in exchange for those rights. As part of their legal agreement, DC continued to list them as the creators of Superman, but would not re-hire them. The bitter feelings remained until a series of efforts beginning in the 1970s to get them acknowledgement and compensation led to DC giving them a pension and health insurance.

Readers more familiar with the modern versions of Superman might be surprised when reading his earliest adventures at the differences in his portrayal. Siegel's Superman is rougher and more casually violent, particularly towards bullies and tyrants. He is described several times as the "champion of the oppressed," and he takes a scrappy satisfaction in tossing around wife-beaters, industrialists who mistreat their workers,

and heads of European states. He is largely unconcerned with the niceties of law or politics; indeed, in his very first story, he smashes his way into the governor's mansion to present the baffled politician the actual culprit in a murder case for which an innocent woman is about to be put to death. He follows that up by taking another corrupt politician on a series of high-altitude jumps around the city until the terrified man confesses!

THE DARK KNIGHT

The success of Superman convinced the National editors that superheroes were what the audience wanted, and they requested new ones from their existing writers and artists. Bob Kane and Bill Finger co-created a new hero they called Batman, a non-powered vigilante mystery man who took features from multiple fictional predecessors. In his secret identity he was millionaire playboy Bruce Wayne, who had the resources to wage a one-man war on crime but acted the fool in public to avoid suspicion, as had the Scarlet Pimpernel and Zorro before him. Like Doc Savage Batman was a brilliant scientist armed with various gadgets, like Sherlock Holmes he was a master detective, and like lawman Dick Tracy he battled a veritable army of grotesque mobsters. He operated out of a cave beneath his stately family manor in Gotham City, and had a tenuous relationship with Police Commissioner Gordon that eventually grew into genuine friendship. In short, he defined the "Mystery Man" archetype (see p. 24) in every way.

At first Kane was the sole credited creator of Batman, as his initial contract included a permanent byline even on stories he didn't work on. Finger, who wrote considerably more issues than Kane eventually did over his career, received no official credit from DC until other artists like Jerry Robinson made his contributions clear decades later. Finger, who wrote Batman's origin story months after the character's debut, was also the creator of Robin and many of his most notable villains.

Like Superman, Batman was an immediate hit as a lead feature in an anthology comic, in his case Detective Comics where he debuted in issue #27 in May of 1939. By the spring of 1940 he was also headlining his own feature, and in the fall he was sharing the cover of World's Best Comics with Superman as a co-feature. That first solo issue introduced two of the greatest Golden Age villains, the Joker and Catwoman, in separate stories!

Meanwhile, in an effort to simultaneously increase sales to kids and show off Batman's detective skills by giving him a "Watson" to explain his deductions to, Kane and Finger gave him the first costumed teen sidekick in comics in Robin. An orphan whose circus-acrobat parents had been murdered by a mobster, young Dick Grayson is taken in as a ward by Bruce Wayne, so he can train to bring the crime boss to justice. Robin's brightly colored costume and comical quips were inspired

by Errol Flynn's Adventures of Robin Hood film, and set the standards for an army of teen-sidekick imitations for decades to come.

THE CRASH OF THUNDER

With the popularity of Superman and Batman, other publishers began to take the superhero comic phenomenon more seriously. Fawcett Publications, publishers of magazines like *True Confessions*, *Mechanix Illustrated* and *Captain Billy's Whiz Bang*, hired Bill Parker and C. C. Beck to create a number of superheroes for their new flagship comic book, eventually titled (after several efforts) *Whiz Comics*. The lead story featured young orphan newsboy Billy Batson, who is led to a mysterious subway tunnel by a mysterious stranger and introduced to the ancient wizard Shazam, who (moments before dying) grants him the ability to transform himself into the World's Mightiest Mortal, Captain Marvel, by saying the wizard's name as a magic word and being struck by lightning! Empowered by a bizarre pantheon of patrons, Captain Marvel went on to battle an enormous collection of villains, head a small army of similarly-powered allies, and become the best-selling superhero of the 1940s. Captain Marvel was even the first superhero to make the leap to Hollywood, starring in his own movie serial in 1941 from Republic Pictures.

Fawcett followed up this success with a small army of other heroes. Captain Marvel himself was given not one but two spinoffs with the same powers and origin, in *Mary Marvel* (secretly Billy's cousin) and *Captain Marvel Jr.* (who was, in his mortal form, a crippled newsboy named Freddy Freeman.) They also moved farther afield, introducing heroes like *Spy Smasher*, *Golden Arrow*, *Ibis the Invincible*, and the mystery-men duo of *Mr. Scarlet* and *Pinky*. None was as successful as the *Captain Marvel* franchise, though *Spy Smasher* at least got his own movie serial in 1942.

National saw the caped, super-strong *Captain Marvel* as an unacceptable knockoff of *Superman*, and filed a cease-and-desist order against Fawcett as they had against several other early publishers. Unlike those other publishers, Fawcett felt that the *Captain Marvel* property was both tremendously profitable and sufficiently different from *Superman* not to back down, and the case became the first superhero-related intellectual property case to go to trial, finally reaching court in 1948. Although the first judge ruled in Fawcett's favor, an appeal in 1951 reversed that ruling. Fawcett settled before damages could be determined, and since by 1951 sales of superhero comics had dwindled, simply paid National \$400,000 and ceased publication of all of *Captain Marvel's* remaining titles.

A SOCIETY OF ALL-STARS

A number of smaller comic book publishers tried to ride the wave of superheroic adventure in comics in the early 1940s, but National itself began to fill up the marketplace with their own attempts to duplicate the successes of *Superman* and *Batman*. In January of 1940, the All-American side of the National offices produced their first superhero anthology issue, *Flash Comics* #1. Written by Gardner Fox with a number of different artists, this comic featured the first appearance of several superheroes. Most notable was the *Flash*, the first comicbook speedster who wore a winged helmet in the manner of *Mercury* and was co-created by Harry Lampert. Scientist Jay Garrick suffered a lab accident and gained phenomenal speed, which he used to battle an impressive rogue's gallery of villains like the *Fiddler*, the *Thinker* and the *Shade*.

That same issue also introduced *Hawkman*, by Fox and Dennis Neville. Archaeologist Carter Hall discovers that he is in fact the reincarnation of an ancient Egyptian prince named *Khufu*, and therefore also the inheritor of the secrets of the mysterious gravity-manipulating *Ninth Metal*. Using the strange substance, Hall creates a winged flying suit and sets about battling costumed villains like the *Gambler* and the *Gentleman Ghost*. (His wife *Sheira* put on a costume as *Hawkgirl* to help him a couple of times in the *Golden Age*; in later eras, she was retconned to be his regular partner and co-founder of the *All-Star Squadron*.)

Flash Comics #1 was also the first appearance of *Johnny Thunder*, a comical dimwit who commanded an incredibly powerful magical thunderbolt-genie when he could remember the magic word that summoned it, and *The Whip*, a *Zorro* imitator who protected the poor citizens of Mexico from corrupt government officials and soldiers. After the war it would also be home to *Black Canary*.

In May of 1940, National converted a comedy collection called *More Fun Comics* into a superhero anthology as well, beginning with issue #52. That issue featured the debut of the *Spectre*, created by *Superman* writer Jerry Siegel and artist Bernard Baily. Detective *Jim Corrigan* is murdered by mobsters, but is refused entrance to Heaven and is instead sent back as a superpowered ghost to enact vengeance on evildoers. Issue #55 then debuted *Doctor Fate* (by Gardner Fox and Howard Sherman), who as *Kent Nelson* was the son of yet another adventurous archaeologist orphaned when his father accidentally opens a tomb full of poisonous gas. A mysterious sorcerer named *Nabu* takes pity on the poor boy and teaches him magic, returning him to America after twenty years to combat supernatural evil. Over the next several years, *More Fun* also saw the origins of several more National heroes, including *Johnny Quick*, *Green Arrow*, *Aquaman*, and eventually



the Superboy feature telling stories of Superman in his teenage years in Smallville.

All-American converted its own flagship comic, aptly named All-American Comics, to a primarily superhero-oriented anthology beginning with issue #16 in July of 1940. That issue introduced Martin Nodell's creation the Green Lantern, a railroad engineer who found a magical lantern and from it created a ring that gave him incredible powers, with which he battled villains like the Sportsmaster and the Icicle. Over the next couple of years All-American also was the debut comic for heroes like the Atom and Doctor Mid-Nite.

In the summer of 1940 National published a new anthology called All-Star Comics, which featured characters from both National and All-American like Flash, Hourman, Sandman and others in solo stories. The third issue, however, was groundbreaking, as for the first time the assembled heroes starred together in a single framing story establishing that they were all part of a secret organization called the Justice Society in the same universe. Gathering for a meeting, they each exchange stories about recent solo adventures they have had. At the end of the story, the unnamed head of the FBI shows up asking them to help him with a case. Beginning with #4, each story would feature a framing sequence where the heroes would learn of an impending menace. They would all dash off to deal with various solo encounters, and then team up in the final couple of pages to finish off their opponents. All-Star rapidly became extremely popular, and established many of the tropes for superhero teams in decades to come. Its cancellation in 1951 marked the end of the Golden Age.

AN AMAZON SENSATION

In the fall of 1941, a psychologist named William Moulton Marston, who had been one of the principal inventors of the lie detector, sent a proposal for a new superhero feature to editor Bill Gaines. Marston's idea was a heroine just as strong as Superman, but representing what he considered to be the ideals of modern womanhood. She would be capable of fighting male opponents toe-to-toe, but also determined to teach us lessons of peace and love and armed with a weapon, a magical lasso that forced those captured by it to tell the truth.

Princess Diana lived on Paradise Island, among a tribe of female Amazon warriors. An American pilot, Steve Trevor, crashes his plane on their island and Diana nurses him back to health. Since men are not allowed on Paradise Island, Diana's mother Queen Hippolyta orders that he be taken back to "Man's World"; since the Amazons are so competitive a tournament is immediately called for to determine who will have the honor of returning him safely. Diana is forbidden to enter by her mother but defies her, winning every event

while masked, and in the end Hippolyta gives her headstrong daughter her blessing.

Diana trades identities with an American nurse who looks remarkably like her, and goes to work in the Army while using her powers as Wonder Woman to inspire and teach us while overthrowing fascists and stomping bullies. Alongside Trevor she splits her time between fighting Nazis, opposing other Greco-Roman deities like Mars and Pluto, and serving as the "secretary" for the hilariously sexist Justice Society despite easily being one of their most powerful members.

AN AGE OF MARVELS

Though a few other superhero comics had appeared by then, in October of 1939 the first serious rival to National emerged in Timely Comics, part of Martin Goodman's pulp publishing group. Timely's first comic book was an anthology title called Marvel Comics #1, which featured the first appearances of Namor the Sub-Mariner by Bill Everett and the Human Torch by Carl Burgos, as well as lesser features like the Angel and Ka-Zar the Great (rip-offs of the Saint and Tarzan respectively.)

Namor was more anti-hero than superhero; the half-human prince of an undersea kingdom, he was sent to battle the surface world in revenge for a slaughter of his own people twenty years prior. Equally at home in and out of the water, and possessing vast strength and the ability to fly (technically, the first superhero to do so, since at this time Superman was still only leaping long distances), Namor attacked coastal cities and battled the human military, smashing ships and skyscrapers to the delight of readers.

The Human Torch was more of a superhero, though an odd one; he was an artificial human, an android created by the brilliant scientist Dr. Horton. Though Horton had amazingly given his creation complete sentience, a flaw in the design caused the android to burst into flames upon contact with oxygen, though the fire did not consume him or do him any harm! Deemed a hazard, the android was deactivated and sealed in a glass chamber beneath a pit of concrete. However, the pit cracked and allowed some oxygen in, which reactivated the blazing android and sent him on a rampage across the city! Eventually he calmed down and gained control over the fire he generated. Naturally, he joined the police force and set about fighting crime.

Marvel Comics was a smash hit from its first issue, though the title was changed to Marvel Mystery Comics with issue #2, and Timely introduced several titles with various new characters over the next several months. In the summer of 1940, Burgos and Everett pitted their creations directly against each other, as Namor attacked New York City and the Human Torch flew to its defense. The resulting battle raged for three consecutive issues (Marvel Mystery #8-10), incidentally inventing the entire idea of shared

continuity and a single universe for a publisher's superheroes.

Timely was also one of the first publishers to feature a strong pro-intervention sentiment—Namor fought a Nazi sub as early as February 1940, and in September Marvel Boy battled a foreign dictator called “Hiller.”

In March of 1941, Joe Simon and Jack Kirby created the ultimate patriotic superhero for Timely— Captain America! Weakling Steve Rogers volunteered for a secret program to create super-soldiers, but the brilliant scientist in charge was assassinated by an enemy agent, leaving Rogers as the sole recipient of the serum. Given a patriotic suit, a red, white and blue shield and a teen sidekick named Bucky, Captain America leapt into combat with America's enemies and took full advantage of Kirby's dynamic layouts and Simon's breathless scripts to become hugely popular. Indeed, by the summer of 1941 Cap's own comic was selling over a million copies an issue, rivaling the numbers of Superman, Batman and Captain Marvel.

In Cap's wake came an army of super-patriots looking to imitate his success: Timely tried again with the Patriot and Miss America, while other publishers brought forth Fighting Yank, the Liberator, Captains Battle and Freedom, and dozens more ready to smash tyranny. While some were interesting on their own merits, none approached

Captain America's success, and few are remembered individually today.

When the war ended, Timely made a stab at creating their own “Justice Society” by teaming their best-selling features in All-Winners Comics #19 (Fall 1946). Captain America, Sub-Mariner, The Human Torch, the Whizzer (a Flash-style speedster who'd received his powers from an injection of mongoose blood) and Miss America were brought together in an All-Star-style framing story and then sent off for solo adventures before reteaming at the end. Unfortunately, this experiment only lasted for two issues before cancellation.

THEY ALSO SERVED

A handful of additional Golden Age heroes deserve mention for their influence and originality. Quality Comics was probably the fourth most-important superhero publisher of the era, with interesting characters like Uncle Sam and Doll Man. Their greatest feature, however, was Plastic Man by Jack Cole, who debuted in August of 1941. Criminal Eel O'Brien is shot in a warehouse holdup and accidentally gets doused in strange chemicals. When he wakes, he is being cared for by a mysterious monk in a mountain monastery, who rescued him from the police. During his convalescence, O'Brien both repents of his criminal past and discovers that the strange



LIST OF SUPERHERO DEBUTS (AND A FEW NOTABLE VILLAINS)

Oct 35	Doctor Occult	Oct 41	Tarantula, Scarecrow, Destroyer, American Eagle
Nov 36	The Clock	Nov 41	Green Arrow & Speedy, Vigilante
Jun 38	Superman, Zatara, Lois Lane, Tex Thompson	Dec 41	Captain Marvel Jr., Captain Nazi, Penguin, Liberator, Minute-Man
Oct 38	Crimson Avenger	Jan 42	Wonder Woman, Wildcat, Mr. Terrific, Gay Ghost, V-Man
Nov 38	Jimmy Olsen	Mar 42	Manhunter (Quality)
May 39	Batman	Apr 42	Guardian, Manhunter (DC), Newsboy Legion
Jul 39	Sandman, Flame	Jun 42	The Boy Commandos
Aug 39	Blue Beetle, Invisible Hood	Jul 42	The Web
Oct 39	Human Torch, Sub-Mariner, Angel, Shock Gibson	Aug 42	Two-Face, Prankster
Dec 39	Doll Man, Wizard, Stardust	Sep 42	Liberty Belle, The Shade
Jan 40	Flash, Hawkman, Johnny Thunder, Shield, Comet,	Nov 42	Woozy Winks
Feb 40	Captain Marvel, Spectre, Ibis the Invincible, Golden Arrow, Dynamo, Ferret	Dec 42	Mary Marvel, Kid Eternity, Air Wave, The Heap, Pyroman
Mar 40	Silver Streak, King Standish	Jan 43	Captain Triumph
Apr 40	Robin, Joker, Catwoman, Lex Luthor, Hourman, Ghost	Feb 43	Brain-Wave
May 40	Dr. Fate, Black Condor, Bulletman, The Spider, Madame Fatal, The Face, Skyman	Aug 43	Mister Mind, The Monster Society of Evil
Jun 40	The Spirit, Lady Luck, Captain Future, Blue Bolt, Doc Strange (Nedor)	Sep 43	Toyman
Jul 40	Green Lantern, Uncle Sam, Red Bee, Neon the Unknown, Wonder Boy	Oct 43	Cheetah
Aug 40	Mercury (Timely)	Nov 43	Vandal Savage, Miss America (Timely)
Sep 40	Ray, Firefly	Feb 44	Grim Reaper (Nedor)
Oct 40	Atom, Justice Society, Toro	Sep 44	Mr. Mxyzptlk, Yellow Jacket (Charlton), The Bouncer
Nov 40	Vision, Quicksilver (Quality)	Oct 44	Solomon Grundy
Dec 40	Mr. Scarlet & Pinky	Jan 45	Superboy
Jan 41	Black Terror	Dec 45	Black Adam
Mar 41	Captain America & Bucky, Red Skull, Black Marvel	Sep 46	All-Winners Squad
Apr 41	Starman, Doctor Mid-Nite, Doctor Nemesis, Blue Diamond	Apr 47	The Wizard (DC)
May 41	Sargon the Sorcerer, Jester, Captain Freedom	May 47	Namora, Sportsmaster
Jun 41	Hawkgirl, Twister	Jun 47	Per Degaton
Jul 41	Patriot	Aug 47	Black Canary, Huntress
Aug 41	Plastic Man, Blackhawk, Whizzer, Human Bomb, Black Cat (Harvey), Nelvana of the Northern Lights, Firebrand, Miss America (Quality), Miss Victory, Wildfire, The Mouth-piece, Yank & Doodle	Sep 47	Harlequin
Sep 41	Aquaman, Johnny Quick, Star-Spangled Kid & Stripesy, Shining Knight, Fighting Yank, Father Time, Captain Flag, Captain Courageous	Oct 47	Icicle
		Nov 47	Mister Atom
		Dec 47	Fiddler
		Aug 48	Sun Girl, Venus
		Oct 48	Riddler, Mad Hatter
		Jun 50	Deadshot
		Dec 50	Marvel Boy

chemicals have given him the power to stretch and mold his body like plastic. He returns to the city and operates for a while as a mole within various criminal gangs, learning of their crimes as Eel and then thwarting them as Plastic Man. Eventually, he outright joins the police force. Cole's brilliant designs and surreal sense of humor made Plastic Man one of the greatest Golden Age titles.

The other candidate for best-written and drawn Golden Age feature is *The Spirit*, by Will Eisner with the occasional assistance of talents like Cole, Wally Wood, and Jules Feiffer. A Sunday newspaper feature beginning in June of 1940 (and only sporadically reprinted in comicbook format until the 1980s), *The Spirit* tells the story of Denny Colt, a detective who narrowly avoids death in his first adventure and takes up a masked vigilante career. *The Spirit's* adventures spanned a wide range of genres, from noir crime stories to horror, comedy and romance stories, and are really only superhero stories in the broadest of definitions. However, if you are reading this book and have somehow missed these, please take this opportunity to rectify that immediately.

RETCONS

The following characters were created in more modern eras, but have been included in many "retconned" Golden Age stories written after the period: Crimson Commando (Marvel), the female Firebrand (DC), Judomaster (Charlton/DC), Spitfire and Union Jack (Marvel), Steel/Commander Steel (DC), Stonewall (Marvel), Super Sabre (Marvel), Yankee Clipper (Marvel), and the Young All-Stars (Iron Munro, Flying Fox, Fury, and Tsunami primarily) (DC).

INTO THE SILVER AGE

The Golden Age ended in 1951, leaving behind only a small handful of superhero comic titles: Superman, Batman, Superboy, Wonder Woman, and a small handful of secondary features like Green Arrow and Aquaman, all by the recently-renamed DC Comics. Most of the other publishers either closed entirely or shifted their focus away from superheroes. Timely was folded into Atlas, which primarily did "men's adventure" magazines. Stan Lee convinced Atlas to make an effort to revive the Timely superheroes in late 1953, bringing back Captain America, Sub-Mariner and Human Torch, but the response was tepid and all were cancelled within four or five issues.

DC ushered in the Silver Age with their successful "reboot" of the Flash in Showcase #4 in 1956, giving the name and superspeed powers to a new character named Barry Allen along with a sleek new modernist costume. Barry was revealed in several early issues to have been a fan of the comicbooks featuring the previous Flash, suggesting that his predecessor's adventures were

fictional within the current universe (which left unanswered the question of how Jay Garrick could have been a teammate of Superman and Batman in the comics while Barry was a teammate of the same heroes in the "real" Justice League.)

In 1961, Gardner Fox wrote Flash Comics #123, "Flash of Two Worlds!", in which we learned that there was a separate Earth in another dimension where Jay Garrick was the recently-retired Flash who had been active during the Golden Age. The two teamed up to battle several of Jay's nemeses from the 1940s, before Barry returned to his home world; Barry theorized that writers from his own Earth One had somehow been psychically "tuned in" to Jay's Earth-Two as a source of their comicbook plots. This phenomenally-popular story led to a series of crossovers between Earth-One and Earth-Two heroes, with the highlight perhaps being 1963's "Crisis On Earth-One!" team-up between the Justice League and Justice Society. This story confirmed that there were in fact two nearly-identical versions of Superman, Batman, Robin and Wonder Woman, separated in age by decades between the two worlds.

Earth-Two and the heroes of the Golden Age remained a recurring plot element for various DC titles into the mid-1980s. Indeed, as DC acquired the rights to the characters of various other publishers like Fawcett and Quality over the years (see Silver Age Champions for more details on this and other features of the age), additional new "parallel earths" were established to house them: Earth-S ("Shazam!") for the Fawcett characters, and Earth-X for Quality (where, it was revealed, World War II was actually won by the Axis and the supers were part of the underground resistance until the JLA and JSA teamed up to defeat Hitler one more time.)

In the meantime, Marvel had risen to become the other primary superhero publisher of the era, with the success of titles like *Fantastic Four* and *Spider-Man*. With writer Stan Lee and artists like Jack Kirby at the helm, Marvel also drew on their Golden Age properties to flesh out their fictional universe. Rather than isolate their older heroes on a different world, though, Marvel integrated them directly into the current setting; Captain America was revealed to have been in suspended animation in a glacier for decades, while Sub-Mariner, being an Atlantean, simply hadn't aged before reclaiming his status as a complicated anti-hero scrapping with other good guys.

In May of 1963, Lee and Kirby introduced a new non-superhero title, a World War II-set military action series titled *Sergeant Fury And His Howling Commandos*, in order to compete with DC's popular *Sergeant Rock* series. As a bit of cross-promotion and a joke, Lee had the twenty-years-older Fury, now a Colonel, appear in an issue of *Fantastic Four* later that year as an agent of an unidentified government agency, and then in a later issue of their own comic had a guest appearance from Captain America confirming that all of these stories were in the same continuity. This was the first "retro" style Golden Age



superhero comic (see p. 130), and inspired much of what Roy Thomas would do in the Bronze Age a few years later.

BRONZE AND LATER AGES

In December of 1969, Thomas was the scripter of *The Avengers*, Marvel's pantheon hero team that included Captain America. Thomas wrote a story for issue #71 in which the heroes, manipulated by the time-traveling menace Kang, fought two other heroic teams: one was a thinly-disguised version of DC's Justice League, and the other was a collection of World War II-era heroes, who Thomas established had indeed formed a team during the Golden Age. Called the Invaders, the core membership of the team was Sub-Mariner, Captain America and the Human Torch, along with the teen sidekicks of the latter two, Bucky and Toro. Though the story was popular, the team went unused for another six years until Thomas finally got the go-ahead to put them in their own 1940s-set comic in 1975.

In their first adventure they saved Winston Churchill from an assassination attempt by the fiendish Nazi supervillain Master Man, and it was Churchill himself who gave the team their name. In succeeding issues they fought Axis supervillains, vampires and aliens, while adding several additional members. (Indeed, an entire second team called the Liberty Legion was formed by Bucky when the evil Red Skull had brainwashed the other Invaders into switching sides!)

Unfortunately, relatively poor sales during an industry-wide slump led to the cancellation of *Invaders* after 41 issues, an annual, and several appearances in other comics. Thomas himself left Marvel in 1981 and moved over to DC where he took on or introduced a number of titles, the relevant one here being a new World War II-set series featuring the various Golden Age heroes that DC had either published themselves or acquired the rights to over the succeeding decades, such as the *Fawcett* and *Quality* lineups.

With a cast of literally dozens of heroes to choose from, Thomas was able to create the greatest retro Golden Age comic in history. *All-Star Squadron* debuted in an insert to *Justice League of America* #193 in early August of 1981, followed by the premiere issue of its own title later that month. As Thomas planned it (and maintained for the first several years), each year of the series would represent a single month during the war, with a core cast of lesser-known heroes stepping up to defend the homefront when the members of the Justice Society joined the military (an event originally recorded back in *All-Star Comics* #11 back in 1942!)

All-Star Squadron was a solid hit for DC for several years, inspiring new interest in many of the characters Thomas rescued from obscurity. Many of these characters received features explaining their backstories in the pages of another Thomas

title, *Secret Origins*. Meanwhile, in 1983 Thomas created another Earth-Two-based series, *Infinity Inc.*, which featured the children, protégés, and successors of the original Justice Society operating in the modern day.

In 1985, editors at DC decided that the collection of alternate Earths that housed their various heroes were too confusing for new readers, and decided to publish a story that would "reboot" and simplify their tangled continuity. The resulting limited series, *Crisis On Infinite Earths*, removed all of the various alternate Earths and created a timeline where all of the DC heroes had always existed in the same world. While *Crisis* was extremely popular and did largely succeed in untangling the backstories of most of DC's modern heroes, the elimination of Earth-Two (and with it, the Golden Age versions of continuing characters like Superman, Batman and Wonder Woman) snarled the detailed history of the All-Stars. Thomas struggled for over a year to untangle the history of his team and characters, until finally in 1987 *All-Star Squadron* ceased publication with issue #67. In its place was a new series, *Young All-Stars*, which introduced a set of new characters vaguely similar to the displaced old classics, designed to fill in the "holes" in the timeline created by their elimination. That new series continued for 31 more issues, but faced declining sales and general fan dissatisfaction with the new characters, and was cancelled in 1989. The last issue of *Young All-Stars* in effect marked the ending of the gilded age of Golden Age revivals.

Neither major comic publisher since has dedicated a continuing series to World War II-era adventures, though of course with time travel being a common plot element in superhero tales (and Nazis continuing to make ideal villains!) stories of the Golden Age continue to appear occasionally. DC revived the Justice Society a couple of times, most successfully during the run by Geoff Johns from 1999 to 2011; though the stories were set in the modern day, several of the characters were the old heroes still somehow active many decades after their debuts, and others were new heroes trading on their predecessors' legacies. Similarly, the Invaders have made several appearances in current Marvel titles, including an abortive attempt at a modern-day series in 2004, while other Timely-era heroes made a brief comeback in J. Michael Straczynski's miniseries *The Twelve* between 2008 and 2012.

CHAPTER TWO

GOLDEN AGE CHAMPIONS: THE SUB-GENRE





THEMES & TROPES

WHAT KIND OF HEROES?

The stereotype of Golden Age characters portrays them as being two-dimensional, sunny and without interesting conflicts in the eyes of modern readers, and like many stereotypes it's not without some basis in reality. Certainly, superheroic stories in the period are largely about wish-fulfillment, and the earliest supers are presented as idealized figures. Receipt of superpowers is almost universally considered a blessing. With only a few exceptions (like the original Robotman), the heroes' lives are only improved by getting their powers. The reluctant superhero whose powers are primarily a burden, either physically (like Thing or Metamorpho) or because of struggles with the awesome responsibility of being superhuman (like Spider-Man) are artifacts of the 1960s and the arrival of the Marvel lineup.

Non-superhuman costumed heroes may have a wider range of motivations, but in general they take on their costumed identities to improve and protect society and its ideals. Many are gifted in some mundane way (wealth, intelligence or scientific skill, or simply quick reflexes and a strong right hook), and the sense that those gifts should be used to better the world and protect those less fortunate is nearly universal. There are no greedy superheroes only in it for the money, or motivated by baser desires. Respect for law and law enforcement is a given- even those vigilantes who operate outside the law do so only because they feel that the traditional methods are insufficient to the task.

Few Golden Age superheroes struggle with mundane issues. As noted, many are independently wealthy, and almost all have at least a comfortable living that allows them to spend time fighting crime and saving innocents without having to consider a reward. Superheroes may worry about their love interest or boss uncovering their dual lives, but they rarely have problems succeeding at their jobs or paying their rent. Those that do are usually the ones played for broader laughs, like Johnny Thunder's endless series of jobs lost due to his bad luck and clumsiness; his ineptitude only underlines how different he is from the typical superhero to humorous effect.

THE GOVERNMENT AND SUPERHEROES

In general, the Government plays a relatively minor role in most Golden Age stories outside the war period. Usually, authorities consider superheroes a welcome assistance in their efforts, as they are portrayed as working towards the same goals. The main exception are the vigilantes operating in the pulp tradition, who may be considered lawbreakers and are pursued ineptly by local police, sometimes on general principle or less flatteringly because the mystery man keeps showing them up by solving cases they can't. As the period progresses even these masked outsiders move away from this stance, as writers and editors became more concerned about their characters as role models; Batman changed from a dark avenger of the night pursued by the Gotham police to a deputized officer within a very short period of the 1940s.

Above the local level, government officials are usually presented as idealized figures themselves, and those that aren't are outright villains; once again, there's little room for gray motivations in the period style. Powerful authorities, whether real figures like Roosevelt or J. Edgar Hoover or fictional doppelgangers, are always trustworthy and supportive, and when they make official requests for assistance the heroes will jump at the chance- usually, with a jaunty "Don't thank us, sir, you're the real heroes!"

HEROES AND TECHNOLOGY

The idea that science can solve every problem is much more of a Silver Age trope (where it historically coincides with the space race and engineering-related educational initiatives) than a Golden Age one, but the theme is still common. Brilliant scientists regularly invent astonishing devices or breakthroughs, but just as frequently "mad scientists" or foreign enemies twist technology for evil purposes. The lack of concern for continuity in period comics meant that writers never had to deal with the ramifications of inventing a faster-than-light spaceship or a pill to

solve world hunger in any later stories, so throw-away inventions of that sort were common. Game Masters will have to be more careful, depending on their campaign's tone and whether their players are the type to be upset that nobody ever uses the time machine invented one week again to solve a future problem.

One particularly Golden Age manifestation of technological wizardry is the lovingly detailed description (and accurate art) of vehicles and weapons during wartime. Many comics were aimed at actual soldiers once the war started, and errors in portraying the weapons and vehicles they used every day would occasionally draw letters of complaint. There was also a particular breed of fandom among the kids at home, whose parents or older siblings might be off fighting and who thrilled to action stories of plane or tank combat, and insisted that they be drawn accurately no matter how fanciful the story around them might be.

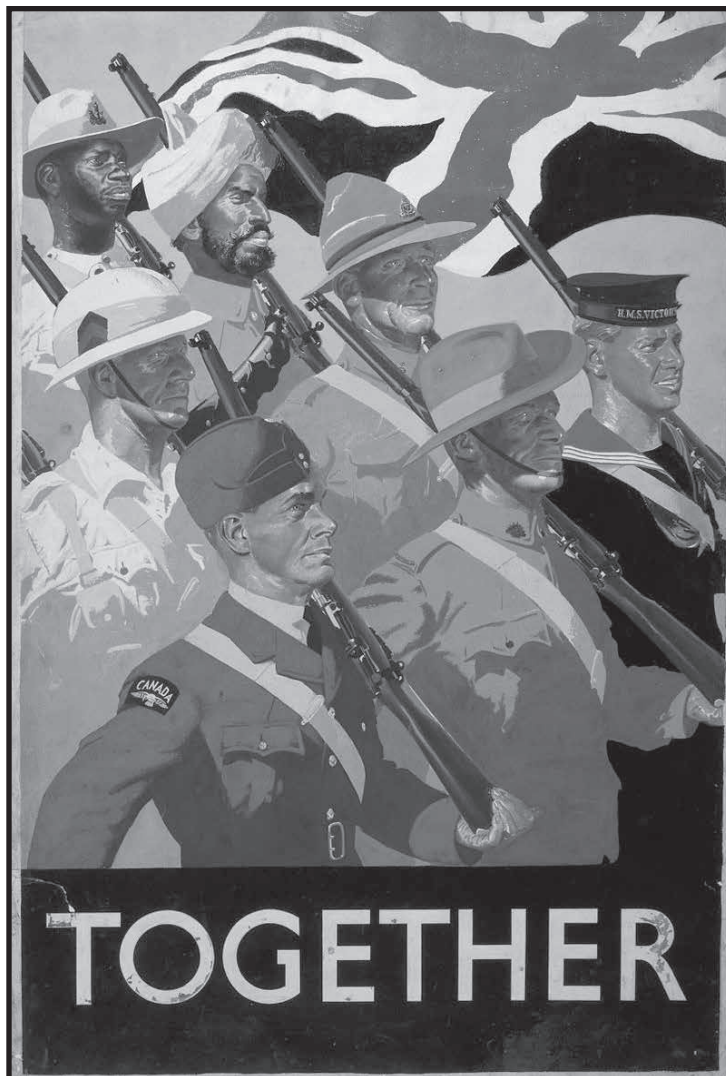
When dealing with ordinary technologies, from guns to cars, GMs should consider the impact of wartime rationing, shortages and the black market, which are detailed on p. 54.

CONNECTING TO THE MODERN DAY

Part of the joy of playing a Golden Age Champions game is the exploration of superheroics in another era, different from the one the players themselves live in. Inherent in that is the fun associated with connecting the events you're currently playing out in the game to other periods, and seeing the ramifications of your heroes' actions into the future. There is a powerful charge that can come from being present "at the beginning," as it were, of a superhero universe.

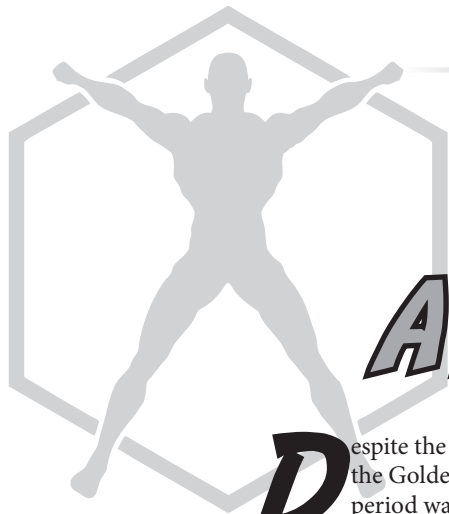
If you're creating your Golden Age campaign from whole cloth with no direct connections to an existing modern setting, it can still be great fun to speculate about what the later ages of your world might look like. Are you creating agencies that will still exist in the modern day? Are you beginning lines of legacies that will carry your character's name and memories into the future? Every new concept, from alien races to sources of magic to hidden races within the Earth might go on to be important later on. You might even decide at some point to move your entire campaign forward in time, or run an additional one, that explores the later chapters of your entire world's story after the Golden Age ends!

On the other hand, you may be running a campaign that's connected to an existing modern-day setting, either of your own creation, an existing published one or something somewhere in between. In that case, part of the appeal is that you already know, at least in broad strokes, how it all came out: whether the Axis was defeated (I certainly hope so!), what heroes and villains lived and died, which legacy characters went on to their own spectacular careers. There's a particular thrill



in seeing and weaving in the connections between eras—certainly any players familiar with the Champions Universe will catch their breath when they realize the Nazi scientist they just captured is actually a young Albert Zerkstein!

Of course, if this is how you're playing, it's important not to put the campaign "on rails," so that the players find it difficult to make any significant decisions about the world. Don't take away player agency - if a player does something that changes the established facts of your greater setting (for example, causing the death of an NPC who has an important future role to play), go ahead and let them! These are superhero stories, and nothing is necessarily permanent. Deaths can be undone or revealed to be mistaken identity, robot doubles or averted by "impossible" escapes. Inconsistencies can always be explained later, papered over, or simply ignored as actually having happened on Earth-B27 instead of this one. An adventure in my home campaign took place on Jupiter's moon Ganymede, which of course had native aliens, normal gravity and a breathable atmosphere - in a later Silver Age adventure, it became an important plot point to explain how that could have been true in the 1940s considering our greater awareness of the solar system in the 1960s!



HEROIC ARCHETYPES

Despite the relatively short duration of the Golden Age of Superheroes, the period was populated with hundreds of costumed comicbook heroes, and later “retcons” have added dozens more. Players often enjoy playing characters similar to their favorite published characters, so this section will go into some depth discussing the most well-known superheroic archetypes (as originally defined in Champions) and how they are most frequently expressed in the Golden Age, including several common sub-archetypes within each category.

2

BRICKS

Thanks to Superman and his host of costumed imitators, the Brick is one of the best-known superheroic archetypes, covering any characters whose primary attributes are superhuman strength and resistance to damage.

FLYING BRICKS

Perhaps the most common sub-archetype of Brick is the Flying Brick, as best represented by Superman himself. This is the spit-curlled titan with impressive physique and blue-black hair, usually wearing bright primary colors and a cape flapping majestically in the wind as bullets bounce harmlessly off his magnificent chest. Apart from the Man of Steel, notable Flying Bricks of the period include Captain Marvel (and his derivative family), Bulletman, Dynamic Man, Green Mask, and American Crusader.

The Flying Brick is defined by high STR, usually at or near the campaign’s limit, high Resistant Defenses, and of course Flight (or occasionally, prodigious amounts of Leaping.) Superspeed is also common, though rarely used to much advantage in combat, and perhaps best represented by high Non-Combat Multipliers on Flight or other Movement Powers. In higher-end or even Galactic-level Golden Age campaigns, a wide range of additional abilities might be added to this basic outline, including superhuman sensory abilities, Life Support, and perhaps a ranged attack or two. The Flying Brick also generally buys fairly high PRE and maybe some Striking Appearance, since they tend to be flashy and draw the newsmen’s cameras. Oratory is good for noble, rousing speeches and generally coming off well with the adoring public.

There are no particular skills or talents associated with the Flying Brick, though they usually have exciting jobs (reporters seem popular) in their secret identity. Common Complications are a Secret Identity (sometimes involving a multi-form to a non-powered form, which might also call for Accidental Change), Reputations, and various noble Psychological Complications. Flying Bricks also are known for having a wide range of Vulnerabilities and Susceptibilities, particularly to unusual substances like glowing alien rocks.

THE INDESTRUCTIBLE BRICK

There are a number of Bricks in Golden Age comics who are more notable for their incredible ability to resist damage than the amount they dish out (though that’s usually pretty impressive as well.) Perhaps they’ve been infused somehow with the essence of metal or diamonds, or their skin has been magically hardened. Usually they have superhuman strength as well, but at a lower level than other Bricks. Well-known examples include Blue Diamond, Man O’Metal, Brad Spencer, The Target, and Steel Sterling.

Indestructible Bricks generally buy Resistant Defenses at the campaign’s maximum limit (GMs may even allow characters specializing in this trait to slightly exceed those limits, since their primary attribute is standing up to punishment no other characters can take), and frequently adding one or more levels of Hardened. They may also buy varying levels of Life Support, particularly the additional Safe Environments. While they usually have some level of enhanced STR, they commonly spend as much or more on CON to make sure they don’t get Stunned easily, and additional BOD as well. Indestructible Bricks are usually very good brawlers, but tend not to have much in the way of technique, buying additional dice of Hand-to-hand Damage to reflect their rock-hard fists rather than going in for fancy maneuvers.

Indestructible Bricks may have particular types of attacks they remain Vulnerable to, either buying their Defenses with an appropriate Limitation (for example, Not Vs. Sonic Attacks), and/or adding an appropriate Vulnerability. The process that made them so tough might have made them permanently denser as well, leading to Physical Complications like Heavy as well as lower-than-campaign-average DEX. Being as tough as they

are, skimping on DCV is usually acceptable as well.

THE STRANGE VISITOR

Many Bricks in the Golden Age came by their enhanced physical abilities naturally, usually because they were aliens, demigods or members of other societies who all had remarkable powers (though of course the hero in question was one of his people's leading lights.) Usually these Bricks came to our world from another place or time to help us in our battles against injustice and tyranny, or to lead us by example to our own enhanced and enlightened state. Examples include Wonder Woman (Princess of the Amazons), Samson, Hercules, Power Man and Wonder Boy.

Strange Visitors usually have the typical enhanced STR, CON and Defenses of other Bricks, along with large amounts of combat-related Skills and Talents. They are often armed with unique and powerful weapons or other magical artifacts to aid them in their missions, such as Wonder Woman's bracelets and lasso or Power Man's magical red jacket. If they are actually gods or other "historical" figures like Hercules or Samson, they probably also have Life Support: Immortal and Power Defense. They may have any number of odd Complications due to their unusual heritages or mystical backgrounds, such as Wonder Woman's Physical Complication of losing her superhuman powers if she is bound by a man. The Physical Limitation Unfamiliar With Modern/Earth Culture frequently applies. Strange Visitors are usually among us on some sort of mission, reflected by appropriate Psychological or Social Complications, and may have a wide range of Enemies trying to prevent them from succeeding. Their original people may be Contacts or DNPCs as well.

THE PERFECTED BRICK

Some Bricks received their enhanced musculature from long hours of study of esoteric, mysterious arts, usually from childhood and occasionally at the hands of Tibetan monks, mysterious lamas, or other mystical practitioners. Invariably, these dynamos made their way back to civilization where they put their powers to good use fighting crime. (This is actually quite a common origin leading to a wide range of powers and archetypes - indeed, to go by Golden Age comics, fully half the population of Tibetan temples of the '20s and '30s seems to have been made up of orphaned white children learning wondrous mystical secrets and talents!) Examples from the comics include Amazing-Man, Blazing Skull, Green Lama, Masterman, and The Firefly.

Like Indestructible Bricks, Perfected Bricks tend to be on the low side of the STR scale as far as Bricks go, but make up for it with unusual martial skills, better-than-average CVs, and high DEX and Speed. They usually have other tricks they learned from the mysterious Orient, from Talents like Combat Sense or Simulate Death to more exotic mental powers like Clairvoyance or Mind Control.

THE EXPLODING BRICK

An odd sub-archetype of Bricks, Exploding Bricks tend not to be superhumanly strong or tough at all. Instead, they deal out enormous amounts of hand-to-hand damage due to punches that are literally explosive, thanks to some sort of additional energy release on contact. Examples of Exploding Bricks include the Human Bomb, whose skin caused anything it contacted to blow up (forcing him to wear special protective "fibrowax" suits), and TNT and his sidekick Dan the Dyna-Mite, who wore rings infused with a strange chemical that added explosive force to their already-impressive punches. Exploding Bricks might have strong defenses and Damage Shields if their entire bodies have this remarkable ability, or simply otherwise be Mystery Men (see p. 24.)

THE CHEMICALLY-IMPROVED BRICK

Several Golden-Age Bricks received their super-fitness from chemicals, usually from unusual serums or special vitamins invented by themselves or a friendly science-minded NPC. These special formulas would generally improve the hero in all areas of physical exertion (perhaps increasing DEX, CVs, SPD and END as well as the more traditional Brick Characteristics) and occasionally throw in some extra abilities as well depending on what the story needed. Many of the Chemically-Improved Bricks invented their own transformative formulas, and therefore a secondary specialty as a team scientist (with high INT and appropriate Sciences) is frequently a sideline. A common Limitation for Chemically-Improved powers is a time duration on the enhanced characteristics, adding the dramatic potential of running out of "juice" at a crucial moment. The best-known examples of this sort are Hourman, the original Blue Beetle, Black Terror, Destroyer and Doc Strange.

THE MECHANICALLY-IMPROVED BRICK

This archetype represents the earliest comic-book androids, cyborgs and robots, heroes whose bodies have been augmented or even replaced with fantastic machinery. Robots were already a common and popular theme in Golden Age science fiction; the Czech play *R. U. R.* had coined the term "robot" in 1920, and the film *Metropolis* popularized the term and established the appearance of humanoid artificial beings in 1927. Westinghouse showed off a humanoid robot called *Elektro* at the New York's World Fair beginning in 1939, and his comical displays of walking, "dancing" and even smoking captured the public's fancy.

The technology involved should reflect the era; settings that promote a Period feel should avoid transistors and microchips, instead using miniaturized hydraulics and vacuum tubes. On the other hand, it's certainly acceptable to have super-scientists of the 1940s invent concepts that will be commonplace later on, if you're looking to maintain a more "realistic" feel. Examples of Mechanically-Improved Bricks in the Golden Age



“NEVER WAS SO MUCH
OWED BY SO MANY
TO SO FEW”

THE PRIME MINISTER



2

include the original Robotman, Commander Steel (a Retcon addition), and Manowar.

ENERGY PROJECTORS

This archetype is a catchall for any super whose primary powers involve ranged attacks that manipulate some sort of energy or substance.

ELEMENTALISTS

The most common subtype of Energy Projectors in the Golden Age is the Elementalist, a character whose powers all derive from control of some common substance or form of energy. The most famous example is the Human Torch, whose early popularity led to a wide range of imitators from various publishers. Other fire wielders of the era include The Flame and Fireball, not to mention the second Firebrand introduced in the 1980s. Other Elementalist demonstrated their mastery over other domains, such as electricity (Blue Bolt, Lash Lightning, Sparkman and Shock Gibson, as well as the wonderfully-misnomered Pyroman),

light (The Ray and Neon The Unknown), cold (Jack Frost and Dr. Frost), magnetism (Magno) and water (Hydroman.)

Players creating Elementalist characters should certainly peruse the Ultimate Energy Projector for basic ideas, along with Champions Powers. Along with the customary suite of ranged attacks appropriate to their theme element, Elementalist frequently have the ability to transform themselves directly into beings of fire, light or water. Other common powers include Flight, Enhanced Senses (to help with all of those long-range attacks) and fairly high DEX and CVs. The chosen element will also dictate some appropriate Complications, perhaps related to thematic opposites (heat/cold, fire/water, or light/darkness.)

FOCUS WIELDERS

The other common Energy Projector sub-archetype is the Focus Wielder, a superhero who comes into possession of a powerful weapon and uses it as a force for good. The Focus itself might be a technological device or a mystical artifact, and it generally gives its user a wide range of abilities beyond the simple dealing out of damage; indeed, some are so flexible that a Variable Power Pool is required to handle their possible effects, perhaps one with a small limitation representing a broad category of possible effects. Examples of the scientific Focus Wielder include Starman and his Gravity Rod, Marvel Boy and his Power Bracelets, and Phantom Lady and her Black-Light Projector. The most famous mystical Focus Wielder is Green Lantern, though others include Diamond Jack and Dr. Diamond.

MYSTICS

Another popular archetype in Golden Age comics is the Mystic, wielder of arcane spells and powerful magics. Frequently mysterious and a bit aloof, mystics move in a world of demons, ghosts and other supernatural threats, and increase in number and importance in campaigns with average point levels tending towards the high-end (indeed, many of the most prominent comicbook mystics are easily Galactic-level characters!) Obviously, the inclusion of mystical PCs in a campaign implies that magic really exists in the setting, with all of the other implications that follow; in a wartime campaign, the Axis powers generally have several top mystics of their own to menace the heroes with their foul deeds.

INHERITORS OF ANCIENT MAGIC

The traditional comicbook sorcerer, who studies magic of all sorts and uses a wide variety of spells and devices, is entirely appropriate for most GA settings. Usually they come with an entire pantheon of other mystical characters, places and enemies in their backgrounds. The Ultimate Mystic is an excellent guide to creating this sort of character, and Mystic World a fine example of a fully fleshed-out arcane background. Generally Inheritors rely on either Multipowers representing the collection of spells available to them, or more

frequently a magical Variable Power Pool to represent the staggering breadth of their knowledge in higher-point campaigns. They usually have very high INT, EGO and PRE, as well as a wide variety of Knowledge Skills for various schools of magic, occult systems, and hidden places. They frequently have specific artifacts to assist them or even provide the bulk of their power, as with Sargon's Ruby of Life or Ibis's Ibis-Stick. Along with those two, other Inheritors include Dr. Fate, Zardi and Merlin.

STAGE PERFORMERS

Another common mystical sub-archetype of the day, now rarely seen, is that of the Professional Stage Performer. Usually clad in a top hat and tails, this type of mystic is a direct descendant of the pulp-era newspaper comic hero Mandrake the Magician, whose remarkable powers were all actually tricks of mesmerism and illusion. Mandrake, in turn, was inspired by real-life stage magicians like Houdini and The Amazing Blackstone (who was so popular in the Thirties and Forties that he had his own comic, in which he used both sleight-of-hand tricks and occasionally "real" magic to battle evil.) Some Stage Performers have no actual occult powers, using only their skill, dexterity and occasionally a little mass hypnosis, but more commonly the role of performer is only a guise hiding the hero's real nature as a powerful occultist. Sterling examples of the type include Zatara, Monako The Magician and The Amazing Balbo.

OCCULT DETECTIVES

Occasionally the Mystic archetype would cross over with other archetypes, most notably the Two-Fisted Detective. This sub-archetype, traditionally clad in a trenchcoat and known for his mysterious behavior, wide range of Contacts and occasionally snarky attitude, investigated crimes in the manner of Sam Spade but usually found himself opposing arcane enemies rather than mobsters or philandering husbands. A high PRE and appropriate detective skills combine with the odd set of spells or magical artifacts to fill out this sub-archetype. Usually this form of Mystic is more appropriate for low-powered campaigns, though some (like Dr. Occult) were tremendously powerful.

GHOSTS

The comics of the 1930s and 40s were also rife with undead heroes, whose remarkable powers were the result of dying and later returning to the land of the living. Usually these heroes had less general knowledge of arcane matters, and tended to resemble other archetypes except for their ghostly origins; some had vast mystical power, but others seem more like Bricks or Mystery Men in their actual power sets. The reasons for their return from Beyond varied, but usually were some variation on having unfinished business here on Earth, frequently involving setting right various injustices (including pursuing their own murderers!) or otherwise cutting a deal with mysterious Higher Beings. Representative Ghosts

of the Golden Age include The Spectre, The Gay Ghost (the '40s were a different time!), The Black Widow, Captain Fearless, Captain Triumph, Mr. Justice and the Fighting Yank.

SPEEDSTERS

The Speedster archetype represents characters whose primary powers involve movement, usually at remarkable velocities but also those who can move in a medium ordinary humans can't (at least without great difficulty or mechanical aid.) Players interested in playing Speedsters would be remiss in not checking out The Ultimate Speedster for much useful information on movement powers and doing things quickly.

TRADITIONAL SPEEDSTERS

The Golden Age has several heroes whose primary power is the ability to move with super-human quickness, outrunning cars, planes, or even bullets, and at the Galactic Levels sound and occasionally even light. The Flash is the exemplar of the breed, certainly one of the ten most influential comicbook characters of the period, and his legion of imitators includes Johnny Quick, The Whizzer, Quicksilver (the Quality Comics' bearer of the name, not the Marvel one from the Silver Age) and Silver Streak. Speedsters usually got their powers from scientific means, like chemical experiments gone awry or injections of mongoose blood, and therefore frequently had either some level of scientific expertise in their backgrounds or a scientist NPC. Also, since the power of superspeed is both fun to draw and lends itself to extreme stunts, speedsters frequently (but not always) tend to be more lighthearted than other archetypes, with a playful manner of humiliating their ordinary opponents (by, say, dismantling their getaway car underneath them) rather than being grim and dour.

FLYERS

A number of Golden Age characters had flight as their sole or primary superpower, either by their own will or with the aid of artificial "wings" or other devices, frequently powered by advanced alien science or mysterious antigravitic substances. Generally in other ways these characters fit into one of the Mystery Man sub-archetypes; Two-Fisted Explorers were common, since visiting a strange far-off land was a good way to wind up with a set of usable wings, but Detectives or Patriots were also common. Winged Flyers include Hawkman, Red Raven and The Eagle, while Black Condor is an example of a non-winged Flyer (he learned the secrets of flight from a race of intelligent condors after being orphaned as a baby in Tibet, a la Tarzan- no, really!)

SWIMMERS

Similar to Flyers, another popular subarchetype is the hero who can function underwater as easily as he does on land, either because of strange mutations (like The Fin or The Shark) or because he was born of an undersea race (and is usually



royalty thereof) like Sub-Mariner or Aquaman. The uncanny pressures of the deep that these characters must survive frequently makes them also Bricks, though they might also have a wide range of skills as explorers or wield fantastic weapons retrieved from ancient shipwrecks.

WEAPONMASTERS

Another common Archetype for Golden Age heroes that remains popular today is the Weaponmaster. This character is exceptionally proficient in one or several types of weapons, and uses them almost exclusively in combat. They tend to share similar emphasis on skills with Martial Artists and Mystery Men, but with a large amount of their points dedicated to their specific weapons and skill levels in using them or to offset CV penalties for tricky shots or complicated maneuvers.

In Dark Champions-style campaigns, many Weaponmasters concentrate on guns, becoming skilled snipers; in most ordinary Golden Age campaigns this is a bit mundane and ordinary to be interesting, no matter how effective it might be. While many GA heroes weren't particularly squeamish about killing their opponents, shooting them down from a distance hardly seems cricket in a Four-Color setting, and even gun-wielders like the Vigilante seemed to specialize in trick shots (like shooting guns out of his opponents' hands) rather than killing them outright.

ARCHERS

The most well-known subform of Weaponmaster is the Archer, thanks to the popularity of heroes like Green Arrow and his imitators (The Arrow, Golden Arrow, and The Spider.) Apart from mastery of the bow and arrow, Archers usually have a range of "trick arrows," allowing them a great deal of offensive diversity usually bought as a Multipower. Gadgets And Gear has a very useful section showing a variety of common arrow gimmicks.

ANACHRONISTIC LAWYERS

A surprisingly common subarchetype despite its surface oddness, a large number of Weaponmasters were Mystery Men who for one reason or another used the weapons, methods, or assorted accouterments of a previous era in order to fight crime. The Vigilante was a western lawman, who used a lariat and his six-shooters against "owlhoots," though he did make a concession to modernity by riding a motorcycle rather than a horse. The Shining Knight was one of King Arthur's knights at Camelot, who accidentally was frozen in an iceberg until the modern day and continued to use his magical sword, armor and flying horse to battle injustice upon reviving. Daredevil was raised in the Australian Outback and used his skill with a boomerang to fight crime in the big city, while The Whip used his namesake weapon to battle villains in the modern Southwest.

VEHICLE MASTER

Another less-common subarchetype of the Weaponmaster is the superhero who fights crime with the aid of an unusual vehicle. Usually these characters are trained normals or Mystery Men of one sort or another, but what they share are impressive abilities as pilots (high DEX, Combat Pilot or Combat Driving, and skill levels with mounted weapons) and regular access to an exotic vehicle, usually a plane but on occasion a boat, submarine or even a tunneling Mechanical Mole. Famous Vehicle Masters would include Blackhawk, Airboy, Captain Midnight, Spy Smasher, Blue Tracer, Skyman and the Red Torpedo.

OTHER MODERN ARCHETYPES

Modern-era Champions recognizes several other archetypes of superheroes that are much less common in the Golden Age.

MARTIAL ARTISTS AND MYSTERY MEN

The comicbook martial artist as usually seen in modern comics and games is rare in the Golden Age, largely because public awareness of Eastern fighting styles and traditions was not nearly as widespread or well-understood in the Thirties and Forties. With few exceptions, Karate, Judo, and similar martial arts were rare and exotic in the period, occasionally learned as part of a general course of study in "Oriental Secrets" that also included a heavy dose of mysticism, as seen in the stories of The Shadow, or the mysterious Baritsu displayed on occasion by Sherlock Holmes. There are occasional exceptions, but usually those are retconned in from later periods, such as Judomaster and his young partner Tiger or other characters who are Japanese in either origin or influence.

Instead, the roles played by Martial Artists in modern super-teams are subsumed into the larger category of Mystery Men in the Golden Age. (Alliteration being the virtue it is in the period, please note that there were also several Mystery Women included in the category.) Most Mystery Men are excellent hand-to-hand combatants, whether with an actual Western Hero System martial art like Cinematic Brawling, Boxing, or Fencing, or simply portrayed with Levels and perhaps additional dice of Hand-to-Hand damage. Like Martial Artists, Mystery Men frequently also have a fairly wide variety of skills making them acrobats, detectives, explorers, and general-purpose crime fighters. They frequently cross over with the Gadgeteer archetype, though in most cases they will restrict themselves to one or two particularly useful or thematically appropriate minor gadgets or weapons (like Sandman's gas gun and mask, Tarantula's "Web-Gun," or Dr. Mid-Nite's darkness-generating "Blackout Bombs.")

In the original period comics, Mystery Men rarely fought superhuman foes, tending to concentrate on mobsters, thieves, saboteurs, or garishly-costumed theme villains. However, retcons have made many of them considerably more active as members of traditional superhero teams and pitted them against the full range of Golden Age villainy.

There are several notable subarchetypes of Mystery Men.

THE COSTUMED DETECTIVE

The most common type of Mystery Man is the straightforward Costumed Detective, thanks to its most notable example Batman and his legions of imitators. While frequently possessed of strong hand-to-hand combat skills, high DEX, and a catchy motif, the Detective's greatest weapon is his mind. He generally has a vast array of skills, particularly concentrating on Streetwise, Concealment, and especially Criminology, as well as a cartload of Knowledge Skills about crime and criminals. Dark Champions and Pulp Hero both offer a wide array of useful specializations, Talents and Frameworks for this sort of character. It's rare for any Costumed Detective to have any superhuman powers at all—after all, that would only diminish the amazing feats he accomplishes using only his knowledge and supreme will power.

Costumed Detectives often have particularly interesting secret identities as well, which give them wealth, contacts, and the opportunity to travel around the world encountering mysteries they can only solve after donning their cloak and cowl. They also frequently have Sidekicks, whether they be younger heroes training under their mantle or silent but skilled manservants and chauffeurs. A notable minor variation on this subarchetype would be the Spirit and his various imitators, who eschewed any sort of costume beyond a domino mask and a three-piece suit.

Apart from Batman and the Spirit, some of the best Golden Age Costumed Detectives include Crimson Avenger, Mr. Terrific, Sandman, the Angel, Firebrand, the Black Hood, the Black Owl, the Clock, Midnight and Tarantula, as well as radio's Green Hornet.

FEMMES FATALE

Mystery Men who happen to be beautiful women fit under this subarchetype, as popular in comics as it was in the pulps and noir movies they drew from. A Femme Fatale is trouble, whether she's fighting for the side of good or perhaps dabbling on the darker side. Though she's usually a great hand-to-hand combatant and all-around acrobat, the Femme Fatale is rarely hesitant to take advantage of the effect her looks, skimpy costume and seductive personality have on opponents. Examples from the comics include Black Canary, Blonde Phantom, Black Cat, and Miss Victory.

FRUSTRATED LAWMAN

The Frustrated Lawman subarchetype has little difference in skills or abilities from their fellow Mystery Men, but they are notable for the specific

source of their desire to fight crime; professionals of some sort in the law enforcement community, they don their costumed identity specifically to right the wrongs they see in “the system” but are unable to fix using more traditional methods. Frustrated Lawmen are most frequently District Attorneys or other high-level prosecutors in their daytime lives, though they might also be police officers. After watching one too many criminals evade the justice they are so rightfully due, our outraged hero puts on a mask and costume and sets things to right. The Mouthpiece, Mr. Scarlet, the Red Bee and the Quality Comics version of Manhunter are all Frustrated Lawmen.

GREAT WHITE HUNTERS

Drawing on yet another classic pulp archetype, some superheroes developed their skills while hunting big game in far-off lands. Similarly to the Wild Men (below), they usually return at some point to the “big city” where they turn their hunting and tracking skills to the pursuit of criminals. Some, however, spend the majority of their time abroad, encountering lost civilizations, prehistoric monsters and bizarre aliens in the depths of the jungle. The most popular Great White Hunters are DC's version of Manhunter, Congo Bill (and his partner Congorilla), and Black Lion.

MYSTERY MAN OF SCIENCE

Some Mystery Men concentrate on the scientific side of crimefighting, or have secret identities as scientists or doctors and frequently find their esoteric knowledge to be useful in their wars on crime. They often have an array of useful gadgets they've invented at hand. Batman is also probably the most notable of this subarchetype, though others include Dr. Mid-Nite and Doctor Nemesis. High Science Skills and gadget-based VPPs are common for this Mystery Man type.

TRAINED FIGHTER

Hand-to-hand combat skills are the primary trademark of the Trained Fighter subarchetype. As noted above, few comicbook readers knew much at all about real-world martial arts from Eastern countries. That doesn't mean, however, that our Mystery Men were left defenseless in the Golden Age. Countless heroes trained extensively in boxing and/or wrestling, or generally came to master good old artless fisticuffs. Wildcat was a boxing heavyweight champion in his secret identity, while The Atom was originally simply a diminutive bodybuilder who took up boxing for exercise. Other boxers or wrestlers who donned costumes and fought crime included Guardian and Chuck Chandler, Crimebuster.

Later retcons have added actual martial artists to this subarchetype; most of them tend to be actually Japanese and therefore on the Axis side, but Judomaster and his teen sidekick Tiger are notable exceptions.

Trained Fighters will usually specialize in one or two forms of Martial Arts, with a wide range of



Maneuvers, high CVs and several Combat Levels. They rarely have any additional powers or gadgets.

WILD MEN AND WOMEN

Tarzan was still one of the most popular pulp characters in the early days of the Golden Age, and the comics had plenty of similar heroes- white men (or just as frequently, women) who were orphaned by explorer parents in the trackless jungles and raised by wild animals. These characters usually have extensive wilderness, survival and tracking skills that seem to serve them just as well when they're transplanted to modern-day cities and start hunting down criminals. They usually have very high PER rolls, unusual senses and one or more animal Followers, or even the ability to speak with and Summon various beasts. Notable comicbook Wild Men include the Phantom, Ka-Zar, Cat-Man, Sheena, Nyoka, Tygra, Zegra and Judy Of The Jungle.

GADGETEERS

Plenty of Golden Age Mystery Men were also Gadgeteers, wielding devices that ranged from might-just-be-plausible (Batman's Batmobile and Utility Belt) to outrageous (Captain Battle's Dissolvo Gun, which reduced opponents to gelatinous messes.) The basic principles of the archetype remain the same in this period, but the technology itself should reflect the level of realism appropriate to the setting; in a "realistic" WWII period, a brilliant scientist might grasp or even invent the concepts of transistors or nuclear energy, while in a wilder setting time machines, spaceships and humanoid robots with a sense of humor might be the order of the day. See p.114 for information about gear.

MENTALISTS

The idea of psionic abilities that weren't somehow magical was not nearly as prevalent in the Golden Age as it is today, and so actual psychics are somewhat rarer though certainly not unheard of. After all, The Shadow learned to cloud men's minds in the Mysterious East, The Clock was a masterful hypnotist, and Timely's Master Mind Excello had precognitive visions and remote clairvoyance to go with his remarkable physique. More common were villains who used powers from the psychic realm but varied the special effects slightly: The Wizard's "magical" abilities were all based on hypnotism and mental illusions, while the Fiddler controlled men's minds with the aid of his violin and skills learned at the feet of an Indian fakir. One notable "true psychic" is Brain Wave, the Justice Society's arch villain who could create powerful Mental Illusions and was one of comicdom's earliest mutants.

METAMORPHS

Genuine shapeshifters were also quite rare in the Golden Age, though Plastic Man is a major and influential exception (and notably he was not able to change colors along with his shape,

so that the reader (if not the clueless villains) could usually spot him hiding out in a panel as a bright red vase, rug or car, with yellow and black racing stripes.) The Thin Man had the power to render himself two-dimensional, and stretching powers were added to his arsenal in his retconned appearances. Size-Changers as a subarchetype were reasonably common, from Doll Man and Minimidget to Mighty Man (who was naturally fifteen feet tall, but could grow further to over a hundred feet or shrink down to mouse-size.)

POWERED ARMOR

This is the only modern superheroic archetype completely out of place in a Golden Age setting. The concept of mechanical suits with integrated weapons and systems didn't really appear in popular fiction until the 1950s with the publication of Heinlein's *Starship Troopers*, though there are early versions of the idea in the *Lensman* books and even some of the "Tom Swift" novels. The first superhero to use this archetype was Iron Man, who debuted in 1963.

THE PATRIOT

This archetype, however, truly comes into its own in the Golden Age of Comics. As described in *Champions*, a Patriot "deliberately embodies traits that his nation finds especially admirable, and chooses to represent that nation in a symbolic way. Alternately, he may embody some other concept, belief system, religion, philosophy or principle, one not necessarily related to nationalistic fervor." Golden Age comics were particularly noteworthy for their patriotic sentiments, and indeed the flag-suited champion of freedom and justice is probably the most common image most players will have of superheroes from the period.

Most nationalistic Patriots, whether representing the good old U. S. of A, an ally, or fiendishly promoting one of America's enemies, tend to fit under the Mystery Man or Brick archetypes as far as super-attributes go (though it's not uncommon to cross over several archetypes or add additional powers, weapons or other unique shticks.) They often have military backgrounds, especially if they debuted after 1940, and their costumes likely include innumerable variations on the American flag (or that of their own country.) The most famous flag-suited Patriot is of course Captain America, but others would include The Shield (a Brick who was also a chemist and FBI agent), the Timely version of Miss America (a flying Brick), Star-Spangled Kid & Stripesy, Liberty Belle, Captain Freedom, Commando Yank, Minute Man, and Flag Man (all of whom were Patriotic Mystery Men.)

There are very few villainous Patriots in the original Golden Age comics, as few editors believed their readers wanted to see competent villains who represented The Enemy (Captain Nazi of Fawcett Comics being a notable exception.) However, later retcons have added multiple Patriotic Allies (Union Jack) and Axis villains (Baron Blitzkrieg, Master Man.)

The other type of Patriot is the personification of an abstract concept (in the most common cases, Liberty, the American Spirit, or something similar), or the hero mystically enhanced by such an abstraction. Patriots of this stripe include Uncle Sam, Captain Courageous, and Miss America (the Quality version).

THE SIDEKICK

Another character type commonly associated with the Golden Age era of superheroes is the Sidekick, a junior partner to another hero. Sidekicks are a fine historical tradition in adventure fiction, arguably dating back to Gilgamesh and Enkidu, and certainly serve many useful purposes in superhero stories. A good sidekick gives the main hero somebody to show off his brilliant deductions to (as well as explaining the plot to the reader); provides comic relief to a story without weakening the protagonist; serves as a useful plot device by getting captured or menaced, frequently while nosing around someplace dangerous they shouldn't be on their own; and helps humanize distant and apparently emotionless figures—Sherlock Holmes certainly can come off as a bit of a jerk sometimes, but his ongoing friendship with Dr. Watson reveals him to be basically a good person. In some cases, a Sidekick provides skills or abilities the main character does not possess.

The Golden Age added a slightly tragic spin to the concept, regularly providing boy partners to adult heroes. This was intended to provide a young reader a character to identify with, but during a time of war it also took on the dimension of a fantasy for a generation of kids whose fathers, older brothers and other relatives were off at war, depriving them of role models to look up to. Notably, once the war was over fewer costumed heroes took on teenage help in the comics.

Despite their usefulness as a literary device, Sidekicks are frequently problematic in games. Most of them are not Player Characters, since few players enjoy the challenge of playing an inferior character instead of an equal teammate. Players with Sidekicks rarely have the additional energy to play both of their characters with equal vigor, meaning that the Sidekick frequently goes silent for long stretches and is only remembered when a fight breaks out or is needed to advance the plot by being taken hostage. Or, the burden of playing the Sidekick falls to the GM as part of his collection of NPCs, and therefore receives even less screen time and characterization effort.

Despite these problems, for some players the challenge of playing a team of characters is sufficiently appealing, and they have plenty of support within the genre. Indeed, there are few story elements more intrinsically “Golden Age-feeling” than a masked teenager leaping into action just behind his mentor, with a jaunty quip at the ready. Therefore, whenever player and GM are amenable to putting up with the difficulties, adding a Sidekick or two to the game can pay off greatly in atmosphere.



There are, of course, a wide range of Sidekick subtypes.

THE DERIVATIVE KID

The first type of Sidekick to spring to most players' minds, the Derivative Kid has more or less the same powers or skills as his mentor at a lower level, a costume either based on his mentor's or specifically designed to stand out in contrast, and the stock standard personality for kids in 1930s and 40s popular culture: inquisitive bordering on outright nosy, brave, usually a wisecracker, and with an absolute faith in and even hero worship of the adult he's working alongside. Robin defines the archetype the same way Batman does that of the Mystery Man, and his popularity led to a small army of clones: Bucky (Captain America), Speedy (Green Arrow), Sandy (Sandman), Pinky (Mr. Scarlet), Stuff the Chinatown Kid (Vigilante), and Dusty (The Shield.) The Guardian had an entire team of noncostumed preteens similar to the Our Gang kids of the movies in the Newsboy Legion. In a rare gender switch, Cat-Man took on a girl Sidekick named Kitten.

If the mentor hero has superpowers, his Sidekick might as well. Toro had the same powers as the Human Torch, usually portrayed as being a few Active Points less. Similarly, Dan the Dynamite (TNT) and Roy the Super Boy (Wizard) had weaker versions of their mentors' powers.

FEMALE COUNTERPART

Several superheroes of the period had their girlfriends wind up joining them in their war against injustice on occasion. Most notable was Hawkgirl, who appeared in Hawkman's first story as Shiera Saunders, and was eventually given her own set of wings and costumed identity. (In the retconned stories of the All-Star Squadron, she keeps up protecting the homefront when her husband enlists after Pearl Harbor.) Bulletman created a second Gravity Regulator Helmet for his girlfriend Susan to wear, and she joined him in his adventures as Bulletgirl. Doll Man's girlfriend Martha underwent a similar transformation late in the Golden Age, duplicating her boyfriend's power to shrink and adopting a costumed identity. The Human Torch briefly teamed with Sun Girl, who had no powers but was armed with several interesting gadgets that were given no explanation, including a "Sun Gun" that fired blinding light beams.

COMIC RELIEF

Several superheroes in the Golden Age had Sidekicks who were mostly suited to slapstick comedy rather than serious superheroing, even if the hero himself was generally not portrayed as particularly lighthearted. Green Lantern was frequently aided by a portly taxi driver named Doiby Dickles, who would drive his cab "Goitruide" into dangerous situations armed only with a ludicrous approximation of a Brooklyn accent. Captain Marvel, who already acquired a superpowered "family" consisting of his long-lost sister Mary and best friend Freddy Freeman (better known as Mary Marvel and Captain Marvel Junior) also had a recurring sidekick named Uncle Marvel, a "lovable old fraud" character who claimed to also have superpowers that his various physical ailments prevented him from showing off at that particular moment. Plastic Man was regularly aided by Woozy Winks, a doltish ex-con who once saved the life of a wizard and was rewarded by being gifted with invulnerability.

THE BOY IN CHARGE

A similar archetype to the Sidekick is the Boy In Charge, a teen (or even younger child) with no or limited powers but who has access to a much more capable ally, who for whatever reason is bound to the young hero and follows his orders. The ally can vary widely in power level, from a cheerful adult bruiser of a chauffeur to a magical genie who can grant wishes in a wink. Examples of this type include Star-Spangled Kid & Stripesy, Johnny Thunder, The Boy King, and Kid Eternity (who summoned any number of temporary Sidekicks from the mists of history.) Two players can work together to create this sort of partnership if the characters themselves are of approximately the same value (perhaps one is smart and skilled while the other handles the rougher stuff.) Otherwise, it's best to have the player build the more powerful servant as their primary PC, with appropriate

limitations to reflect that the "sidekick" is actually the one in charge. Perhaps the more powerful ally can only appear for a limited amount of time each day, or is inconveniently sized for some activities (like the Boy King's giant statue.)

UNUSUAL SIDEKICKS

Some comicbook Sidekicks defy any sort of categorization. The Vigilante was occasionally assisted by an ornery old cowboy named Billy Gunn, who the hero had met when he was running an arcade at Times Square and persuaded to come out of "retirement." The Crimson Avenger, who in many ways resembled the radio show hero the Green Hornet, further appropriated the idea of an Asian sidekick like Kato, called Wing. Unfortunately, where Kato was an impressive combatant, skilled driver and inventor of Green Hornet's souped-up car, Wing mostly told jokes in pidgin dialect while his mentor did the crimefighting. Captain Marvel had yet another occasional sidekick in Tawky Tawny, an anthropomorphic tiger who wore a loud suit and hat. An actual tiger who had been given a serum that allowed him to walk and talk like a human being, Tawky became friends with Captain Marvel after accidentally causing a panic in the city, and took a job as a docent at the Museum of Natural History when he wasn't helping his pal fight criminals.

HEROES OF COLOR

Unfortunately, examples of superheroes of any race other than white in period Golden Age stories are vanishingly few. The Green Turtle was the lead character of Blazing Comics, which began publication in 1944. He never appeared unmasked, but apparently came from China and was created by Chinese-American artist Chu Hing, and so is presumed to be ethnically Chinese. There were several black characters in the period, but most were in the roles of sidekicks. Mandrake had Lothar, who handled all of the physical exertion on behalf of the crafty magician. The Spirit had Ebony White, who at his best was a fully fleshed-out character but all too often only provided comical patois. The Young Allies had a member, Whitewash Jones, who served a similar role to Buckwheat in the Li'l Rascals. After the war, there were even a few comic books aimed specifically at an African-American audience, particularly All-Negro Comics in 1947. Certainly, while one can search for tolerable exceptions, in the majority of comics these portrayals are embarrassing and frequently reprehensible.

Fortunately, more modern versions of the Golden Age reverse this trend, as well as adding additional female characters and giving them both more complete, heroic portrayals. The Invaders added the Human Top (African-American) and Golden Girl (Japanese-American) to the team in 1978, and the All-Star Squadron did similarly with Amazing Man (African-American) and Tsunami (Japanese-American) in 1983 and 1984 respectively.

GAME ELEMENTS OF THE GOLDEN AGE



CHARACTERISTICS

Golden Age Champions is a “Low-Powered” Superheroic setting, using the standards defined in the Sixth Edition. Therefore, the typical range of the first six Characteristics for PCs is between 10 and 30 in most situations, with numbers in the higher end of that range reserved for characters for whom that Characteristic is one of their primary focuses (DEX for acrobatic types, INT for geniuses, etc.) Since the point levels for beginning characters in most campaigns are quite low by Superheroic standards, it’s not uncommon for PCs to have most or all of their Characteristics well within Standard Heroic ranges, especially if they have other, more unusual abilities.

As a Superheroic setting, Golden Age Champions does not ordinarily use Normal Characteristic Maxima, though GMs wishing to enforce a more “pulpish” feel might consider applying it anyway. Also similarly to Pulp Hero and related genres, the relatively lower range of Characteristics can lead to a certain level of uniformity between characters. GMs wishing to mitigate this concern might want to take a suggestion from Pulp Hero and assign useful bonuses to Characteristics, encouraging characters to buy Characteristics in unusual amounts, instead of the standard cost-effective values ending in 0, 3, 5 or 8. For example, GMs might wish to establish a House Rule saying that if two characters have the same DEX, the character with the highest INT gets to act first in a Phase. This may prompt some characters to spend a little more on INT, since INT 16 is better than INT 15 even though they both generate the same INT Roll and PER Roll. Similarly, you could rule that in Skill Versus Skill Contests involving Skills based on the same Characteristic, ties go to the character with the highest relevant Characteristic.

Again per the standard guidelines for Low-Powered Superheroics, Speed is generally scaled between 3 and 8, with the vast majority of characters centering on 4 and 5. Combat Values and Damage Classes of primary attack powers typically are between 8 and 12, and the Active Point standard runs from 40 to 75. Beginning characters, if starting at the recommended level of 300 character points, should typically have their main powers in the neighborhood of 50 active points, though

of course GMs and players can exercise their own judgment. Effective skill rolls will generally be found between 11- and 15-.

SKILLS

EVERYMAN SKILLS

The following Skills should be considered “Everyman” Skills for characters who were raised in a Western country during the 1920s and 1930s. Characters raised in different environments may with GM’s permission sell back the Everyman Skills they don’t know for 1 point each, or conversely may purchase Disadvantages to represent these differences. For example, while the majority of most populations were fully literate and could drive cars, many in rural areas could not read or drive.

In addition, any character who has spent any time in any branch of the military receives the additional “Everyman Skills” for free: KS: His Own Branch Of The Military 11-, and KS: “The Enemy” (as appropriate) 8-.

GOLDEN AGE CHAMPIONS EVERYMAN SKILL SET

- Acting
- Climbing
- Concealment
- Conversation
- Deduction
- Native Language (4 points worth, includes literacy)
- Paramedics
- Persuasion
- One PS at 11- (a character’s job, hobby or the like)
- Shadowing
- Stealth
- TF: Small Motorized Vehicles
- AK: Home country or region 8-

TECHNOLOGICAL DIFFERENCES IN SKILLS

There are no skills completely unavailable to Characters in the typical Golden Age setting. However, there are technological differences that reflect the differing levels of technology between the 1940s and modern times. For example, Computer Programming in the Golden Age refers to the computers of the period, which were enormous, room-sized machines with less calculating power than a modern pocket calculator, and ran on vacuum tubes and physical relays. Likewise, Electronics, Mechanics, and Systems Operations only apply to the limited technology of the period as a general rule; characters will need the GM's permission (and probably have to pay for a Perk) to have knowledge of things like transistors, rockets, or robots, not to mention highly-guarded military secrets like radar or atomic power.

Audio and visual bugs are available in the Golden Age; wiretapping is also possible. However, these devices aren't nearly as small and concealable as they are in the modern day. GMs may want to impose penalties of -2 or more on Bugging (or on related Concealment rolls) to reflect the poorer-made and more obvious technology. Individual inventors may of course have better equipment they made themselves.

As for criminology, many modern forensic techniques and devices first became available or commonplace in the Golden Age, from ballistic analysis to handheld ultraviolet lights. Fingerprinting and blood typing are well understood, though of course the records on such must still largely be searched manually, taking considerably more time. Obviously, DNA "fingerprinting" has not been invented yet.

As a general guideline, most skills dealing with period technology are sufficiently similar to their modern-day equivalents that a time-traveling character from today would only suffer penalties of -1 or -2. Going in the opposite direction is usually harder, as modern technology frequently relies on concepts not known by period characters (like transistors or integrated circuits) and therefore the appropriate penalty is usually -3 to -5 or even harder.

Similar limitations obviously apply to Transport and Weapon Familiarities. Please see the accompanying list which describes the first availabilities of various vehicles, weapons and other pieces of technology (including when they were first generally commercially available if different from the time of its invention.)

MARTIAL ARTS IN THE GOLDEN AGE

Martial arts in the common perception of the word – advanced, often mysterious, fighting styles from Asia – are not common in the Golden Age. Outside of a few schools in Chinatowns in major cities, there's nothing resembling martial arts instruction in the US or other Western nations; most people have never heard of karate or kung fu, much less more esoteric arts. GMs should

ITEMS YOU MAY NOT KNOW PRECEDED THE GOLDEN AGE:

- Electrocardiograph (1903)
- Geiger Counter (1908)
- Neon Lights (1910)
- Gyrostabilizer and Automatic Pilot (1914)
- Sonar (1916)
- Hearing Aids (1923)
- Refrigerator (1925 commercial)
- Popup Toasters (1926 commercial)
- Iron Lung (1928)
- Synthetic Rubber (1930)
- Scotch tape (1930)
- Electric Dishwasher (1930 commercial)
- Electric Razor (1931)
- Radio Telescope (1932)
- Parking Meters (1932)
- Electron Microscope (1933)
- FM Radio (1933)
- Nylon (1934)

THINGS YOU MAY NOT KNOW POSTDATE THE GOLDEN AGE:

- Credit Cards (Diners Club 1950)
- Walk/Don't Walk Signals (in NYC in 1952)
- Automatic Coffeepot (1952)
- Bar Codes (1952)
- Diet Soda (1952)
- Open-heart Bypass Surgery (1953)
- Synthetic Diamonds (1954)
- Oral contraceptives (1954)
- Commercial color TV (1954)
- Kidney Transplants (1954)
- Transistor Radios (1954)
- Lasers (1958 paper, 1960 actual)
- Ultrasound (1959)

make sure that any character who takes a Martial Art other than those that represent well-known Western fighting styles (Boxing, Dirty Infighting, Fencing, perhaps even Savate) provide an in-character explanation. They may have studied in a mysterious monastery in Tibet, or perhaps served in a military unit in China or Thailand.

MILITARY OPERATIONAL SKILLS

Nearly 40% of the enlisted personnel in the American military had rear echelon assignments (administrative, technical, support or manual labor.) Therefore, it would not be unusual for characters to pick up something other than combat skills after a stint in the military. Military Operational Specialties are the standard codes for career types in the military, each representing the primary job functions and duties of each position.

INVENTIONS OF THE GOLDEN AGE

Year	Invention
1935	Radar
1935	Beer in cans
1936	Helicopter
1936	Magnetic recording on tape
1936	Clothes Dryer (commercial)
1936	Plexiglass
1938	Ballpoint Pen
1938	Photocopier
1938	Teflon
1938	Plug-in window air conditioner using Freon (commercially available)
1938	LSD first synthesized
1938	Freeze-dried coffee (Nescafe)
1939	Jet Engines
1939	Air conditioning in cars
1940	Automatic transmissions
1941	Aerosol spray cans
1942	Radio Guided Missiles (by von Braun in Germany)
1942	Napalm
1943	The Slinky and Silly Putty
1943	Aqualung
1944	Kidney Dialysis
1946	Radar for commercial air traffic control
1947	Microwave Oven (not commonly commercial until 1967)
1947	Holograms
1947	Transistor
1947	Tupperware (commercially available)
1947	Top-loading washer
1947	Area Codes
1948	LP Records
1948	Frisbee
1948	Jukebox
1949	Commercially available phones combine ringer and handset

Almost any skill in the Hero System could be part of the skill set for a given MOS (of which there are several hundred), placing a complete table outside of the scope of this book. That said, some research into the range of jobs available for soldiers can be valuable for any player gaming in this period.

TALENTS AND POWERS IN THE GOLDEN AGE

There are no Talents or Powers that are forbidden or different in play in Golden Age Champions, though please note the suggestions in the Archetypes section (p. 20) to help support genre conventions. The Heroic Talents listed in Pulp Hero (p. 264-296), adapted where necessary for 6th Edition, remain an excellent resource, particularly for Mystery Men with pulpy roots.

MENTAL POWERS IN THE GOLDEN AGE

There are no restrictions on characters buying mental powers in Golden Age Champions. However, it should be noted for those GMs and players trying to capture the feel of the genre that such powers were perceived somewhat differently than they are today. In the 1940s the idea of non-magical psychic abilities was rare and poorly understood; while mesmerism and hypnosis were commonly known, there were few fictional examples of characters who came by mental powers naturally until the dawn of the Silver Age and the science-fiction-inspired characters such as Captain Comet and Professor X (both mutants), and Martian Manhunter and Saturn Girl (both aliens.) Brainwave, an opponent of the Justice Society on multiple occasions, is a notable outlier here, one of the earliest examples of “mutants” in comics.

More to the point, the use of such powers (particularly telepathy or mind control) was generally regarded as strange and unsettling. Villains might use such tactics, of course, but for action heroes it seemed a bit unsporting. There certainly were heroes who used mental powers, but even they were regarded as spooky and a bit frightening by their peers and the public at large; the Shadow learned how to “cloud men’s minds” in the Mysterious Orient, and the various ghosts and super-wizards like the Spectre and Doctor Fate might scan a thug’s mind like they were reading a phone book, but they were already known for terrorizing the underworld and were usually on the outs with formal law enforcement even if they were generally considered good guys.

As always, there are exceptions; Mandrake the Magician’s powers were largely Mental Illusions and Images, and Timely’s Master Mind Excello was a precognitive. But in general, it’s most appropriate to the genre if the use of mental powers remains a source of Negative Reputation, either to be hidden from the public or to be revealed in by those who care nothing for what the world around them thinks.



PERKS

COMPUTER LINK

Golden Age characters don't ordinarily have access to this perk, given the absence of modern computers in the setting. However, as in Pulp Hero, GMs might want to re-characterize this perk as Right To Access Restricted Information Resource, with the information resource defined however is appropriate to the character (perhaps he has access to the "special" rare book room at Harvard, the Vatican's secret library, or the Hall of Historical Records in Atlantis.)

CONTACTS

The Contact Perk works the same way in Golden Age Champions as in other Hero settings. As a general rule, most Contacts shouldn't cost more than 5 points unless they are expected to play a major role in the campaign. Superheroes in Golden Age stories regularly meet and chat comfortably with mayors, governors and even President Roosevelt, and any material assistance such Contacts provide is regularly offset by requests for assistance coming from such august personages to start off plots! For example, a contact like Leslie Groves might be worth 3 points (Very Useful Skills and Access to Institutions), while Harry Hopkins is probably worth 4 and Roosevelt himself 5.

Personally, I generally allow and even recommend that players set aside a small number of points to represent Contacts they haven't defined yet, and then reveal them in play and spend the points at the time they become relevant. This helps smooth over potential plot bumps, and players will have stronger attachments to NPCs they have made Contacts after meeting them in play.

FOLLOWERS

Followers are extremely common in Golden Age settings, whether the individual sidekicks of various heroes or aides and agents working for a superhero team. (In the latter case, the cost of a Follower who helps an entire team can be divided among its members.) Please see p. 27 for discussion of the Sidekick Archetype.

FRINGE BENEFITS

Again, almost all of the modern Fringe Benefits can apply to Golden Age heroes. In most settings, there is no such thing as an International Driver's License, nor is there any sort of agency with International Police Powers. The International Criminal Police Commission, predecessor to Interpol, has existed as a networking and international liaison between various nations' law enforcement agencies since 1923, but in 1938 the Vienna-based administrative office came under the control of the Nazis and most other nations did not cooperate with it during the war. (After the war it reorganized and moved its headquarters to France.) Also, higher Military Ranks assume a matching

level of Security Clearance as far as military intelligence goes; unless a character has significantly higher Clearance than other officers of the same rank, do not charge them a second time for this.

MILITARY RANK

The Military Rank Fringe Benefit is obviously of particular importance to stories set during World War II. Since it is almost certain that PCs will be interacting with the military in some way, the values for ranks in the various branches of the US and foreign military forces should likely be increased from the values suggested in Dark Champions. The table below lists the suggested point values of ranks, first in the US services and then their equivalents in various other services. In some cases, multiple ranks are condensed into one point value; this means that characters will not always have to pay an additional Character Point to upgrade his Military Rank Perk when he receives a promotion.

It's important to note what the powers, duties and responsibilities of each rank are. Beginning soldiers with no command responsibilities pay no points for Military Rank, but do get the matching "Subject To Orders" Complication, reflecting their low status. Rank 1 in the majority of cases represents an improved version of Rank 0, reflecting additional training and pay but still having no command authority. Rank 2 represents a rank that commands soldiers on the squad, fireteam or section level, or a specialist with particular skills.

Ranks 3 and 4 represent the higher levels of NCO (Non-Commissioned Officer), who are responsible for training and leading enlisted men. They live with their charges and interact with them daily, reporting to the actual officers in command of units larger than squads. They generally have been promoted through the lower ranks, rather than receiving a direct commission based on educational programs like the various Service Academies, ROTC programs or Officer Candidate Schools.

Starting at the 5-point levels, characters with this Perk are Commissioned Officers, commanding units. At Ranks 5 and 6, these entry-level officers are generally in command of a platoon-level unit, of between 12 and 50 men, or of a division on a naval ship. Rank 6 generally is an improvement in training and pay but not responsibility. At Rank 7 the command responsibility increases to the company level, representing a unit of several platoons, perhaps 80 to 250 men.

Rank 8 is the lowest of the "Field Officers," serving as executives or operational officers at the battalion level (300 to 1200 soldiers), with 9 increasing in responsibility and 10 representing the commander of a battalion. In the navy, different ships are individually commanded by officers at Rank 8, 9 or 10 depending on their size and importance.

Rank 11 officers command brigades in the army, or squadrons or flotillas in the navy (the first level that commands more than one ship at a time.) Then, Ranks 12 to 14 lead or serve

as executives and operational officers for divisions. Rank 15 is reserved for the military leaders of the nation in question. In the Army during World War II, these would be George Marshall, Douglas MacArthur, Dwight Eisenhower, and Henry Arnold. In the Navy, this Rank was held by William Leahy, Ernest King, Chester Nimitz and William Halsey.

In addition to the values listed in the Military Ranks Tables, the GM may want to charge a separate Perk value for military personnel who belong to special or elite units, or who have particularly important or influential positions regardless of rank.

SIX-STAR RANKS

During World War II, the US had neither a General of the Armies nor an Admiral of the Navy, the theoretical six-star ranks that had previously been bestowed on George Washington, John Pershing and George Dewey. At various times these honors were considered for both MacArthur and Nimitz, respectively, but never applied.

WARRANT OFFICERS

Like most militaries, the US military has a rank classification called “Warrant Officers,” which signifies that the holder is on a separate, specialized promotion track different from the standard. Typical warrant positions include specially-trained technicians, medical staff, clerks, pursers, quartermasters, or adjutants (personnel officers.) Warrant officers are appointed from the enlisted ranks, generally from those of at least the rank of sergeant (the exact requirements vary slightly between the various services.) There are four pay grades for warrant officers, from W-1 to W-4; generally officers holding ranks of W-2 or above are referred to as Chief Warrant Officers. Depending on their specialties, warrant officers may command ships or squads depending on their specialties. A warrant officer is correctly called “Mister” (or “Miss” or “Mrs.”), though the technically-incorrect “Chief” is widely used in the Army. In the Marines, most warrant positions are “Infantry Weapons Officers,” specially trained in the maintenance and use of infantry-level weapons and artillery, and are generally referred to as “Gunners.”

Holding the rank of Warrant Officer is a 4-point Perk, plus one for each additional level above W-1. Despite these Perk costs, Warrant Officers are still outranked by actual commissioned officers, though their assignments might place officers under their direct command in specific circumstances. Warrant Officers frequently hold specialty positions, however, and may have additional Perks beyond their rank to reflect that.

In the Champions Universe, the active members of the Defenders of Justice received Warrant Officer ranks in the Army.

MONEY

The Money Perk works the same in Golden Age Champions as in other HERO System games, but the amounts characters receive have to be adjusted for the economy of the time. In 1942 \$1 was worth approximately \$14.78 in 2016 terms, so the table below reflects the values of various levels of character wealth.

The Federal minimum wage in the United States was set at \$0.30/hour in October of 1939, and remained at that rate until 1945, when it raised to \$0.40/hour. In 1950 it was raised to \$0.75/hour. Therefore, a worker with a full-time minimum wage job in 1942 would have earned about \$620 for the year. The average wage for a manufacturing worker in the US in 1942 (according to the 1944 Census) was \$2,082, or just over \$1/hour. A private in the Army’s beginning pay was \$630 annually, though of course his room and board were covered, so in ordinary circumstances he would not receive the Poor Complication.

Character Points	1942 Dollars Income
-10 (Destitute)	\$250 or less
-5 (Poor)	\$750 or less
0 (Middle Class)	\$5,000 or less
1	\$7,500 or less
2	\$12,500 or less
3	\$20,000 or less
4	\$27,500 or less
5 (Well Off)	\$35,000 or less
6	\$75,000 or less
7	\$125,000 or less
8	\$200,000 or less
9	\$300,000 or less
10 (Wealthy)	\$500,000 or less
15 (Filthy Rich)	Unlimited

MAJORS AND LIEUTENANTS

Why does a Major outrank a Lieutenant, but a Lieutenant General outranks a Major General? It’s a common question among those unfamiliar with the history of army ranks. To better understand it, consider the three primary organization levels of most armies since the Sixteenth Century or so: the company, the regiment and the army. At the lowest level of organization, companies are commanded by Captains, who are assisted by Lieutenants, who in turn outrank the Sergeant Majors who organize the lower-ranked soldiers. Armies, at the top level, are commanded by Generals, who are assisted by Lieutenant Generals, and then below them are Major Generals (who were once called Sergeant Major Generals, but the name was shortened centuries ago.) So, in between at the regimental level, the commanders are Colonels, who are assisted by Lieutenant Colonels, who themselves pass orders down to Majors (who were themselves once called Regimental Sergeant Majors.) So comparing a Major to a Lieutenant is comparing at the wrong level - the Major is the lowest rank at the next-highest level of organization.



US MILITARY RANK TABLE

Value	Army/AAF/Marine Rank	Navy/Coast Guard Rank
0	Private	Seaman Recruit
1	Private First Class	Seaman (or Rating) Apprentice
2	Corporal	Seaman (or Rating)
3	Sergeant	Petty Officer
	Staff Sergeant	
	Sergeant FC	
4	Sgt. Major (1)	Chief Petty Officer
	Master Sgt.	
	Warrant Officers	
5	2nd Lieutenant	Ensign
	Flight Officer (AAF only)	
6	1st Lieutenant	Lieutenant (jg)
7	Captain	Lieutenant
8	Major	Lt. Commander
9	Lt. Colonel	Commander
10	Colonel	Captain
11	Brigadier Gen (1 Star)	Commodore
12	Major General	Rear Admiral
13	Lt. General	Vice Admiral
14	General	Admiral
15	5-Star General	Fleet Admiral



FOREIGN EQUIVALENTS

	<i>Soviet Army/Air Force</i>	<i>Soviet Navy</i>	<i>Italian Army</i>	<i>Italian Navy</i>
0	Krasnoarmeyets	Krasnoflotets	0 Soldato	Comune 2e
1	---	---	1 Caporale	Comune 1e
2	Yefreytor	Starshiy Krasnoflotets	2 Caporal maggiore	Sottocapo
3	Mladshiy Serzhant	Starshina	3 Sergente	Sergente
	Serzhant		4 Sergente maggiore	Secondo Capo
4	Starshiy Serzhant	Glavniy Starshina	Maresciallo	Capo
	Starshina			Maresciallo
5	Leitenant	Mladshy	5 Sottotenente	Guardiamarina
6	Starshy Leitenant	Leitenant	6 Tenente	Sottotenente di Vascello
7	Kapitan	Kapitan Leitenant	7 Capitano	Tenente
8	Mayor	Kapitan 3rd Ranga	8 Maggiore	Capitano di Corvetta
9	Podpolkovnik	Kapitan 2nd Ranga	9 Tenente Colonnello	Capitano di Frigata
10	Polkovnik	Kapitan 1st Ranga	10 Colonnello	Capitano di Vascello
11	General-Mayor	Kontr Admiral	11 Generale di Brigata	Contrammiraglio
12	General-Leitenant	Vitse Admiral	12 Maggior Generale	Ammiraglio di Divisione
13	General-Polkovnik	Admiral	13 Tenente Generale	Ammiraglio di Squadra
14	Marshal	Admiral Flota	14 Generale	Ammiraglio
15	Glavniy Marshal	---		

	<i>British Army</i>	<i>Royal Air Force</i>	<i>Royal Navy</i>
0	Private	Aircraftman	Able Seaman
1	Lance Corporal	Senior Aircraftman	---
		Leading Aircraftman	
		Lance Corporal	
2	Corporal	Corporal	Leading Rate
3	Sergeant	Sergeant	Petty Officer
4	Staff Sergeant	Flight Sergeant	Chief Petty Officer
	Color Sergeant	Chief Technician	
	Warrant Officer	Warrant Officer	Warrant Officer
		Master Aircrew	
5	2nd Lt.	Pilot Officer	Midshipman
6	1st Lt.	Flying Officer	Sub-Lieutenant
7	Captain	Flight Lieutenant	Lieutenant
8	Major	Squadron Leader	Lt. Commander
9	Lt. Colonel	Wing Commander	Commander
10	Colonel	Group Captain	Captain
11	Brigadier	Air Commodore	Commodore
12	Major General	Air Vice Marshal	Rear Admiral
13	Lt. General	Air Marshal	Vice Admiral
14	General	Air Chief Marshal	Admiral
15	General Of The Army	Marshal of the RAF	Admiral of the Fleet

	<i>German Army/Luftwaffe</i>	<i>German Navy</i>	<i>Waffen-SS/Gestapo</i>
0	Schutze*	Matrosen	SS-Schutze SS-Mann
1	Oberschutze Flieger (Luftwaffe)	---	SS-Sturmmann
2	Gefreiter Obergefreiter	Matrosen-Gefreiter Matrosen-Obergefr.	SS-Rottenfuhrer SS-Unterscharfuhrer
3	Feldwebel Haupt-Feldwebel	Bootsmann Stabsbootsmann	SS-Scharfuhrer SS-Oberscharfuhrer
4	Stabs-Feldwebel Oberstabs-Feldwebel	Oberbootsmann Stabsoberbootsmann	SS-Stabsscharfuhrer SS-Sturmscharfuhrer
5	Leutnant	Leutnant zur See	SS-Untersturmfuhrer
6	Oberleutnant	Overleutnant zur See	SS-Obersturmfuhrer
7	Hauptmann	Kapitanleutnant	SS-Hauptsturmfuhrer
8	Major	Korvettenkapitan	SS-Sturmbannfuhrer
9	Oberstleutnant	Fregattenkapitan	SS-Obersturmbannfuhrer
10	Oberst	Kapitan zur See	SS-Oberfuhrer SS-Standartenfuhrer
11	Generalmajor	Kommodore	SS-Brigadefuhrer
12	Generalleutnant	Konteradmiral	SS-Gruppenfuhrer
13	General General der Flieger	Vizeadmiral	SS-Obergruppenfuhrer
14	Generaloberst	Admiral	SS-Oberstgruppenfuhrer
15	Generalfeldmarschall Reichsmarschall	Generaladmiral Grossadmiral	Reichsfuhrer-SS



	<i>Japanese Army</i>	<i>Japanese Navy (until 1942)</i>	<i>Japanese Navy (after 1942) (3)</i>
0	Nitohei	Yontosuihei	Nitosuihei
1	Ittohei	Santosuihei	Ittosuihei
	Jotohei	Nitosuihei	Jotosuihei
2	Heicho	Ittosuihei	Suihecho
	Gocho		
3	Gunso	Santoheiso	Nitoheiso
		Nitoheiso	Ittoheiso
4	Socho	Ittoheiso	Jotoheiso
5	Rikugun Shoi	Kaigun Shoi	
6	Rikugun Chui	Kaigun Chui	
7	Rikugun Taii	Kaigun Daii	
8	Rikugun Shosa	Kaigun Shosa	
9	Rikugun Chusa	Kaigun Chusa	
10	Rikugun Taisa	Kaigun Daisa	
11	---	---	
12	Rikugun Shosho	Kaigun Shosho	
13	Rikugun Chujo	Kaigun Chujo	
14	Rikugun Taisho	Kaigun Taisho	
15	Gensui Rikugun	Taisho	---

(1)- GMs should charge 1 additional Perk point for the special rank of Command Sergeant Major (the senior enlisted officer in a unit of battalion size or larger.)

(2) In the British Army, "Lieutenant" is properly pronounced as if it were spelled "Leftenant."

(3)The Japanese Navy changed the organization of its enlisted ranks in 1942, but the officer ranks remained the same.

2



GRIGNI-05

COMPLICATIONS

For the most part, Complications in Golden Age campaigns are the same as in any superhero setting. Some ideas to consider are:

“The Axis” or “Axis Powers” as a Hunter for Allied Heroes should be treated as “More Powerful” and “Harshly Punishing” for pretty much any power level. Individual Axis Hunters should simply be evaluated against the hero in question.

Being a woman or a member of a racial minority in the United States of the 1940s is probably worth a 5-point Social Complication (Occasional, Major, Not in Some Cultures) and possibly also a 5-point Distinctive Feature (Concealable, Noted & Recognizable, Not In Some Cultures). This of course depends on how “realistic” your campaign is- an idealized one might ignore these entirely, while one that forefronts the social issues of racism and sexism might increase their value.

In most cases, the Social Complication “Subject To <Military> Orders” should be worth 20 points (Very Frequent, Major).

TEMPLATES

The following Templates represent common professions, occupations, backgrounds, or careers for Golden Age characters. They are only suggestions- ignore them or modify them as needed to suit the character you have in mind. There are two sets of Templates listed here: the first represents common “secret identity” jobs and roles for Golden Age superheroes, and the second represents the common skill sets for roles in the military or other common professions during the war itself.

SECRET IDENTITY TEMPLATES

ARCHAEOLOGIST

Archaeology has long been identified as one of the leading causes of superhumans. Dusty old tombs and ancient relics regularly turn ordinary scientists and explorers into costumed heroes and villains in the comics. With modifications this can also serve as the basic Template for treasure hunters, professional wilderness guides, and Great White Hunters (see p. 25).

ATHLETE

This Template represents top-level participants in any sport, at either the college, amateur or professional level. Obviously, the athlete is also expected to have STR, DEX, CON and END at well-above average levels at the very least.

ARCHAEOLOGIST

COST ABILITIES

- 3 Climbing
- 5 Various Contacts
- 5 Languages appropriate to specialty
- 2 KS: World History 11-
- 7 Scientist and 4 points worth of relevant SSS (such as Geology) in addition to those listed here
- 1 SS: Anthropology 11-
- 4 SS: Archaeology (INT +2)
- 4 Survival appropriate to specialty
- 15 Traveler, and 12 points' worth of AKs, CKs and CuKs
- 6 TF: Common Motorized Ground and 4 more points' worth
- 2 WF: Small Arms

TOTAL COST: 54

VALUE COMPLICATIONS

- 15 **IT BELONGS IN A MUSEUM:** Psychological Complication: Must Recover Artifacts For The Betterment Of Mankind (Com, Str)

TOTAL VALUE OF TEMPLATE COMPLICATIONS: 15

ATHLETE

COST ABILITIES

- 2 Running +2m
- 5 PS: Play Sport of Choice (Char +2)
- 2 PS: Play Another Sport

TOTAL COST: 9

VALUE COMPLICATIONS

- 15 **PSYCHOLOGICAL COMPLICATION:** Strong Competitor, Will Do Anything Fair To Win (Com, Str)

TOTAL VALUE OF TEMPLATE COMPLICATIONS: 15

OPTIONS

COST ABILITIES

- 20 Boxer/Wrestler: 20 points' worth of appropriate Martial Arts Maneuvers and related Skills
- 4 Runner: Running +4m
- 2 Jumper: Leaping +4m
- 2 Swimmer: Swimming +4m
- 0 **CHEATER:** Change Psychological Complication to “Cheater, Will Do Anything To Win (Com, Str)”



AVIATOR

The Aviator lives to fly. Barnstormers and other pilots in the period seem to live romantic, dashing and adventurous lives, and during the war are a key part of the Allied march to victory. Thanks to real-life heroines like Amelia Earhart and Jacqueline Cochran, this background has a number of fictional heroic period models for female characters, like Ginny Dare, Barbe Pivet and Lady Blackhawk.

AVIATOR**COST ABILITIES**

3	Aerobatics
7	Combat Piloting +2 (Free TF is Small Planes)
2	Navigation (Air)
3	Mechanics
1	WF: Plane Weapons

TOTAL COST: 16**VALUE COMPLICATIONS**

None

TOTAL VALUE OF TEMPLATE COMPLICATIONS: 0**OPTIONS****COST ABILITIES**

4	Barnstormer: +2 to Aerobatics
14	Hotshot Pilot: +2 to Combat Piloting, plus +2 DCV, Usable By Other (any aircraft up to 8,000 kg; +2); Only For Aircraft Character Is Piloting [-2]
var	My Own Plane: Add Vehicle
var	Other Pilot: Add additional TFs, like Helicopter or Balloons & Zeppelins
-15	DAREDEVIL: Add Psychological Complication: Aerial Thrillseeker (Com, Str)

G-MAN

Although the term "G-Man" is generally meant to apply to Special Agents of the Federal Bureau of Investigation (FBI), the name and Template can also apply to agents of other governmental agencies, from Treasury Agents to the Coast Guard.

GADGETEER

Gadgeteers are the technical wizards of the Golden Age. Though they may have strong backgrounds in various sciences, they eschew the academic life in favor of inventing and building devices. A gadgeteer may create a single impressive invention that defines them as a superhero, or instead have an ever-rotating collection of gadgets allowing them to adapt to different threats. Gadgeteers generally have very high INT.

G-MAN**COST ABILITIES**

2	+1 OCV with Service Revolver
5	Contacts
1	Combat Driving 8-
3	Criminology
2	AK or CK for job or jurisdiction
2	KS: Law Enforcement World 11-
2	PS: Special Agent 11-
2	WF: Small Arms
7	FB: Federal Police Powers, Law Enforcement Rank, Weapons Permit
9	9 points of abilities from the following list: Acting, Animal Handler, Bribery, Bureaucratics, Combat Driving, Combat Skill Levels, Concealment, Conversation, Deduction, Disguise, Fast Draw, Forensic Medicine, Interrogation, Lockpicking, Martial Arts, Paramedics, SS: Accounting, Security Systems, Shadowing, Stealth, Tactics, Weapon Familiarity

TOTAL COST: 35**VALUE COMPLICATIONS**

5	DISTINCTIVE FEATURES: Badge & Uniform (EC)
10	HUNTED: Superiors, 8- (Mo Pow, NCI, Watching)
20	SOCIAL COMPLICATION: Subject To Orders (VF, Maj)

TOTAL VALUE OF TEMPLATE COMPLICATIONS: 35**GADGETEER****COST ABILITIES**

Var	Gadgets: Either a specific list of devices (perhaps built in a Multipower), or a Variable Power Pool representing the ability to create or scrounge up various doodads on the fly
5	Electronics +1
3	Inventor
5	Mechanics +1
5	Science Skills (5 points' worth)
3	Systems Operation
9	9 points' worth of abilities from the following list: Bugging, Combat Driving, Combat Piloting, Lockpicking, Security Systems, Weapon Familiarity, any Background Skills, and Contacts.

TOTAL COST: 30 +**VALUE COMPLICATIONS**

-15	AWKWARD AROUND OTHER PEOPLE: Social Complication: Prefers Machinery To People (Freq, Maj)
-5	RIVALRY: Professional (Other Gadgeteers and Inventors)

TOTAL VALUE OF TEMPLATE COMPLICATIONS: 20

PLAYBOY/SOCIALITE

Perhaps the most common secret identity “profession” in the Golden Age, the “millionaire playboy” or “socialite” is enormously wealthy, socially well-connected, and affects an air of carefree boredom that helps them hide their nighttime activities as a dark avenger of the night. Their fortune helps justify almost any amount of gadgetry, Vehicles or Bases. They likely have fairly high PRE if they pretend to rely on their charm.

PLAYBOY/SOCIALITE**COST ABILITIES**

- 4 Handsome or Lovely: Striking Appearance
+2/+2d6
- 3 Conversation
- 3 High Society
- 2 CK: Home City 11-
- 3 KS: Upper Class of Home City (INT)
- 15 Money: Filthy Rich

TOTAL COST: 30**VALUE COMPLICATIONS**

- 5 **NEGATIVE REPUTATION:** Layabout Socialite (Inf)

TOTAL VALUE OF TEMPLATE COMPLICATIONS: 5**OPTIONS****COST ABILITIES**

- Var Loyal Staff: Any Follower Who Is In On Character's Secret

PLUCKY ORPHAN

Many teen or even pre-teen heroes of the period had lost their parents and were raised in orphanages, or spent most of their time on the streets, perhaps selling newspapers or doing odd

PLUCKY ORPHAN**COST ABILITIES**

- 3 Acting
- 3 Climbing
- 3 Concealment
- 2 CK: Home City 11-
- 1 Streetwise 8-
- 2 Survival (Urban)

TOTAL COST: 14**VALUE COMPLICATIONS**

- 15 **HARD-KNOCK LIFE:** Social Complication: Orphan (Freq, Maj)
- 10 **WEALTH:** Destitute

TOTAL VALUE OF TEMPLATE COMPLICATIONS: 25**OPTIONS****COST ABILITIES**

- 6 Smooth Talker: Add Conversation and Charm
- 7 Newsboy: Change “Destitute” to “Poor,” add KS: Recent History 11-

jobs with the circus. Generally becoming the ward of an older hero or heroes brought them to a life of considerably more privilege, but they rarely forgot the skills they learned at young ages.

POLICE

Being a cop in the 1940s was somewhat different from the profession it is today. The law allowed officers to arrest anyone on the suspicion of committing a crime, and hold them for up to 24 hours before releasing them. In the absence of Miranda laws, tricking or physically coercing a

POLICE**COST ABILITIES**

- 2 +1 OCV with either Nightstick or Service Revolver
- 5 Contacts
- 1 Combat Driving 8-
- 3 Criminology
- 2 AK or CK for job or jurisdiction
- 2 KS: Law Enforcement World 11-
- 2 PS: Police Officer 11-
- 3 Streetwise
- 2 WF: Small Arms
- 4 FB: Local Police Powers, Law Enforcement Rank, Weapons Permit
- 9 9 points of abilities from the following list: Acting, Animal Handler, Bribery, Bureaucrats, Combat Driving, Combat Skill Levels, Concealment, Conversation, Deduction, Disguise, Fast Draw, Forensic Medicine, Interrogation, Lockpicking, Martial Arts, Paramedics, Security Systems, Shadowing, Stealth, Tactics, Weapon Familiarity, Weaponsmith

TOTAL COST: 35**VALUE COMPLICATIONS**

- 5 **DISTINCTIVE FEATURES:** Badge & Uniform (EC)
- 10 **HUNTED:** Superiors, 8- (Mo Pow, NCI, Watching)
- 20 **SOCIAL COMPLICATION:** Subject To Orders (VF, Maj)

TOTAL VALUE OF TEMPLATE COMPLICATIONS: 35**OPTIONS****COST ABILITIES**

- 1 Police Detective: Choose Deduction and Shadowing, increase Law Enforcement Rank by 1
- 15 Something's Wrong Here: Danger Sense, Out Of Combat, Self Only, Intuitional
- 15 Dedicated Cop: Psychological Complication: Devotion To Duty (Com, Str)
- 10 That Guy I Put Away: Hunted (Some Felon, Less Pow, Public, Inf)
- 5 On The Take: Social Complication: Harmful Secret (Occ, Min)

suspect into confessing was an acceptable tactic. With no walkie-talkies or cell phones, patrol officers (of whom there were considerably more than today) relied on whistles and call boxes (phones on street corners that connected directly to precinct houses, common in most large cities.)

PRIVATE INVESTIGATOR

This represents the gumshoe for hire who takes those cases the police can't or won't solve. Hard-boiled investigators in trenchcoats generally come straight from the pulps, but there were still dozens of them in the comics at the same time as the costumed heroes craze. In some cases they even become supporting characters in another hero's adventures, like Slam Bradley or Roy Raymond. Private eye characters should obviously have higher-than-average INT and probably PRE, and the hardboiled ones will want to invest in CON, PD and STUN.

PRIVATE INVESTIGATOR

COST ABILITIES

- 3 Concealment
- 3 Conversation
- 3 Criminology
- 5 Deduction +1
- 2 CK: Home City 11-
- 2 KS: Law Enforcement World 11-
- 5 Shadowing +1
- 3 Stealth
- 3 Streetwise
- 2 WF: Small Arms
- 3 FB: Private Investigator's License, Weapon Permit
- 6 Contacts

TOTAL COST: 40

VALUE COMPLICATIONS

- 10 **HUNTED:** The Police, 8- (Mo Pow, NCI, Watching)

TOTAL VALUE OF TEMPLATE COMPLICATIONS: 10

Options

COST ABILITIES

- Var Sidekick: A Follower built on fewer points, usually a partner of lesser brilliance who the plot can be explained to regularly
- 15 Two-Fisted: 15 points' worth of Martial Arts or Hand-to-hand Combat Skill Levels
- 15 Alcoholic: Dependence: Drink liquor once/day or suffer Incompetence (VC, Addiction)

REPORTER

The crusading journalist, on the city's crime beat or traveling the world to report on wars and other international events, is an ideal background for a superhero. Many are "mild-mannered," in order to cut down on the level of suspicion generated when the reporter writes about the exploits of

REPORTER

COST ABILITIES

- 3 Conversation
- 2 CK: Home City 11-
- 2 KS: Who's Who In The City 11-
- 6 Additional KSs (6 points' worth) reflecting the reporter's beat
- 3 PS: Reporter (INT) (or PS: Photography if appropriate)
- 2 PS: Researcher 11-
- 3 Streetwise
- 6 Various Contacts
- 1 FB: Press Pass

TOTAL COST: 28

VALUE COMPLICATIONS

- 15 **PSYCHOLOGICAL COMPLICATION:** Curious, Even Nosy In Pursuit Of A Story (Com, Str)

TOTAL VALUE OF TEMPLATE COMPLICATIONS: 15

particular costumed heroes again and again. This is also a popular Template for significant NPCs of heroes, since it provides many excuses for them getting into trouble the hero can get them out of. INT and PRE should probably be above average.

SCIENTIST

The many mysteries of the Golden Age – the opportunities to make new scientific discoveries, to conduct important research, to explore lost

SCIENTIST

COST ABILITIES

- 5 Cramming
- 3 Deduction
- 3 Inventor
- 3 Scholar or Scientist
- 5 Knowledge Skill or Science Skill representing favored subject (INT +3)
- 12 Additional KSs, PSs and SSs (12 points' worth)

TOTAL COST: 28

VALUE COMPLICATIONS

None

TOTAL VALUE OF TEMPLATE COMPLICATIONS: 0

Options

COST ABILITIES

- Var Aged: Physical Complications representing the Character's infirmity
- 10 Absent-Minded: Psychological Complication: Forgetful and Distracted (Com, Mod)
- 15 They Called Me Mad At University: Psychological Complication: Devoted to Favorite Subject, Will Risk Safety of Self and Others To Prove a Theory (Com, Str)

lands and recover artifacts of ancient times – often lure academics into heroic situations. Scientific experiments, gone wrong or wonderfully right, imbue professors and researchers with incredible powers. The “Action Scientist” is a common trope in the era, but this Template might also be used to represent the kindly older scientific mentor to a team of younger adventurers. High INT is almost certainly a requirement for this Template.

WARTIME TEMPLATES

These Templates represent the training characters would have received in preparation for various roles defending the United States during World War II.

CIVIL DEFENSE VOLUNTEER

The defense of America’s homefront was not solely the job of the military. Under the leadership of New York City’s Mayor Fiorello LaGuardia, the National Chairman of the Office of Civilian Defense, over 12 million people signed up as civilian volunteers during the war. The OCD volunteers were mostly made up of women and older (or 4F!) men ready to do their part.

ENLISTED MAN (E1 TO E2)

This is the Template for soldiers of rank E1 or E2 (see p. 32), in whichever branch they have chosen. Since all military personnel undergo some version of Basic Training, this Template is a prerequisite for all other military Templates.

ENLISTED MAN

COST ABILITIES

- 0 or 1 FB: Military Rank
- 2 KS: Own Branch of Armed Forces 11-
- 2 WF: Small Arms
- 1 KS: “The Enemy” 8-

TOTAL COST: 5 or 6

VALUE COMPLICATIONS

- 5 Distinctive Features (Military Haircut and Uniform (EC, Noticed)
- 20 **SOCIAL COMPLICATION:** Subject To Military Orders (VF, Major)

TOTAL VALUE OF TEMPLATE COMPLICATIONS: 25

OPTIONS

COST ABILITIES

- 8 +1 Combat Skill Level w/ HTH or Ranged Combat
- 3 +1 Combat Skill Level with Specific Weapon or Martial Art
- 2 AK: Home Base/Port or The Front 11-
- 3 One MOS-related skill (see p30)

CIVIL DEFENSE VOLUNTEER

COST ABILITIES

- 3 CK: Campaign City 12-
- 8 Choose one of the following OCD mini-Templates:
 - KS: Air Raid Warden 11-
+1 PER
 - CK: Area of Patrol 11-
 - FB: Limited Police Powers
 - KS: Auxiliary Fire Department 11-
 - PS: Fireman (INT+1)
+3 to CK: Campaign City
 - KS: Civil Air Patrol 11-
 - AK: State or Oceanfront Area (INT +1)
 - KS: Aircraft/Ship Identification 11-
 - TF: Small Airplanes
 - KS: Demolitions/Clearance Crew 11-
Demolitions
Mechanics 8-
 - TF: Large Motorized Ground Vehicles
 - KS: Drivers Corps 11-
Combat Driving
+3 to CK: Campaign City
 - KS: Medical Corps 11-
 - PS: Medical Corps 11-
Paramedics
 - FB: Licensed Doctor or Nurse
 - KS: Nurse’s Aides Corps 11-
Bureaucrats
 - PS: Nurse 11-
Paramedics 8-
 - KS: Rescue Service 11-
Climbing or TF: 3 points’ worth of Water Vehicles
Paramedic

TOTAL COST: 8

VALUE COMPLICATIONS

- 10 **HUNTED:** Civil Defense Authorities (As Pow, NCI, Freq, Watching)

TOTAL VALUE OF TEMPLATE COMPLICATIONS: 10

COMMISSIONED OFFICER (O1 TO O1D)

By the time a PC has reached this point, it’s extremely likely they will have picked up several increases beyond the minimum knowledge required for the KSs of “Own Branch” and “The Enemy,” as well as several Contacts.



NON-COMMISSIONED OFFICER (E3 TO E9)

COST ABILITIES

- 6 Enlisted Man Template
- 1-3 FB: Military Rank (2 to 4 points' worth)
- 2 +1 with MOS Skill
- 9 Choose three of the following: Bureaucratics, Gambling, Interrogation, Persuasion, Streetwise, Survival, Systems Operations, Tactics, TFs, or WFs

TOTAL COST: 18 TO 20

VALUE COMPLICATIONS

- 15 **PSYCHOLOGICAL COMPLICATION:** Code of Conduct (Responsible For Those Under Command, and To Those Above) (VC, Mod)

TOTAL VALUE OF TEMPLATE COMPLICATIONS: 15

COMMISSIONED OFFICER (O1 TO O11)

COST ABILITIES

- 6 Enlisted Man Template
- 4-14 FB: Military Rank (5 to 15 points' worth)
- 9 College Degree or Equivalent Experience (9 point's worth of Professional or MOS Skills)
- 3 Bureaucratics

TOTAL COST: 22 TO 32

VALUE COMPLICATIONS

- 15 **PSYCHOLOGICAL COMPLICATION:** Code of Conduct (Responsible For Those Under Command, and To Those Above) (VC, Mod)

TOTAL VALUE OF TEMPLATE COMPLICATIONS: 15

WARRANT OFFICER (WO1 TO WO4)

COST ABILITIES

- 6 Enlisted Man Template
- 3-6 FB: Military Rank (4 to 7 points' worth)
- 3 Choose One Of Following: Jack Of All Trades, Linguist, Scholar, Scientist, Traveler, Combat Piloting or Mechanics to tie in to your MOS
- 2 KS: Your Particular MOS
- 3 A Skill Related To Your Specific Warrant Position

TOTAL COST: 17 TO 20

VALUE COMPLICATIONS

- 15 **PSYCHOLOGICAL COMPLICATION:** Code of Conduct (Responsible For Those Under Command, and To Those Above) (VC, Mod)

TOTAL VALUE OF TEMPLATE COMPLICATIONS: 15

OSS AGENT

COST ABILITIES

- 2 +1 OCV with Service Weapon
- 4 Language (Whatever is Native for posting, Idiomatic)
- 2 AK: Location of Assignment 11-
- 2 KS: Local Resistance Forces 11-
- 9 Choose Three of the Following: Charm, Combat Driving, Concealment, Conversation, Demolitions, Disguise, Lockpicking, Persuasion, Security Systems, Shadowing, Stealth, and Streetwise.

TOTAL COST: 19

VALUE COMPLICATIONS

- 20 **SOCIAL COMPLICATION:** Subject To OSS Orders (VF, Major)

TOTAL VALUE OF TEMPLATE COMPLICATIONS: 20

OPTIONS

COST ABILITIES

- 2 Survival (One Type)
- 1 TF: Parachuting
- 20 Social Complication: Secret Agent (Freq, Severe)

OSS AGENT

Of course, your character might be serving the war effort more in the role of a spy than a soldier. OSS Agents, beginning in July of 1941 with the formation of the organization, should use the following Template (noting that many of said agents already were in the military.)

CHAPTER THREE

THE WORLD OF THE GOLDEN AGE





HOW WE GOT HERE

While Golden Age Champions is not intended to replace your school history texts, it will increase your enjoyment of roleplaying in a different era from your own if you have a basic understanding of the world these characters live and operate in. In that spirit, here's a brief overview of the current state of the world when the Golden Age begins in the summer of 1938. Doing a bit of research into any and all of the names and places mentioned here will greatly aid your efforts to bring the world of the Golden Age to life!

THE UNITED STATES OF AMERICA

The United States of America in 1938 is a democratic republic of 48 states. Alaska and Hawaii remain territories; others it holds include Guam, American Samoa, and Puerto Rico. The Philippines are a Commonwealth, which was considered at the time to be a stepping-stone towards independence until it's interruption by the Japanese occupation in 1942. Franklin D. Roosevelt has been President since 1933 and is in the middle of his second term, having won a landslide victory over Republican Alf Landon in 1936 with over 60% of the popular vote. He and Vice President John Nance Gardner have built a political coalition in the Democratic Party, appealing in equal part to urban intellectuals and traditional union liberals and to the rural farmers of the "Strong South." His New Deal Democrats enjoy solid majorities in Congress, and Roosevelt is still given credit for "rescuing" America from the Depression even though many areas of the country are still suffering its effects. His opponents, primarily businessmen and the upper class, loathe Roosevelt as a Socialist and even approaching a Communist.

Roosevelt's New Deal efforts to reinvigorate the economy have begun to slow down. In his first months in office he got dozens of bills passed in Congress: the Emergency Banking Act, the Glass-Steagall Act (which created the Federal Deposit Insurance Company), and the Civilian Conservation Corps, which put over a quarter of a million unemployed young men to work on rural projects. These were tremendously popular and successful

at first, but by 1938 the steam was slowly running out of such artificial stimulations. Nevertheless, thanks to those programs and others like the Works Progress Administration (WPA), unemployment had fallen from a Depression-era high of over 20% to 12.5% in mid-1938.

Roosevelt has also recently angered his own party with his efforts to create new laws allowing him to add justices to the Supreme Court, after it had ruled that several pieces of New Deal legislation were unconstitutional. Gardner, his own Vice President, was one of his leading critics and opponents, and the "Court-Packing" bills were defeated. Lastly, the unions that had so vigorously supported Roosevelt in his previous elections have split bitterly into factions led by the American Federation of Labor (AFL) and the Congress of Industrial Organizations (CIO), and their feuding has weakened the Democratic Party as the midterm elections of 1938 approach.

Despite these complications, Roosevelt and his administration remain reasonably popular. He originally campaigned for President on a platform that heavily featured his promises to keep America out of "foreign entanglements" like those that were perceived to have started the Great War. Despite the general sentiment of isolationism, Roosevelt has paid a great deal of attention to foreign policy, including his "Good Neighbor Policy" in Latin America that removed armed forces from Haiti and released Cuba and Panama from their status as U.S. Protectorates. Nevertheless, the American people support his call to remain technically neutral in Europe while supplying our allies with material, at least until the attack on Pearl Harbor.

After the Great War the United States military shrank tremendously; as of June 30th, 1939, there are 187,000 active duty soldiers in the army, placing it somewhere between 17th- and 19th-largest in the world. This number will increase to over 8 million at the height of World War II. On the other hand, the U.S. Navy is perhaps the most powerful in the world, certainly in total tonnage of ships. There are over 330,000 active sailors, a number that will swell to 3.3 million at its highest point in the war.

As of the 1940 Census, the population of the United States is 132 million, a rise of 7% over 1930. New York, with over 13 million (over 7 million in New York City itself!), is the most

populous state, and Pennsylvania is second at 9 million. (California and Texas are fifth and sixth, respectively, each between 6 and 7 million.) In contrast, the entire state of Nevada has a population of only 110 thousand.

THE MAJOR ALLIES

THE BRITISH EMPIRE

Great Britain is still probably the most prosperous and powerful nation on the planet in 1938, but it is clearly an empire in the early stages of decline. George VI is King, having taken the throne when his brother Edward VIII abdicated in December of 1936 in order to marry divorced American socialite Wallis Simpson in one of the era's most romantic scandals. George VI and his wife Elizabeth became good friends with the Roosevelts during their visit to the 1939 World's Fair. The Royal Family famously will not flee London when the Blitz begins in September of 1940, and their bravery and willingness to suffer alongside their subjects endears them to the country and re-strengthens the institution of the monarchy after the abdication crisis.

His Majesty's Government is led by the King's Prime Minister. From May of 1937 until his resignation in May 1940 the Prime Minister is Neville Chamberlain, made famous by his efforts to appease Hitler and avoid war by way of the Munich Agreement, permitting Germany to absorb the Sudetenland. When Germany ignores British and French warnings not to invade Poland a year later, it will be Chamberlain who is forced to admit his failure and declare war.

This era sees the beginnings of the end of the British Empire. Japanese victories throughout Asia early in the war greatly diminish British prestige in the area, and many of the colonies there look instead to America as their primary source of military assistance. After the war, Britain supports the wave of anticolonialist sympathies in the West and looks to release most of its colonies in Africa as well.

As of 1940, the combined population of the United Kingdom (England, Scotland, Wales and Northern Ireland) is approximately 48 million. At the beginning of the war the British army consists of about 900 thousand soldiers scattered literally around the world. By the time of the Dunkirk evacuation that number had increased to over 1.6 million, and by the end of the war they are just under 3 million. The Royal Navy is the largest in the world, consisting in 1940 of 200 thousand men and over 1400 ships.

THE FORMER BRITISH EMPIRE

The various Dominions of the British Empire became formally independent sovereign nations in 1931, though they had effectively been self-governing for some time before. They remained closely tied to Great Britain politically, and when Great Britain declares war on Germany Canada, South Africa, Australia and New Zealand immediately follow suit, the latter two later becoming key parts of the Allied battle against the Japanese in the South Pacific. Australia's extended campaign in Papua New Guinea in 1942 is famously brutal and difficult, but helps occupy Japanese forces who seek to isolate Australia from the rest of Allies before the Battle of Midway changes the course of the war. Australia's Prime Minister in 1938 is Joseph Lyons, and New Zealand's is Michael Savage.

The Republic of Ireland, who had been independent of Great Britain since 1921 and had been fighting a "trade war" with England throughout the 1930s, declares its formal neutrality in World War II when Germany invades Poland, and remains so officially throughout the war despite frequently having its shipping victimized by German U-boats.

India remains under the control of the British Raj, and will send millions of troops to fight with the British Army while serving as the primary base for Allied support of China. India has been agitating for independence since 1930, and leaders like Mahatma Gandhi denounce Hitler while still insisting on Indian neutrality until they are granted their autonomy.

FRANCE

France is a democratic republic in 1938, called the Third Republic since the collapse of Napoleon III's Second French Empire in 1870. As of the elections of 1936, the government is led by members of the Front Populaire, a coalition between the Socialist Party and various other leftist groups including the Communist minority. The President is Albert Lebrun, a former mining engineer noted for his ability to get along with almost all of the members of his coalition and wielding little actual power. The Prime Minister is Leon Blum, a Jew who is the first Socialist to hold that office.

With over 80 million subjects around the world (most notably in Africa and French Indochina), France is the second largest colonial power after Great Britain. Culturally it still has enormous impact, considered to have the best of everything from food and drink to art and literature.

France suffered enormous casualties in the Great War, and the national desire for revenge on Germany for those losses led France to push for the harshest penalties in the Treaty of Versailles. As the French military slowly rebuilt its strength in the 1920s and 1930s, they put their greatest faith in the line of fortifications and installations along its borders (particularly with Germany)





called the Maginot Line, which they believed was effectively impregnable. Unfortunately for the French, they were planning to repeat the static, defensive tactics that had worked despite bloody losses in the Great War, rather than preparing for the next one.

France's economic depression occurred somewhat later than most of the rest of the West, and they were also slower to begin recovering. When the Spanish Civil War began, the Popular Front began to fracture over disagreements on intervention there. At the Munich Conference in 1938 the French government sides with England in choosing to appease Hitler over the Sudetenland in fruitless hope of defusing the international tension and avoiding war.

In 1939 the French Army numbered over 900 thousand men. By 1941, the Free French army (which includes French soldiers who had escaped from the Battle of France as well as forces from France's various colonies, mostly African) numbers over 140 thousand soldiers.

POLAND

Of particular significance to the heroes of the Golden Age because of the role it plays in the start of World War II, Poland is the sixth-largest country in Europe. It is a republic, but since a military coup in 1926 it's been under the control of a single authoritarian party. The President since the coup has been Ignacy Moscicki, though in truth the government was run by the Minister of Military Affairs Jozef Pilsudski until his death in 1935. At that time several of his followers including Moscicki worked out a power-sharing agreement.

Great Britain and France are well aware of Hitler's intentions towards Poland by early 1939, and formally make military guarantees of alliance in March of that year. Regardless, Germany and the Soviet Union sign the Molotov-Ribbentrop Pact in August, effectively dividing Poland, Romania, Finland and the Baltics into "spheres of influence" between them. The existence of this secret formal treaty will not be discovered until 1946, though rumors of its general existence spread within weeks of the meeting.

In September 1939, Germany invades Poland after faking an "incident" at a radio transmitter in the town of Gliwicz. Under the command of Reinhard Heydrich, SS officers dressed in Polish Army uniforms stage an attack, shooting several prisoners and leaving their corpses on the scene to be found. Though the Polish fight bravely (and defensively, hoping to last long enough for French and/or British support to reach them), the German forces clearly outmatch them, and once the Russians also invade from the East two weeks after the Germans, the Polish government collapses quickly, surrendering by October 6th.

Germany places western Poland under military control as part of its Osterreich administration, with Hans Frank as the most notorious Governor-General. The Soviet Union does similarly in the east, but also divides some of its territory between Slovakia and Lithuania. Though both France and Great Britain formally declare war on Germany starting September 3, they send no military support to Poland. Instead they continue to negotiate with Hitler while building up their own forces, which most Poles consider to be a betrayal of their alliance.

Approximately 6 million Poles are estimated to die as a result of the occupation, half of whom are Jews. Poland will be the greatest victim of the Holocaust and the forced-labor camps. Occupiers from both sides destroy countless historical artifacts and works of art, close the schools and murder or drive out most of Poland's cultural elite. The Polish Government in Exile is set up in London, and the Polish Underground continue to resist German control throughout the war.

USSR

The Union of Soviet Socialist Republics was created in 1922 after the victory by the Communists in the October Revolution (which began in 1917) and unified the Russian Empire with the Ukrainian Republic, the Transcaucasian Republics (Armenia, Azerbaijan and Georgia) and Soviet Byelorussia. The victorious Bolsheviks had been led by Vladimir Lenin, but upon his death in 1924 Josef Stalin emerged from a brief power struggle as the General Secretary of the Communist Party and effective dictator of a massive, sprawling and cash-poor empire. Stalin ruthlessly pursued and purged his many enemies in the government and the military as well as rebels and intellectuals, leading to chaos.

Russia and Japan had been skirmishing in China for years, and the conflict will finally come to a head in Manchuria in 1939. General Georgy Zhukov's impressive victory that summer forces Japan to sign a peace treaty that removes the threat to Russia's western borders, and allows Stalin to turn to European affairs. Hitler's desire to use Eastern Europe and Russia for "Lebensraum" (living space) was well known, and the Nazis and Soviets had supported opposite sides in the Spanish Civil War. Nevertheless, in what was perhaps only a bid for time to prepare for eventual war, the Germans and Russians will sign the Molotov-Ribbentrop Pact in secret in August of 1939, effectively dividing Poland, Finland, Romania and the Baltics into separate "spheres of influence" between them while promising neutrality and non-aggression against each other.

Stalin's most trusted supporter is probably Lavrenty Beria, who had been the Party head in Georgia until Stalin made him Minister for Internal Affairs and head of the NKVD in the fall of 1938. Beria is a terrifying figure who reputedly personally strangled his predecessor and was believed by some to have psychic powers.

THE AXIS POWERS

GERMANY

The Great War ended in late 1918 with the defeat of the Central Powers of Germany, Austria and Hungary at the hands of the Allied Nations (primarily France, Britain, Russia and the late-arriving United States.) In the immediate post-war chaos, a new German government was formed by its National Assembly that became known as the Weimar Republic, after the city in which it held its first Constitutional Assembly in 1919. This unstable democracy was immediately put to the test at the postwar conference at Versailles in France, where Britain and France presented their demands for a peace treaty (Russia having worked out a separate peace with Germany months earlier.) The terms of the Versailles Treaty were onerous, stripping Germany of vast swaths of land it had controlled at least nominally (and

approximately six million former Germans from its population), heavily restricting its military size and power, and forcing it to pay reparations to the victors while accepting full blame for having started the war in the first place. The Germans were outraged by the terms, but realized they were facing a renewed war they could not win if they did not accept. While the first democratically-elected Reichsministerpräsident, Philipp Scheidemann, resigned rather than sign such a treaty, the second coalition government felt it had little choice but to accept.

The Weimar Republic attempted to work within the Treaty's terms, but faced tremendous opposition at home as well from conservatives, nationalists, and the ex-military who felt they had been betrayed by their own leaders. For the next decade the hapless government suffered from hyperinflation, which led to the printing of vast amounts of nearly-worthless paper money while the Allies occupied the Ruhr, which had been the most productive industrial region of pre-war Germany. The mark, which was worth about twenty-four cents in American money in 1914, shrank to one ten-thousandth of a penny in 1923.

The result was, of course, chaos. The Republic was battered by extremists from both the Left and Right. The Communists agitated for a Worker's Revolution like Russia's recent regime change, while the remaining wealthy industrialists pushed for more authoritarian measures to control their striking and occasionally rioting employees. One of the extremist groups birthed during this difficult period was the National Socialist German Workers Party (NSDAP), better known as the Nazi Party.

Formed in 1920 from a previous group called the German Worker's Party, the Nazis were led from the summer of 1921 by Adolf Hitler, a former painter on the streets of Vienna and Munich and a corporal in the army during the Great War. A gifted speaker, Hitler planned a revolution against the Weimar government that began with the Beer Hall Putsch in November of 1923, where he and about three thousand party members seized a Munich beer hall where the Bavarian Prime Minister was speaking and announced they were planning to take the entire city. This uprising failed utterly, and Hitler and most of his compatriots were arrested, while in the ensuing riot three policemen and seventeen party members were killed.

The trial for the attempted putsch was widely publicized, and Hitler took advantage of the national attention to give several more speeches in court. The prosecution asked for life imprisonment on the charge of treason, but Hitler was instead sentenced to five years in a low-security prison (in the end, he would only serve nine months.) During his imprisonment, Hitler and his dutiful secretary wrote Hitler's autobiography, *Mein Kampf* (My Struggle), in which he detailed his plans for restoring Germany to greatness. It swiftly became a best-seller upon its publication in 1925 (even more so after he came to power,



when every household in Germany was required to own one.) The book detailed his plan to destroy what he saw as a massive global conspiracy by the Jews to control the world, through their various puppets like the Marxists and the Social Democrats (and through them the Parliament of the Weimar Republic.) He proclaimed that Germany had a “historic destiny” that included the eventual conquest of Eastern Europe and Russia in the name of lebensraum, sufficient “living space” for the German people.

While Hitler was first imprisoned and then concentrating on building his public image and party, the Weimar Republic itself had several years of comparative success from 1924 to 1929, taking several steps to repair its disastrous economy and reclaiming the Ruhr from Britain and France. Along with the rejuvenated economy came a resurgence in the arts, and Berlin became known for its cabaret scene, jazz music and institutions like the Bauhaus art schools. During this period Germany enjoyed a very strong economic relationship with the United States, primarily thanks to banking loans provided by the Dawes Plan (passed in 1924).

Unfortunately, that close relationship meant that when the Depression began with the stock market crash in the US in 1929, it took a sizable chunk of the German economy with it. American companies called in their loans, and unemployment began to rise to frightening numbers. The Reichspräsident, Paul von Hindenburg, faced tremendous pressure from his opponents in the Reichstag, who continually forced general elections on him. Meanwhile, Hitler's Nazi party was in the ascendance, having won 18% of the parliament's seats in the September 1930 election (five times as many as it had in 1928.) Hindenburg struggled to hold an alliance of parties together that included the Nazis, but infighting continued. In April of 1932, another general election pitted Hitler against Hindenburg directly; Hindenburg was narrowly victorious, but it was clear his days were numbered.

Hindenburg's Reichskanzler, Heinrich Brüning, resigned and was replaced by Franz von Papen, a nobleman with little political skill who soon found himself with no support. Papen turned to Hitler for assistance, wiping out the laws forbidding the Nazis from maintaining the Sturmabteilung (SA), their own paramilitary “security” force. These “Brownshirts” created violence in the streets and at rallies, while Hitler and other Nazi leaders claimed the violence was the fault of others and a sign of the government's weakness, which would be solved if only Germans would vote them into power. In July's legislative election, the Nazi party won a total of 230 seats in the Reichstag, the most of any party. After six months of futile negotiations, Hindenburg bowed to the demands of Hitler's coalition of conservatives, industrialists and veterans and made Hitler the new Reichskanzler, with Papen at his side.

Hitler immediately stepped up his attacks on the German Communist Party. In February of

1933, the Reichstag building went up in flames, and Hermann Goering (who had been arrested alongside Hitler at the Putsch and since had been appointed President of the Reichstag) declared that the fire was part of a Communist uprising. Police arrested all of the Communist members of the Reichstag, along with dozens of other people the Nazis didn't care for. Hitler forced Hindenburg to sign an emergency decree which vastly expanded the powers of the Reichskanzler to arrest and hold enemies of the state, and then held a vote in the Reichstag while the Communists were still in jail, which passed overwhelmingly. In succeeding decrees, Hitler dissolved the Reichstag, outlawed all parties besides the Nazis, wiped out the majority of Germans civil liberties, and made himself dictator. From June 30 until July 2nd of 1934 the Nazis turned on some of their longest-term supporters in the SA, murdering dozens of them in what became known as the Night of the Long Knives. In their place he installed the Schutzstaffel (the SS) and the Gestapo (the secret police.) He theoretically continued to share power with Hindenburg until the latter's death in August of 1934; after that, he declared himself *Der Führer* (The Leader.)

Hitler made sweeping changes in Germany, beginning by tossing out the Treaty of Versailles' limitations on the military and engaging in a massive buildup, including instituting mandatory military service in 1935. He withdrew from the League of Nations, formed the Hitler Youth children's programs, and created the first concentration camps for his various enemies. The Allied nations took little notice of any of this, occasionally raising a mild diplomatic protest but making little effort to stop him. And under his brutal regime, the German economy grew at an impressive pace, satisfying the industrialists who had supported him from the beginning.

Germany hosted the Olympics in Berlin in 1936, showing off their new architecture and their new nation to the world; the festivities were only slightly marred when Hitler snubbed Jesse Owens after the black American won four gold medals. In his efforts to re-unite all the German people of Europe under his single banner, Hitler first sent his military forces into the Rhineland in March of 1936 in further violation of the Versailles Treaty, but again Britain and France chose to do nothing. In March of 1938, Hitler did the same in Austria, sending thousands of troops across the border where they were largely welcomed by the pro-German majority. By the 13th Austria was again part of Germany, and Hitler was only emboldened by the lack of response from the other powers of Europe.

Germany in the summer of 1938 is now a police state of historic proportions. The citizens live in a climate of fear and mistrust, as all know that the Gestapo is watching all the time and disloyalty will be punished severely (and those who turn in their neighbors or family are rewarded!) Anti-Semitism is the order of the day, as Jews are no longer citizens and have been

barred from public office and many private jobs, and forbidden to interact with non-Jews. Those who had the means to flee have done so, while the rest live in squalor and panic. History books have been destroyed and replaced with the new Nazi-approved versions, all of which detail the glory of the Third Reich, the German empire that will last for a thousand years.

Hitler has carefully placed some of his most loyal followers in key positions of power, but makes sure that they have to compete for his attention and favor constantly. His old friend Goering holds multiple positions and ranks, including Reichsmarschall in the army and head of the Luftwaffe, while acting as Hitler's deputy and a Reichminister without formal portfolio handling much of the planned economy and advising on foreign affairs. The Deputy Fuehrer is Rudolph Hess, Hitler's former secretary and fellow Beer Hall Putscher. Hess' former top assistant, Martin Bormann, now serves as Hitler's top personal aide while also managing the Nazi Party administration. Joachim von Ribbentrop is Hitler's chief Foreign Minister. Joseph Goebbels, a devout follower of Hitler and brilliant orator, serves as the Minister for Public Enlightenment and Propaganda. The Reichsmarine (Navy) is headed by Admiral Erich Raeder, and one of his top officers is Kommodore Karl Donitz, who runs the Unterseeboot (submarine) fleet. Reinhard Heydrich runs the Reich Security Office (and through it the Gestapo and Kripo) and is also a Gruppenfuhrer in the SS, which itself is headed by Heinrich Himmler.

The Versailles Treaty had limited the German army to 100 thousand men, but Hitler's militarization of the country increased that number to almost 2 million by the time of the invasion of Poland. At its height just before the invasion of Russia the number is closer to 4 million.

JAPAN

Japan was an empire on the rise in the early days of the Twentieth Century. It won wars with first China in 1895 and then Russia in 1905, which had given it control over extensive new territories in Taiwan and Korea. Japan then joined with the Allies in the Great War, where they coordinated with Britain to engage the German navy in the Indian Ocean and the South Pacific. This allowed them to take over Germany's Pacific colonies and territories, including the Marshall, Mariana and Caroline Islands as well as Germany's holdings in the Chinese city of Shangdong. Japan's global influence grew even further after the war, as they joined the League of Nations and became a significant world industrial market.

However, they were not immune to the global financial recessions, and the investiture of Emperor Hirohito in 1926 happened at the same time as a significant economic setback and depression. Japan struggled to recover financially, but was hindered by many other western nations imposing trade barriers in efforts to shore up their own weakened economies. Radical nationalists

and militarists gained significant political power, as "secret societies" conflicted with both the Emperor and each other in both financial dealings and actual outbreaks of violence, including several assassinations (at least a few launched unsuccessfully at the Emperor himself.) The climax of these battles came with the assassination of Prime Minister Inukai Tsuyoshi by a cabal of young military officers. Though they were prosecuted and sent to prison, a wave of sentiment in their support helped solidify the militarists.

Throughout the late Twenties and early Thirties, Japan continued to fight skirmishes in China, taking over Manchuria in 1931 and attacking Shanghai in 1932. Japan considered Manchuria as a potential staging area for an eventual war with Russia in search of necessary resources for further expansion, and therefore was receptive to Germany's invitation to sign the Anti-Comintern Act in 1936, an agreement to share information and cooperate in efforts to contain Soviet Communist expansionism and to "safeguard their common interests" should Russia go to war with either of them. The Pact was later signed by fellow fascists Italy and Spain, setting the foundation of the Axis Powers.

Beginning in 1937 Japan used their forces in Manchuria, which they had renamed Manchukuo, to launch attacks into communist Mongolia, disputing the location of the border between the two states. In the spring of 1939 Japan sent the Kwantung Army into Mongolia, where they were met by a newly created Soviet Army Corps under the command of Georgy Zhukov. The Russians resisted the assault despite heavy losses, and their counterattack in August was devastatingly successful. Though the Kwantung wanted to continue the battle, the government had lost faith in their ability to defeat Russia, and signed a ceasefire that allowed the Soviets to concentrate on Europe and sharing the conquest of Poland with Germany.

With Russia no longer looking like a plausible target for expansion and resources, Japan instead began to look to the south for new territory. They stepped up their efforts in China, taking Nanking (and conducting the horrifying Nanking Massacre) before bogging down in a stalemate due to their extended supply and communications lines. The Sino-Japanese war is ongoing throughout 1938.

Emperor Hirohito's Prime Minister in 1938 is Fumimaro Konoe, who is in a fierce rivalry for influence with the army, led by General Seishiro Itagaki as the Minister of War and his Vice-Minister General Hideki Tojo. Konoe will resign in January of 1939, return to office in July 1940, and resign again in October 1941.

In 1940 the Japanese empire has a population of 73 million, an enormous expansion since the turn of the century when they only counted about 42 million. Their army consists of about 1.7 million soldiers, and their navy about 300 thousand.

ITALY

Italy became fascist in 1922 when King Victor Emmanuel III made Benito Mussolini his Prime Minister following the “March on Rome” by his Blackshirt followers. Mussolini assembled a Cabinet of right-wing supporters and consolidated his power with the support of the Italian Army, who in turn saw their forces expanded greatly in the next few years. Mussolini was an early master of propaganda, building a cult of personality while expanding state control of the economy and installing trade barriers with most foreign countries (with the notable exception of Germany.) By the early 1930s Mussolini entertained ideas of an Italian empire, but realized that his dreams conflicted with Germany’s own expansionism, and he decided instead to make an alliance with his fellow fascist that never managed to become one of equals.

Italy invaded Ethiopia in 1935, using poison gas and modern bombers against local warriors armed mostly with spears. Most of Europe disapproved, and Italy withdrew from the League of Nations while joining Germany, Spain and Japan in the Anti-Comintern Pact. Mussolini sent large numbers of soldiers and planes into Spain to support Franco, and their victories there emboldened Mussolini and strengthened their alliance with Germany. Mussolini himself named the “Axis Powers,” declaring in November 1936 that eventually all of Europe would rotate around the axis between Rome and Berlin. Italy’s population in 1940 is approximately 44 million, and their army, while imposing on paper, is understaffed and poorly equipped, consisting of about 200 thousand soldiers. The Navy had several modern battleships and over one hundred submarines, but fielded no aircraft carriers.

THE OTHER AXIS MEMBERS

After the breakups of the Ottoman, Russian and Austro-Hungarian Empires after World War I, nearly a dozen new countries had become newly independent. Most of those in Eastern Europe (Czechoslovakia, Hungary, Romania, and others) were rural and poor, and though many of them began as democracies most fell under the control of autocratic regimes during the Depression. These countries largely will “join” the Axis at gunpoint during Hitler’s eastward expansion, and in turn will be “liberated” by the Russian army en route to Berlin and remain under Communist control after the war.

THE REST OF THE WORLD

ELSEWHERE IN EUROPE

Spain fought a civil war between 1936 and 1939 that served in many ways as a prelude to the Second World War. Several generals from the Spanish Army, led by Francisco Franco, formed the Nationalists in opposition to the Republicans, who supported the existing left-wing government. The resulting coup was bloody and chaotic; the Nationalists were supported by Italy and Germany, who took advantage of the opportunity to get its army and air force valuable combat experience before their own advances, while the Republicans were supported much less actively by England and France, as well as the Soviet Union. After the Civil War ended, Hitler and Mussolini entreated Franco many times to support their own efforts in turn, but he spurned them, remaining officially neutral during World War II though he did allow Germany and Italy to use Spanish ports.

The Nordic nations mostly remained neutral during the First World War but coming under attack early in the Second. Finland fights a brave but unsuccessful war against Russia in 1939 and 1940, while Denmark and Norway are occupied by Germany in 1940. Germany offers Sweden a non-aggression pact in 1939, which they decline; nevertheless, they remain formally neutral during the war, trading with both sides and acting as a sort of neutral ground for both Axis and Allied spies. Niels Bohr’s direct appeals to Sweden’s King Gustav convince him to provide asylum for thousands of Danish Jews. Most of the rest of Europe will be conquered by the Nazis after brief battles in 1940, overwhelmed by the blitzkrieg tactics of Hitler’s tanks and the bombs of the Luftwaffe. The Low Countries (Holland, Belgium, and Luxembourg) are annexed and pillaged, while Switzerland retains its famous neutrality and runs the Red Cross programs from Geneva.

Turkey, which had been part of the Ottoman Empire and therefore one of the Central Powers in World War I, became a Republic in 1920. The first President was Mustafa Kemal Atatürk, who dies in office in November of 1938. They will remain neutral for most of the war, joining the Allied side in February of 1945.

THE AMERICAS

Canada is an independent nation but a self-governing member of the Commonwealth under the formal rule of George VI. The Statute of Westminster passed by the British Parliament in 1931 declared the equality of the various former Dominions and their common allegiance to the crown. The Prime Minister is McKenzie King of the Liberal Party, who had previously served from 1921 until 1930, served as Opposition Leader in Parliament after a loss to the Conservatives, and then regained the position after the election of

1935. King had been a supporter of Hitler early on, though he opposed Germany's treatment of Jews, and agreed with Chamberlain on appeasement in the Munich Agreement. Canada, like the United States, was greatly divided in its opinions about involvement in European affairs, and King pushed early for peaceful resolutions. But, when England declares war on Germany in 1939, Canada will support it completely and declare war as well, though conscription in 1940 will only be to man the Home Defense forces and only volunteers will serve abroad. The Canadian Navy sees regular battle with German U-boats in the North Atlantic. In 1944 Canada will finally send its first conscripted soldiers to serve abroad, about 15,000 of them. The 3rd Canadian Infantry was a key part of the forces taking Juno Beach at D-Day, fighting some of the strongest German resistance and penetrating well into France.

Mexico's President is Lazaro Cardenas, head of the single-party PRI that rules the country, who has been in place since 1934. In March of 1938 Mexico nationalizes the Mexican Eagle Petroleum Company (renamed Pemex), an American, British, and Dutch concern, and transferring control of it to the state despite those countries' protests. Mexico will delay entering the war until May of 1942, when it declares war on Germany after losing several oil tankers to U-boats. Near the American border, the Bracero Program was instituted to allow Mexican workers to come replace American soldiers on farms and in factories.

Most of the rest of Latin America either remains neutral during the war, or supports the United States formally without any particular effort. Only Mexico and Brazil will send any soldiers to fight in the conflict, and in both cases those number less than a thousand soldiers. Most of Latin and South America will curtail their financial dealings with the Axis powers, however, which leads most of them to strengthen their ties to the United States (and in some cases the Soviet Union as well – Cuba will send thousands of cases of cigars to the Soviet Army!) Germany and Spain will both operate effective spy networks in South America, though, and Argentina and Chile will both remain semi-official collaborators with the Axis until the end of the war, with many Germans settling there after fleeing the invading Allied forces.



AFRICA

Much of Africa in 1938 is made up of European colonies, and most of the sovereign nations are relatively new. France holds colonies from Tunisia to Somaliland, Equatorial Africa and Madagascar. Britain holds Kenya, Nigeria, Rhodesia, Uganda and several more smaller areas. Italy controls Libya and East Africa, while Belgium still holds the Congo. Spain and Portugal maintain other colonies as well. Morocco is theoretically an independent sultanate, but most of it is administered by France and the rest by Spain.

Egypt is a Kingdom, independent of England since 1922 but still closely tied to it, with England still controlling the Suez Canal and maintaining its Mediterranean Fleet at Alexandria. Farouk I has been King since 1936, and is frequently criticized

for his lavish lifestyle. He has several personal connections to the Italians, who will focus on it in their North African campaign.

Liberia became a free Republic in 1847, the oldest such in Africa. Edwin Barclay has been President there since 1930. It remains closely tied to the United States, for whom it is a major rubber producer. When the North African campaign begins Liberia will be one of the major supply points for the US Army, with over 5,000 Black troops assigned to maintain the military depots.

The Union of South Africa was formed out of four colonies who became independent from England after the Boer War ended in 1902. They remain a Dominion like Canada, recognize the Kingship of George VI, and follow the policies set in the Treaty of Westminster in 1931. The Prime Minister is Barry Hertzog, who has served since 1924.

THE MIDDLE EAST

Saudi Arabia was created by the unification of the Arabian Peninsula under the House of Saud, which began in 1902 and was completed thirty years later. After oil was discovered in Bahrain in 1932, the Saudi government granted concessions to Standard Oil to search for the same in their territory, and vast reserves were discovered in March of 1938. Saudi Arabia will provide oil for the Allies throughout the war.

Iran has been under the rule of the Shah Reza Khan since the Iranian Revolution of 1925. Britain owns the country's oil reserves through its Anglo-Iranian Oil Company, but otherwise the Shah tries to minimize Iran's reliance on foreign support and will declare neutrality during the war. Britain nevertheless sends troops to defend the oil pipelines while complaining that the Shah is too lenient with known German spies and foreign agents.

Iraq was claimed as a British mandate after the defeat of the Ottoman Empire in World War I, who had previously held the territory. After a brief revolt in 1920, the British installed King Faisal, and granted Iraq its formal independence in 1932 while maintaining extensive control over its administration. Faisal died in 1933, and his successor King Ghazi held the throne until his own death in 1939. However, interior tensions among the Sunni, Shi'a and Yazidi Muslims led to regular violent uprisings throughout his reign, with the army supporting five changes of government leadership and the British having very little actual control. In 1941 another coup d'état will lead to the installation of a pro-Nazi government led by Prime Minister Rashid Ali al-Gaylani, which will be followed immediately by a British invasion, a month-long battle in May, and then full British occupation for the duration of the war.

Syria and Lebanon are French Mandates through the League of Nations, while Palestine is similarly administered by the British. Most of the rest of the Middle East is made up of British Protectorates, like Bahrain, Kuwait, Oman and Qatar.

EASTERN ASIA AND THE PACIFIC

China is already at war with Japan, who seized Manchuria in 1931. Chiang Kai-Shek, leader of the Nationalist Kuomintang Party, had taken control of the weak and divided state government in 1928 with the support of the military, but over the next decade spent about equal time fighting both the invading Japanese and the Chinese Communists led by Mao Zedong. In 1937 the Kuomintang and the Communists formed a temporary truce to unite their efforts against Japan, but though they caused horrific losses to the invaders Shanghai and then the capital of Nanking fell by the end of 1937. In revenge for their losses, Japanese soldiers committed atrocities on the citizens of Nanking, killing up to 200,000 of them, while the Chinese government moved its headquarters to safety, first to Wuhan and then to Chongqing. The Sino-Japanese War will eventually be subsumed into the Second World War when the Allies move to support Chinese forces.

The Mongolian People's Republic has been an independent nation since 1924, though effectively controlled by the Soviet Union. The Great Purge by Stalin in the 1930s led to the near-eradication of Tibetan Buddhism in Mongolia. The Japanese conquest of Manchuria alarmed the Soviets, who built up their forces in Mongolia, and when the Japanese invade in 1939 the Russians defeat them decisively at the Battle of Khalkin Gol. This Japanese failure will change their military strategy away from attempts at taking Soviet territory in favor of concentrating on dominating the Pacific, leading directly to the decision to invade Pearl Harbor.

Tibet is ruled by the regents of the 13th Dalai Lama, who are awaiting the formal recognition of the 14th, who was born in 1935 and identified in 1937 and will be formally made regent in February of 1940. China claims much of its territory, but Tibet's alliance with British forces in India maintain a tenuous piece.

Afghanistan is a Kingdom, under the rule of Mohammed Zahir Shah, having previously been an Emirate under British control until 1926. They remain neutral during the war. Most of what will become Vietnam and Cambodia is currently held by France as a colony called French Indochina. Holland controls most of what will become Indonesia as the Dutch East Indies.

DAILY LIFE IN THE GOLDEN AGE



IN THE MILITARY

Over the course of World War II, more than 16 million Americans would serve in the military in some form. Almost 300,000 would die in combat, and another 100,000 out of combat. While most superheroic campaigns won't spend much time on the everyday lives of soldiers, it's worth a bit of consideration.

Beginning in September of 1940, men between the ages of 21 and 36 were required to register with their local draft boards for a one-year term in the military. The boards assigned each registrant a number (initially from 1 to 7,836), and then a national lottery was held in which capsules with numbers inside them were drawn from a glass bowl. On October 29, President Roosevelt drew the very first number, 158. There were over six thousand registrants with that number nationwide, who were required to report for military duty and receive their physical classification and assignment. Eventually the draft program was expanded to include men between 18 and 37, and as the war continued and more soldiers were needed, there was a distinct tendency to relax the physical and medical requirements. Of course, there were large numbers of young men who volunteered rather than be drafted, particularly in the days and weeks immediately following the attack on Pearl Harbor, and many thousands of women who signed up to serve in non-combat positions. It was a popular conceit among some that, since the draft was coming anyway, it was better to join up with the Navy rather than be drafted by the Army and have to do all that marching. Of course, naval service wasn't precisely relaxing work either!

Once a draftee received their orders, their first stop was Basic Training, at one of several bases around the country. There they would have their heads shaved, receive uniforms and weapons, and begin training under drill instructors who were under tremendous pressure to turn out soldiers as quickly as possible to meet their commanding officers' demands. Before the war basic training for most services was designed to last twelve weeks or more, but by 1943 it had been reduced to

six weeks. Grueling runs and endless repetition of basic skills wore down even the toughest men.

After Basic was finally completed, the new soldiers would be deployed into units scattered across the world. Shortages existed in both manpower and equipment, but gradually the Army, Navy and Marines were able to build up their capacity. The first Americans to enter combat were the Navy, who immediately began to battle Japanese forces in the Pacific; the Army would first see real combat in North Africa later in 1942.

ON THE HOMEFRONT

Life went on during wartime back at home as well. Even if no one from their own family was serving abroad, everyone certainly had friends, coworkers and other acquaintances who worried about their own loved ones serving their country. The disruption of shipping, the changeover of the industrial complex to a war footing, and the manpower shortage due to the draft combined to cause shortages and rationing in almost all parts of the economy. The American public was regularly exhorted to make do with less while doing everything possible to support "their boys." Civilians organized scrap drives and planted "Victory Gardens" in yards and abandoned lots.

The war needed to be paid for, and while Roosevelt continued to battle his more-conservative Congress, they were able to come to several agreement. Taxes were raised on the wealthiest, and federal income tax, which had only been applied to 10% of the population in 1940, was increased and charged to nearly every employed worker by the end of the war. At the same time the government created War Bonds, which were heavily promoted by celebrities and matured in ten years, allowing individual savings rates that were unprecedented in American history. By the end of the war, more than 85 million Americans owned bonds, totaling over \$185 billion dollars.

With so many men removed from the work force, women were needed to take jobs that had been traditionally denied to them, from construction to factory assembly lines. The number of women in the workforce nearly doubled between 1940 and 1944. The same situation applied to

racial minorities of both genders, who frequently found themselves working side-by-side with whites for the first time, and teenagers, for whom many states were required to change their child labor laws.

PERCEIVED THREATS FROM WITHIN AND WITHOUT

Before the war began, there were many in America who were unaware of the details of the horrors of the Nazi regime, and instead admired Germany's financial success. Celebrities like Charles Lindbergh spoke positively about Hitler and the Nazis, and decried what they claimed to be Roosevelt's efforts to drag America into another "pointless" war overseas. The German-American Bund was founded in 1936, an openly pro-Nazi organization led by party member Fritz Kuhn and based in New York City which ran "training camps" and organized public events. In February of 1939 they held an anti-Roosevelt rally at Madison Square Garden that drew 20,000 people. Kuhn was arrested for embezzlement later that year, and eventually the Bund fell out of favor with all but its most fervent followers.

Though public sentiment about the war was initially mixed, America's sympathies turned increasingly to the Allies, particularly Britain, as the fighting continued. Edward R. Murrow and William Shirer's dramatic reporting of the Dunkirk Evacuation and then the London Blitz on the radio stirred the sympathies of listeners across the country. Once the war actually began, Germans and Italians both faced a certain amount of public suspicion, but actual evidence of the dreaded "Fifth Column" of saboteurs was rare. This, of course, does not need to be true in your own campaign!

While there was very little evidence of any similar organization to the Bund for the Japanese, the country reacted with horror to what seemed to many to be the unprovoked attack on Pearl Harbor, and suspicion fell quickly on the loyalty of Japanese-Americans. In February of 1942 Roosevelt signed Executive Order 9066, which declared large sections of the west coast as "Military Zones," from which potential "alien enemies" could be physically excluded. This led to over 120,000 Japanese Americans being evicted from their homes and placed in internment camps for the duration of the war.

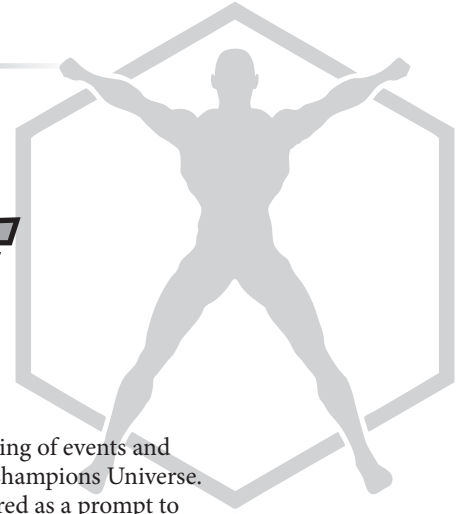
RATIONING, PRICE CONTROLS AND THE BLACK MARKET

Roosevelt ordered the creation of the Office of Price Administration in May of 1940, which had the power to order ceilings on the prices of nearly all retail goods, and ration the national supplies of items like coffee, sugar, meat, and even clothing items like nylons or shoes. Citizens received books of paper coupons for their own use that were measured in "points," for which change for small transactions could be made by small red and blue tokens.

The automobile industry came to a near-halt as its factories were converted to war production, and rationing was applied not only to new cars (which were removed from the market in early 1942, leaving companies with millions unsold) but also to gasoline and tires. Indeed, the typical American household was limited to three gallons of gas a week, which sharply curtailed driving everywhere; war workers, car-pool drivers and citizens with particular jobs (like doctors) received larger allocations. At the same time, the national speed limit was reduced to 35 miles per hour. In cities, the public could generally rely on subways, commuter trains, and even cabs, while in more rural areas some people returned to riding horses.

As in almost every circumstance of rationing and price control, a black market in illicit goods soon flourished. Prohibition had only ended less than ten years ago, and criminals had both experience and the necessary contacts for illegal sales, and the knowhow to print and distribute counterfeit coupons. Of course, most of the products acquired on the black market were stolen goods, and strong-arm thugs and burglars found steady employ (and not a few used their positions to stay out of the draft with falsified medical records as well!) The OPA estimated the black market overall in the US to be well over one billion dollars a year.

TIMELINE



This timeline reviews the history of the Golden Age in six categories: Politics & War, Science & Technology, Arts & Entertainment, Life & Times, and Crime

& Weirdness, along with a listing of events and debuts within the canonical Champions Universe. Each entry should be considered as a prompt to doing more reading on one's own.



Year	Politics & War	Science & Technology	Arts & Entertainment
1938 Jan	10: Japanese capture Tsing-tao	19: General Motors begin mass production of diesel engines.	1: California defeats Alabama in Rose Bowl.
	19: Franco's forces launch air raid against Barcelona, killing 200.		14: FCC reprimands NBC for "lewd" show featuring Mae West.
1938 Feb	4: Hitler names himself Supreme Commander of German military.	4: John Baird demonstrates hi-resolution color TV.	3: Abbott and Costello debut on radio.
	20: Hitler demands right of self-determination for Germans in Czechoslovakia and Austria.	24: Toothbrushes with nylon bristles go on sale.	14: Hedda Hopper's gossip column begins.
	21: Anthony Eden resigns and Lord Halifax becomes Foreign Secretary of UK.	26: Passenger ship New York gets prototype radar set installed.	
	22: Hungary arrests head of Nazi party and 72 others for alleged coup plot.		
1938 Mar	11-14: German Anschluss, taking over Austria without violence.		9: Bob Hope debuts in Big Broadcast of 1938.
	15: Stalin executes Bukharin and 17 others in latest purge.		
	17: Franco's air raids on Barcelona kill 1,000.		
	18: Mexico nationalizes 17 US and British oil companies, creating Pemex.		
	31: 6000 loyalists flee Spain for France.		
1938 Apr	2: England recognizes German conquest of Austria.	16: Albert Hofmann accidentally discovers LSD.	18: Action Comics #1 (1st appearance Superman) published.
	3: Franco's forces capture Lerida. Franco calls for Loyalist surrender.		30: Bugs Bunny first appears in Porky's Hare Hunt.
	10: Austrian referendum overwhelmingly supports Anschluss.		
	14: Chinese victory at Taierschwang, capturing 40,000 Japanese.		
1938 May	3-9: Hitler visits Mussolini in Italy with great pomp and ceremony.		2: Thornton Wilder's Our Town opens on Broadway.
	17: Congress passes Naval Expansion Act.		7: Lawrin wins Kentucky Derby.
	21: Czechoslovakia masses 400,000 troops on German border.		13: Louis Armstrong records When The Saints Go Marching In.
	26: House Unamerican Activities Commission begins.		14: Adventures of Robin Hood (Errol Flynn film) released.
1938 Jun	28: Sino-Japanese War: Battle of Hankow, killing 10,000.	23: US creates Civil Aeronautics Authority	3: Germany votes to confiscate "degenerate" art.
			15: Johnny Vandermeer throws second consecutive no-hitter.
			22: Joe Louis knocks out Max Schmeling in their rematch.
			23: Marine Land, 1st aquarium in US, opens in Fla.

Life & Times	Crime & Weirdness	The Champions Universe	Year
			1938 Jan
			1938 Feb
3: Floods in California kill 144, leave 20k homeless.	12: German forces seize the Reichskleinodien, the Austrian historical treasures.	14: Alfred Scott crashes in Tibet.	1938 Mar
15: Aramco makes first major oil strike in Saudi Arabia.	These include the Holy Lance of Hapsburg, believed by some to also be the Spear of Destiny.		
	26: Italian physicist Ettore Majorana disappears at sea.		
13: 150,000 French auto-workers strike.		30: The RSvKg begin the Walpurgisnacht Working.	1938 Apr
22: Eddie Rickenbacher buys United Airlines for \$3.5m.		Dargon kills Oceanus, Mara flees.	
31: BBC broadcasts Spelling Bee, 1st TV game show.		1: The balance of magic changes in the Champions Universe.	1938 May
		Erich Hessler becomes Totenkopf.	
		12: Walther Flenner becomes Sturmvogel.	
		13: Don Randall becomes Captain Patriot.	
		19: John Bull.	
22: Chandler Act establishes US bankruptcy laws.	21: Ernst Schafer's Ahnenerbe expedition to Tibet leaves.	Dr. Twilight debuts.	1938 Jun
25: US minimum wage set at 40 cents/hour.	24: 450-ton meteorite explodes 12 miles above Chicora, PA.	Mara meets humans.	

Year	Politics & War	Science & Technology	Arts & Entertainment
1938 Jul	21: Paraguay and Bolivia sign the Chaco boundaries treaty. 22: Identification cards required for German Jews.	15: Howard Hughes sets record for around-the-world flight (3 days, 19 hours, 17 minutes.)	
1938 Aug	10: Japan and USSR sign a truce. 24: Japanese shoot down a US/Chinese airliner, then shoot 19 survivors fleeing the wreckage.	15: Queen Mary sets Transatlantic crossing record of 93 hours. 27: George Eyston sets landspeed record of 345 MPH.	
1938 Sep	1: Italy expels all Jews who have entered the country since 1919. 15: Neville Chamberlain meets with Hitler in Berlin. 18: France and Great Britain ask Czechoslovakia to cede the Sudetenland to Germany. 30: Sudetenland pact signed by the major powers. 30: Chamberlain gives "Peace In Our Time" speech.	8: Chester Carlson patents the photocopier. 14: Airship Graf Zeppelin II has maiden flight. 27: Queen Elizabeth takes her maiden voyage.	15: Thomas Wolfe dies. 25: Crimson Avenger debuts in Detective Comics #20.
1938 Oct	1: Poland annexes Teschen and Silesia from Czechoslovakia. 3: German army occupies the Sudetenland. 10: British troops occupy Bethlehem. 18: British impose martial law in Palestine in response to Arab siege of Jerusalem. 21: Japan conquers Canton. 25: Japan captures Hankow and Wuhan. 28: Germany deports thousands of Jews to Poland.	9: The altimeter first demonstrated in NYC.	9: Yankees win the World Series over the Cubs, 4-0. 30: Orson Welles broadcasts War Of The Worlds(except in Champs Universe!)
1938 Nov	2: Germany grants Slovenia and Ruthenia to Hungary. 9: Kristallnacht (Night of Broken Glass.) Massive destruction of Jewish property. 90 Jews killed, more than 30k sent to concentration camps. 10: Mustafa Kemal Ataturk, father of modern Turkey, dies. Ismet Onu becomes president. 12: Mexico agrees to compensate the US for recent land seizures. 15: US recalls its ambassadors to Germany.	11: Typhoid Mary dies of a stroke at the age of 69.	12: Kate Smith sings Irving Berlin's God Bless America on her radio show for the first time. 18: 3500 members of motion picture industry rally against Hitler.

Life & Times	Crime & Weirdness	The Champions Universe	Year
4: Helen Moody wins her 8th Wimbledon.	19: Dali and Freud meet for first time in London.	Optimus debuts.	1938 Jul
18: Wrong Way Corrigan flies to Ireland from NY, claiming he meant to fly to California.		John Bull debuts	
30: Henry Ford receives the German Order of the Eagle from Hitler.		Tasho debuts.	
		21: Jonathan Keyes becomes the Drifter.	1938 Aug
21: A hurricane hits Long Island, killing 680 and causing \$400m in damages.		Scarlet Archer debuts.	1938 Sep
19: Charles Lindbergh receives Service Cross from Hitler.	16: Four German spies arrested taking pictures at the Panama Canal.	14: Drifter and Brawler first team up in Los Angeles. 30: Martians (actually Sirians) invade Grover's Mill, NJ. In response, the Defenders of Justice first meet and work together to defeat them, with covert assistance from Korrex.	1938 Oct
8: Republicans pick up 72 seats in the House and 7 in the Senate.	1: First reports of Hitler consulting an astrologer in his dealings with Czechoslovakia.	1: Defenders of Justice meet with Harry Hopkins 1st time.	1938 Nov
24: Early blizzards kill 44 on east coast of US.		4: Harrison Chase becomes Meteor Man.	
27: Father Coughlin claims Jews financed the Russian Revolution of 1919.		8: Captain Patriot joins the Defenders as an auxiliary member.	
		16: Meteor Man joins the Defenders.	

Year	Politics & War	Science & Technology	Arts & Entertainment
1938 Dec	5: Jews can no longer buy real estate in Germany.	10: Enrico Fermi wins Nobel for Physics.	10: Pearl Buck wins Nobel for Literature.
		18: Otto Hahn of Germany produces fission of uranium.	
		20: Vladimir Zworykin patents the cathode-ray receiver.	
		31: Indianapolis adopts the first blood-alcohol measuring device.	
1939 Jan	4: Hiranuma becomes Premier of Japan.	1: Hewlett-Packard founded.	2: USC defeats Duke in Rose Bowl.
	26: Franco's forces take Barcelona.	11: Margeurite Perey discovers francium.	16: Superman newspaper strip begins.
		11: First flight of the Lockheed P-38 Lightning.	28: William Butler Yeats dies.
1939 Feb	6: 130k Spanish refugees enter France.	14: Germany launches the Bismarck.	6: The Big Sleep by Raymond Chandler published.
	9: Franco's forces reach Catalonia		
	13: Mexico nationalizes the assets of United Sugar, a US company.		
1939 Mar	15: German forces complete conquest of Czechoslovakia, taking Prague.		18: "Secret Life of Walter Mitty" by James Thurber published.
	22: Germany annexes port of Memel in Lithuania.		29: Clark Gable and Carol Lombard wed.
	23: Poland rejects German demands for the Danzig Corridor.		30: Batman debuts in Detective Comics #27.
	28: Franco captures Madrid, ending Spanish Civil War.		
1939 Apr	1: Hitler repudiates Anglo-German naval treaty.		14: Grapes of Wrath by John Steinbeck published.
	1: US recognizes Franco regime in Spain.		20: Billy Holiday records Strange Fruit.
	1: Great Britain and Poland sign mutual-aid treaty.		
	4: King Ghazi of Iraq dies in car crash. Iraqis riot because of rumors Brits caused the crash.		
	5: Albert LeBrun elected president of France.		
	7: Italy invades Albania. King Zog flees to Greece.		
	11: Hungary withdraws from League of Nations.		
1939 May	3: Vyacheslav Molotov becomes Foreign Minister of USSR.	25: US Navy submarine Squalus sinks, killing 26.	3: Andrews Sisters record Beer Barrel Polka.
	11-14: Japanese and Russian troops skirmish in Mongolia.		6: Johnstown wins Kentucky Derby.
	22: Germany and Italy sign "Pact of Steel."		14: Barbara Stanwyck and Robert Taylor wed.

Life & Times	Crime & Weirdness	The Champions Universe	Year
	22: Long-thought extinct, a coelacanth is caught in waters off South Africa.	13: Defenders move into Optimus' offices in the Empire State Building. 18: Atlantis joins the Axis Powers.	1938 Dec
		22: Black Mask is recruited to the Defenders by Optimus. 28: Bennie Meyer's cab Comet becomes Ghost Cab.	
25: Earthquake in Chile kills 30,000.	19: Schafer's team makes it to Lhasa in Tibet.	Alfred Scott returns to England as The Ghost. Liquidator is the first costumed criminal defeated by the Defenders.	1939 Jan
10: Pope Pius XI dies.	5: Germany claims 600,000 km2 of Antarctica as New Swabia.	5: Groundbreaking begins on Totenkopf's Antarctic redoubt.	1939 Feb
18: Golden Gate International Exposition opens in San Francisco.	25: James J. Hines convicted of conspiracy in NY for helping the Luciano mob.	The Mink debuts.	
20: German-American Bund holds rally of 20k at Madison Square Garden, with 50k protesters outside.			
2: Pius XII becomes Pope.	14: The first member of the Philadelphia Poison Ring goes on trial for over 50 murders.		1939 Mar
25: 20k demonstrators in NYC protest against the Nazis.			
30: Nylon stockings go on sale.			
30: New York World's Fair opens. (See p. 133).		30: Defenders Pavilion at World's Fair opens.	1939 Apr
20: Pan Am begins regular transatlantic service between Port Washington, NY and Europe.			1939 May
	25: Murder Inc. kills NY Teamsters head Morris Diamond.		

Year	Politics & War	Science & Technology	Arts & Entertainment
	22: Japan bombs Chungking, killing over 7,000.		
1939 Jun	2: Unrest in Palestine as bombs kill five in Jerusalem. 3: Germany trades Bolivia arms for an airbase. 7: Estonia and Latvia sign nonaggression pact with Germany. 23: France and Turkey sign mutual aid pact.	1: Douglas DC-4 flies from Chicago to NY with 40 passengers. 15: French submarine Pheonixsinks in Indochina, killing 63.	6: Little League baseball begins. 12: Baseball Hall of Fame opens in Cooperstown, NY. 21: Lou Gehrig retires due to illness.
1939 Jul	2-25: Japan and Russia fight the 1st Battle of Khalkin Gol to a stalemate. 18: German troops arrive in free city of Danzig. 23: FDR asks Congress to revise Neutrality Act to allow for arms sales. 25: Japanese forces close river access to Canton.	1: Roy Plunkett patents Teflon for DuPont. 15: Clara Adams becomes first woman to fly around the world.	2: Theodore Roosevelt's head dedicated at Mount Rushmore. 13: Frank Sinatra makes recording debut with Harry James Band.
1939 Aug	8: Germany tells all citizens between 5 and 70 to prepare for wartime assignments. 16: Germany demands Danzig and Pomorze. Poland moves troops to border. 19: Germany sends 14 U-boats to North Atlantic.	2: Einstein-Szilard letter sent to FDR. 27: Heinkel He 178 is first turbojet to fly.	1: Glenn Miller records In The Mood. 15: Wizard of Oz premiers. 26: W2XBS broadcasts first TV baseball game.
	20-23: Zhukov's counterattack drives Japanese forces from Mongolia. 23: Germany and USSR sign Molotov-Ribbentrop Pact. 23: France and England begin to mobilize for war. 30: England begins moving children to the countryside.		31: Publication of Marvel Comics #1, with 1st appearances of Human Torch and Sub-Mariner.
1939 Sep	1: Germany invades Poland and takes Danzig. 3: Great Britain and France declare war on Germany, beginning WWII. 3: British liner Athenasunk by U-boat. 5: FDR pledges to keep US out of war. 9: German forces reach Warsaw. 10: British Expeditionary Force arrives in France. Canada declares war on Germany. 14: 3 British destroyers sink U-39 with depth charges, first submarine kill of the war. 16: USSR invades Poland from east. 18: British carrier Courageoussunk by U-boat, killing 500.	14: Sikorsky test flies his first helicopter. 23: Sigmund Freud dies.	

Life & Times	Crime & Weirdness	The Champions Universe	Year
<p>4: The liner St. Louis, carrying 900 Jewish refugees, is turned away from Florida.</p> <p>10: King George VI and Queen Elizabeth visit the World's Fair.</p>	<p>16: Frogs shower from the sky in Trowbridge, England.</p>		1939 Jun
<p>5: Flash flood hit Kentucky, killing 5.</p> <p>16: Oswald Mosely speaks out against British fighting Germany.</p>		<p>3: The Coney Island Killer is revealed to be a lost Lobster-man.</p> <p>4: An entire pod of Lobster-men invade Brooklyn in search of their lost comrade.</p>	1939 Jul
<p>7: Standard Oil receives oil concession for Saudi Arabia.</p>	<p>24: Mobster Louis "Lepke" Buchalter, head of Murder Inc., turns himself in to Walter Winchell.</p>	<p>Brains Bentley begins his war with the Defenders.</p>	1939 Aug
<p>14: FDR moves Thanksgiving forward one week.</p>	<p>Winchell turns him over to the FBI.</p> <p>28: Himmler's personal religious advisor, Karl Maria Willigut, is forced to retire from the SS after his previous commitment to a psychiatric institution.</p>		
<p>9: Newsday begins publication.</p>	<p>29: Fritz Kuhn, leader of the German-American Bund, arrested in NYC for larceny.</p>	<p>The Streak debuts.</p>	1939 Sep
<p>18: William (Lord Haw Haw) Joyce begins English-language broadcasts from Germany.</p>		<p>Lady Lightning debuts.</p> <p>Rex Sterling debuts.</p> <p>Luther Black kills Jack Fool.</p>	

Year	Politics & War	Science & Technology	Arts & Entertainment
	21: Fascist Iron Guard assassinates Romanian Premier Calinescu.		
	24: "Cash and Carry" program begins in US.		
	27: Poland surrenders to Germany and USSR.		
	27: The RSHA (Reich Security Main Office) is formed, taking control of the Gestapo, the Kripo and regular police.		
1939 Oct	1: England drafts all men between 20 and 22.	11: Einstein-Szilard letter finally makes it to FDR.	8: New York Yankees win 4th straight World Series, 4-0 over Cincinnati.
	4: USSR and Latvia sign a treaty allowing the Russians to use Latvia's bases.	21: First meeting of the Advisory Meeting on Uranium.	22: First TV broadcast of a football game, between the Philadelphia Eagles and Brooklyn Dodgers.
	14: U-47 sinks the Royal Oak, killing 833.		
	18: USSR occupies Estonia.		
	29: USSR invades Latvia.		
	30: HMS Nelson narrowly escapes sinking by 3 U-boats with Churchill on board.		
1939 Nov	8: Hitler avoids assassination attempt at a Munich speech.		20: Publication of Flash #1, 1st appearance of Flash and Hawkman.
	13: Luftwaffe first bomb the Shetland Islands.		
	18: German mines sink a Dutch liner off Harwich, killing 86.		
	28: USSR cancels its non-aggression pact with Finland.		
	30: USSR invades Finland, beginning the Winter War.		
1939 Dec	14: USSR expelled from League of Nations.	10: Ernest Lawrence wins Nobel for Physics.	15: Gone With The Wind premiers.
	14: Hitler meets with Vidkun Quisling of Norway.		20: Captain Marvel 1st appears, in Whiz Comics #2.
	17: Admiral Graf Spee scuttled in port in Montevideo.		
1940 Jan	1: British age of conscription raised to 27.	5: FM radio demonstrated to the FCC for 1st time.	1: USC beats Tennessee in Rose Bowl.
	7: Finnish beat the Soviets at Raate Road.		23: Lex Luthor debuts in Superman Comics #4.
	8: British rationing begins for butter, bacon, ham and sugar.		24: Grapes of Wrath premiers.
	9: Fall Gelb, the German plans to invade France and the Low Countries accidentally fall into Belgian hands.		
1940 Feb	10: Soviets finally break through Mannerheim Line.	13: Enigma rotors sent to Alan Turing at Bletchley Park.	7: Pinocchio premiers.

Life & Times	Crime & Weirdness	The Champions Universe	Year
6: Gallup polling reveals 95% of US does not want to send soldiers to fight in Europe.		Totenkopf makes contact with both Atlantis and Lemuria separately.	1939 Oct
15: 100k attend opening of New York Municipal Airport.		Donner debuts.	
31: The World's Fair closes for the winter.		The Jersey Devil first appears.	
23: Jews in Germany must now wear white armbands with yellow Star of David.	16: Al Capone released from Alcatraz.	Korrex briefly steals the entire island of Manhattan. The Defenders persuade him to return it.	1939 Nov
28: England asks the Library of Congress to hold on to the Magna Carta. (It had been brought to the US for display at the World's Fair.)	22: Bugsy Siegel murders Harry Greenberg.	Red Ensign debuts.	
27: Earthquake in Anatolia, Turkey kills 33k.		General Zima debuts.	1939 Dec
17: Cold wave in Europe leads to record low temps. The Thames freezes over.		The Alliance Of Evil first works together.	1940 Jan
22: Pope Pius XII condemns German actions in Poland.			
22: The new Dalai Lama is enthroned at five years old.	2: Abe "Kid Twist" Reles is arrested in NYC and charged with eight murders.		1940 Feb

Year	Politics & War	Science & Technology	Arts & Entertainment
	12: U-33 is captured by British, recovering 3 rotors of an Enigma machine.	27: Carbon-14 discovered at UC Berkeley.	12: Adventures of Superman radio show premiers.
	18: Finnish counter-attack at Lake Ladoga kills 1000.		
	21: Auschwitz site selected for a concentration camp.		
1940 Mar	8: Hitler and Mussolini meet personally at Bremer Pass and work out several of their disagreements.	1: Volkswagen introduces the Kubelwagen to German officers.	6: Detective Comics #38 ships, with 1st appearance of Robin.
	12: Finland signs peace treaty with USSR, surrendering 16k square miles of territory.		
	14: 450k Finns move out of lost territory.		
	20: Entire French cabinet resigns, a sign of no confidence in Daladier.		
	21: Reynaud becomes Prime Minister of France.		
1940 Apr	5: Katyn Massacre begins, as NKVD in Poland secretly kill over 20k.	10: MAUD Committee created in UK to study feasibility of atomic weapons.	24: Batman #1 published, 1st appearances of Joker and Catwoman.
	9: Germany invades Norway and Denmark. Denmark capitulates within hours.	23: Nobel Prizes officially suspended for the duration.	
	10: Iceland declares independence from Denmark and that it will continue fighting.		
	11: Britain occupies the Faroe Islands to keep Germany from taking them.		
	14: British troops arrive in Norway.		
	27: Construction starts at Auschwitz		
1940 May	3: Allied troops forced to evacuate from Namsos.		4: Gallahadion wins Kentucky Derby.
	5: Germans now control southern half of Norway.		6: 1940 Summer Olympics officially cancelled.
	9: Conscription age in Britain now raised to 36.		17: All-American Comics #16on stands, 1st appearance of Green Lantern
	9: British troops occupy Iceland with permission.		
	10: Germany invades France, Belgium, Luxembourg and the Netherlands by surprise.		
	10: Neville Chamberlain resigns. Winston Churchill becomes Prime Minister of UK.		
	10: Luxembourg surrenders to Germany.		
	13: Churchill gives "Blood, toil, tears and sweat" speech.		
	13: Queen Wilhemina of the Netherlands flees to England.		
	15: Netherlands surrenders to Germany.		
	15-16: German tanks smash through French and Belgian lines with ease.		
	17: Germany captures Brussels.		
	18: Germany captures Antwerp.		
	19: BEF commanders order retreat towards Dunkirk.		

Life & Times

Crime & Weirdness

The Champions Universe

Year

He testifies against Murder Inc. and provides info on the National Syndicates.

11: 147 tons of gold shipped secretly from France to Canada.

11: Totenkopf and Iron Father cast protective spells around Axis territory.

1940 Mar

1: US Census begins.

Bulletproof debuts.

1940 Apr

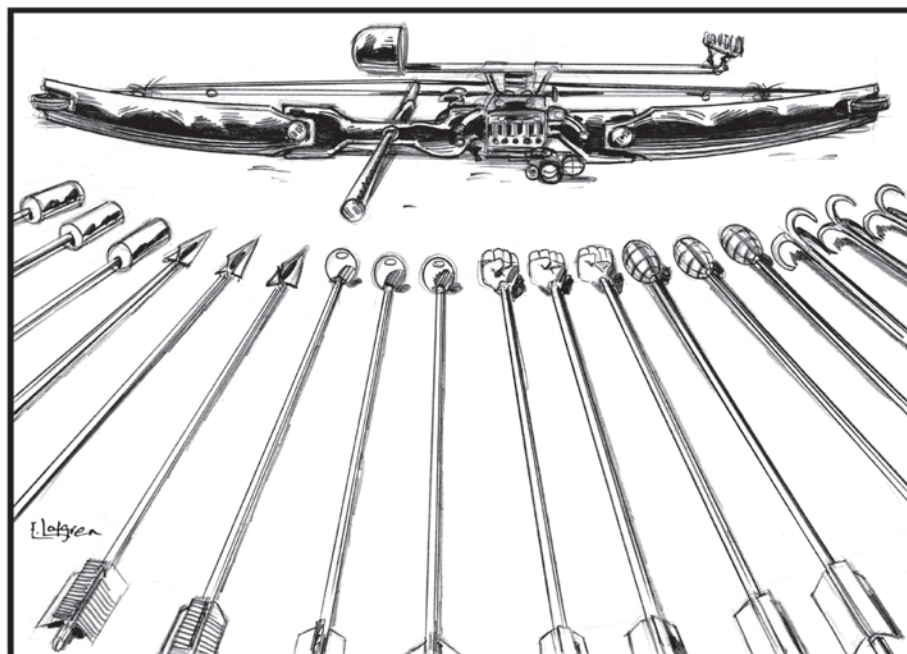
21: Rhythm Club fire in Natchez, MS kills 209.

15: First McDonald's opens in San Bernadino, CA.

25: Defenders in France helping with Dunkirk.

1940 May

27: Fubar rescued from Nazis and joins the team.

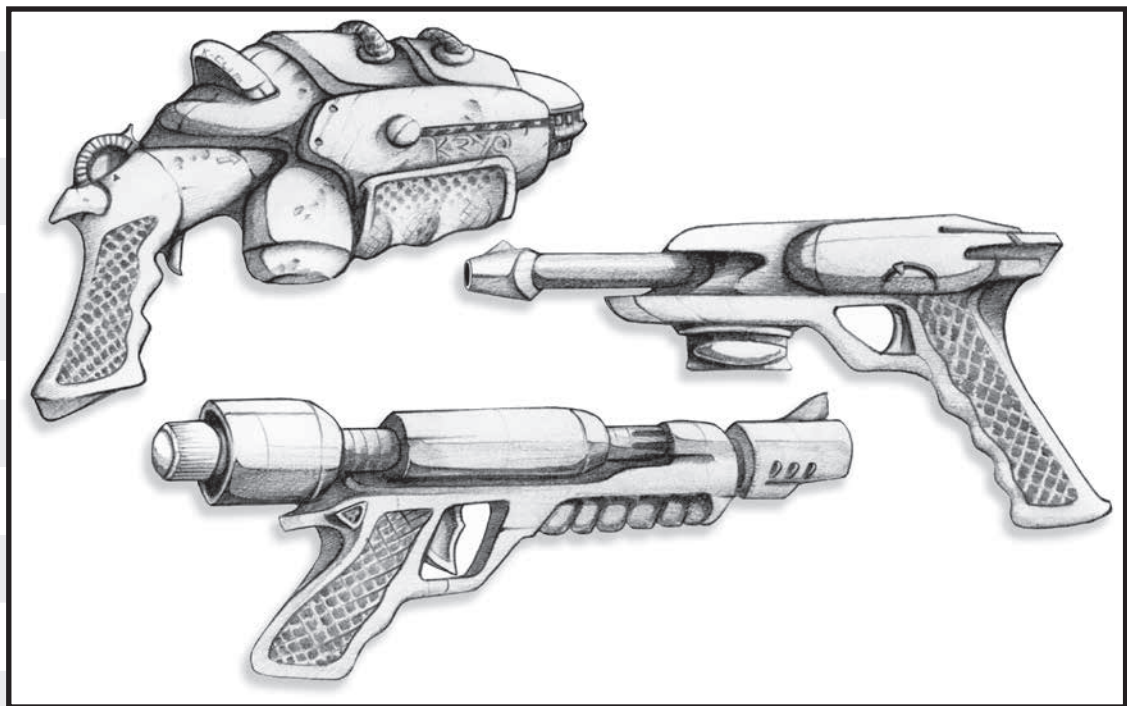


Year	Politics & War	Science & Technology	Arts & Entertainment
	22: Siege of Calais begins.		
	23: Oswald Mosely arrested as suspected Nazi sympathizer.		
	24-26: Hitler orders his tank battalions to wait for supply lines to catch up, allowing the BEF to organize their escape.		
	27-31: Dunkirk evacuation begins.		
	28: Belgium surrenders.		
1940 Jun	3: Dunkirk evacuations end.		2: 1st publication of "The Spirit Section" in newspapers by Will Eisner.
	3: Allies begin evacuating from Narvik in Norway.		
	4: Germans take Dunkirk and more than 30k French troops.		
	4: Churchill gives "Never surrender" speech.		
	5: Germans open second front in southern France, at first meeting fierce resistance.		
	9: French government flees Paris.		
	10: USSR and Japan end their dispute over Manchukuo.		
	10: Norway surrenders to Germany. King Haakon VII forms exile govt. in London.		
	10: Italy declares war on France, Britain and several other Allies.		
	14: Germans enter Paris unopposed.		
	14: Auschwitz and Thereisentstadt camps open.		
	16: Reynaud resigns as French Prime Minister, replaced by Petain.		
	18: Churchill gives "This was their finest hour" speech.		
	22: France formally surrenders to Germany.		
	23: Hitler tours Paris.		
	28: Republicans nominate Wendell Wilkie to oppose FDR.		
	30: Germans occupy the Channel Islands unopposed.		
1940 Jul	1: Petain's government moves to Vichy,		
	3: British bombard the French fleet at Mers el Kebir to keep it from falling into German hands.		
	4: Britain and Italy begin skirmishing in Eritrea.		
	10: Battle of Britain begins with coastal bombing runs.		
	15: Germany annexes Alsace-Lorraine.		
	18: Democrats renominate FDR formally.		

16: First Sturgis Motorcycle Rally held.

22: Harrison Chase and Catherine Hayes wed.

1940 Jun
wed.



21: Special Operations Executive formed in Britain.

23: The King's Men form in Great Britain.

1940 Jul

31: Bugsy Siegel murders Whitey Krakower, who was ratting to the Feds.

Year	Politics & War	Science & Technology	Arts & Entertainment
1940 Aug	2: De Gaulle tried in absentia in France and sentenced to death for treason.	24: Howard Florey publishes his report on effects of penicillin.	31: Laurence Olivier and Vivien Leigh marry.
	3: Italy invades British Somaliland.		
	12: Luftwaffe begins targeting radar stations in England for bombing.		
	13: "Adlertag" bombings in the Battle of Britain.		
	18: The "Hardest Day" of the Battle of Britain.		
	20: Churchill makes "Never was so much owed" speech.		
1940 Sep	2: The US trades 50 old destroyers to Britain for 99-year leases on several naval bases.	12: Lascaux cave paintings discovered in France.	
	9: Italian invasion of Egypt begins.	21: American Bantam delivers the first model of the Jeep.	
	15: "Battle of Britain Day" RAF inflicts serious damage on the Luftwaffe.		
	15: Canada introduces conscription for men 21 to 24.		
	16: Selective Training and Service Act, setting up the first peacetime draft in US history, requires registration for all men between 21 and 35.		
	22-26: Japan invades French Indochina.		
	23-25: Vichy French forces win the Battle of Dakar.		
	27: Germany, Italy and Japan sign the Tripartite Pact.		
	3: Vichy France passes a set of anti-Semitic laws.	26: First flight of the P-51 Mustang,	8: Cincinnati Reds defeat the Detroit Tigers in 7 in the World Series.
	7: Germany sends "military advisers" into Romania.		15: Charlie Chaplin's The Great Dictator premiers, mocking Hitler and Mussolini.
28: Italy invades Greece. British forces occupy Crete.			
29: Draft begins in the US.			
31: Battle of Britain ends. RAF lost 800 planes, Luftwaffe over 2300.			
1940 Nov	3: London ends streak of 57 consecutive nights of being bombed.		8: The Mark of Zorro with Tyrone Power released.
	5: FDR re-elected President of US over Willkie, carrying 38 of 48 states.		13: Walt Disney's Fantasia premiers.
	9: Neville Chamberlain dies at the age of 71.		22: All-Star Comics #3 introduces the Justice Society of America, 1st team.
	11-12: Battle of Taranto, first ship-to-ship aircraft battle in history, won by Britain over Italy.		25: Woody Woodpecker 1st short released.

Life & Times	Crime & Weirdness	The Champions Universe	Year
	21: Leon Trotsky killed by NKVD agent in Mexico City.	Albion debuts.	1940 Aug
	12: Explosion in a Kenville, NJ munitions plant kills 51.		1940 Sep
		Lady Mystery joins the Defenders.	1940 Oct
	10: FDR acquires a Scottish terrier named Fala.		1940 Nov

Year	Politics & War	Science & Technology	Arts & Entertainment
	16: Warsaw Ghetto sealed.		
	20: Hungary joins the Tripartite Pact.		
	23: Romania joins the Tripartite Pact.		
	24: Slovakia joins the Tripartite Pact.		
1940 Dec	5-6: Mussolini fires several of his top staff after reversals in Greece and Albania.	14: Plutonium synthesized at UC Berkeley.	20: Captain America Comics #1 published. Also 1st appearance of Red Skull.
	9: British begin Operation Compass against Italy in North Africa.		
	12: Sheffield Blitz bombings begin.		
	29: FDR coins the phrase "Arsenal of Democracy" in a fireside chat.		
1941 Jan	6: FDR gives "Four Freedoms" speech.	9: First flight of the Avro Lancaster.	1: Stanford defeats Nebraska in the Rose Bowl.
	7: Yamamoto presents his plan for war with the USA to the Navy Ministry.		2: Andrews Sisters record Boogie Woogie Bugle Boy.
	19: Haile Selassie accompanies British troops back into Ethiopia.		4: Bugs Bunny identified by name 1st time in Elmer's Pet Rabbit.
	20: FDR inaugurated for unprecedented third term.		
	22: Italians surrender Tobruk to the British.		
1941 Feb	3: Rommel takes command of the Afrika Korps.		
	14: Afrika Korps reaches Tripoli.		
	25: British deal Italians serious setbacks in Somaliland and Turkey.		
1941 Mar	1: Bulgaria signs the Tripartite Pact.	28: Glenn Seaborg proves plutonium is fissionable.	28: Adventures of Captain Marvel 12-part serial begins.
	11: Congress passes Lend-Lease. FDR asks for \$7 billion.	30: British solve the German Lorenz cipher.	
	20: Yugoslavia joins the Tripartite Pact after Hitler threatens to invade if they don't.		
	27: Yugoslavian coup d'etat overthrows the pro-Axis government.		
1941 Apr	1-3: Iraqi coup d'etat installs a pro-Nazi government.		
	4: German forces support Italy in capturing Benghazi, Libya.		
	6: Germany invades Greece and Yugoslavia.		
	6: Allied forces take Addis Ababa in Ethiopia.		
	10: Axis siege of Tobruk begins.		
	13: Japan and USSR sign a mutual neutrality pact.		
	17: Yugoslavia surrenders to Germany.		
	27: German troops reach Athens.		

Year	Politics & War	Science & Technology	Arts & Entertainment
1941 May	9: U-110 captured by British forces, who recover an entire Enigma machine.	12: Konrad Zuse demonstrates the Z3 computer in Berlin.	1: Citizen Kane premieres.
	10: Rudolf Hess flies to Scotland and is captured.	15: British jet plane flies for 17 minutes.	6: Bob Hope performs his first USO show.
	10: One of the last days of bombing in London is one of the worst, with over 1400 dead.		7: Detroit Tigers star Hank Greenberg joins the army.
	12: Nazis claim Hess was insane and about to be arrested in Germany before fleeing.		14: Plastic Man makes first appearance in Police Comics #1.
	20: Battle of Crete begins.		
	27: Bismarck is scuttled to avoid capture.		
1941 Jun	1: Axis forces finally take Crete despite heavy losses.	28: FDR creates the Office of Scientific Research and Development.	7: Whirlaway completes the Triple Crown at Belmont.
	14: FDR freezes German and Italian assets in the US.		
	15: Croatia signs the Tripartite Pact.		
	15-17: British lose 1000 men trying to break the Tobruk Siege.		
	20: US Army Air Force officially established.		
	22: Operation Barbarossa, the German invasion of Russia, begins.		
	23: Hitler opens the Wolf's Lair headquarters.		
28: German forces take Minsk.			
1941 Jul	3: Germans capture 290k Soviet troops and 2500 tanks at Bialystok.	1: WNBT begins complete commercial TV service in New York.	8: 1st appearance of Blackhawk in Military Comics #1
	11: William Donovan becomes Director of the Office of the Coordinator of Information.	The first ever ad on TV is a ten-second spot for Bulova watches.	17: Joe DiMaggio's consecutive-game hitting streak ends at 56.
	12: Anglo-Soviet Agreement treaty signed.	It cost \$9.	
	16: German forces take Smolensk, and another 100k prisoners.		
	17: US freezes assets of Latin American firms with Axis ties.		
	21: Luftwaffe bombs Moscow for first time.		
	25-26: US and Britain freeze Japanese assets, and Japan returns the favor.		
	28: Japan takes over Vichy France's bases in Indochina.		
	31: Goering orders Heydrich to prepare "the total solution to the Jewish question."		
1941 Aug	2: US begins Lend-Lease program with USSR.		1: 1st appearance of Nelvana in Triumph-Adventure #1.
	6: US and Britain warn Japan not to attack Thailand.		

Life & Times	Crime & Weirdness	The Champions Universe	Year
19: FDR names NYC Mayor La Guardia head of US civil defense efforts.	1: Esposito brothers trial ends in 2 murder convictions after 1 minute of deliberation.	Bulletproof joins the Defenders.	1941 May
17: Washington National Airport opens.	9: Aktion Hess: The Gestapo rounds up all the fortune-tellers and astrologers in Germany, putting them in camps.		1941 Jun
25: FDR prohibits racial discrimination in the defense industry.	22: Russian expedition in Samarkand finds and opens the tomb of Timur, discovering his embalmed body.		
	Local rumors of a curse spread widely.	10: Hans Reinerth leads an expedition to Cape Matapan in Greece, the secret entrance to Hades from Earth.	
22: Tokyo floods after two weeks of heavy rain.			1941 Jul
		7-12: Defenders serve as bodyguards at the Atlantic Charter meetings	1941 Aug
		26: Tojo convinces the Iron Father to support the attack on the US.	

Year	Politics & War	Science & Technology	Arts & Entertainment
	7-12: Churchill and FDR meet secretly in Placentia Bay to work out the Atlantic Charter.		
	8: Siege of Odessa begins.		
	14: Atlantic Charter made public.		
	20: Erich Koch begins his brutal regime as Reichskommissar of Ukraine.		
	23: Germans attack Kiev.		
1941 Sep	1: Nazis make yellow stars mandatory for Jews.	3: Zyklon B used at Auschwitz for first time, killing 600 Soviet troops and 250 Poles.	19: Green Arrow debuts in More Fun #73.
	17: Anglo-Soviet invasion of Iran succeeds, and joint partition set up.	12: Construction begins on the Pentagon.	
	18: USSR expands conscription to 16-50 years old.	15: Hitler reactivates rocket program at Peenemunde.	
	19: Germans take Kiev, and another 500k prisoners.		
	29-30: SS officers slaughter over 34k Jews outside of Kiev.		
1941 Oct	2: Battle of Moscow begins.		3: Maltese Falcon premieres.
	16: Germans take Odessa in Pyrrhic victory.		6: New York Yankees beat the Brooklyn Dodgers 4-1 to win the World Series.
	17: USS Kearnystruck by German torpedo.		15: Archie, Jughead and Betty all debut in Pep Comics #22.
	18: Hideki Tojo becomes Prime Minister of Japan.		21: Wonder Woman makes 1st appearance in All-Star Comics #8.
	31: American Destroyer Reuben James sunk by U-boat, 115 die.		21: The Penguin menaces Gotham City in Detective Comics #58.
			23: Dumbo premieres.
1941 Nov	1: US Coast Guard directed to operate as part of the Navy.		
	5: Yamamoto sends Top Secret Order 1 to staff describing plans for Pearl Harbor attack.		
	15: German advances slowed by subzero Russian weather.		
	20: Japanese envoys give Cordell Hull list of demands.		
	26: Hull gives counter-proposal, and Japanese ask for two weeks to study it.		
	27: Soviets drive Germans out of Rostov, gaining new hope.		
1941 Dec	2: Japanese give "Climb Mount Niitaka" order for Pearl Harbor attack.	18: The Manhattan Project's S-1 Committee meets 1st time.	12: The Wolf Man premieres.
	2: US codebreakers intercept orders to destroy codebooks at Japanese embassy.		
	7: Japanese attack Pearl Harbor.		
	7: Hitler issues "Nacht & Nebel" decree.		

11: Charles Lindbergh's speech to America First Committee heavily criticized.

12: Major Groves resigns as Defenders liaison.

1941 Sep

30: Lindbergh and America First draw 20k to Madison Square Garden.

15: The disassembled pieces of the Amber Room of the Catherine Palace are brought to Konigsburg Castle.

1941 Oct

4: Fiorello LaGuardia re-elected mayor of NYC.

12: Abe Reles jumps or is thrown from his hotel room window (see Feb. 1940).

1941 Nov

13: A collapsing glacier in Peru causes a landslide that kills 4k.

9: New York City panicked by false air raid reports.

7-8: Defenders fend off followup Japanese attack on San Francisco.

1941 Dec

16: FDR creates commission to investigate Pearl Harbor attack.

8: Drifter forms the Justic Squadron.

11: Streak and Toy Soldier join the Defenders.

Year	Politics & War	Science & Technology	Arts & Entertainment
	8: Japan bombs Singapore and Midway.		
	8: FDR gives "Day that will live in infamy" speech to Congress.		
	8: Japan invades territories all over the South Pacific.		
	10: Japan wins Battle of Guam.		
	11: Germany and Italy declare war on US.		
	11: Mildred "Axis Sally" Gillars begins her propaganda broadcasts.		
	17: Kimmel relieved of command of Pacific Fleet and replaced with Nimitz.		
	18: Japanese invade Hong Kong.		
	20: Japanese sub I-17 torpedos a tanker off the Cape Mendocino coast, killing 5.		
	20: Flying Tigers begin fighting Japanese in southern China.		
	22: Churchill arrives in Washington DC.		
	23: Japanese win Battle of Wake Island.		
	23: MacArthur begins withdrawal from Manila to Bataan.		
	30: Churchill speaks before Canadian Parliament.		
1942 Jan	1: "Declaration By United Nations" signed by US, UK, USSR, China and 22 more.	13: Sikorsky R-4 helicopter flies first time.	16: Carole Lombard dies in plane crash outside of Las Vegas.
	1: Battle of Bataan begins.	29: First successful test of the Proximity Fuze by Navy.	
	7: Soviets push Germans out of Moscow.		
	7: Siege of Bataan begins.		
	9: US Joint Chiefs of Staff established.		
	11: Japanese invade Dutch East Indies.		
	11: Operation Drumbeat puts U-boats off US shores to disrupt shipping.		
	19: Japanese invade Burma.		
	20: Nazis settle on "Final Solution" at Wannsee Conference.		
	21-25: Rommel's counteroffensive in Libya catches the British by surprise.		
	25: Thailand declares war on US and Britain.		
	31: Last Allied forces flee British Malaya.		
1942 Feb	1: Germans install Quisling as premier of Norway.	27: J. S. Hey discovers the sun emits radio waves.	
	2: Japanese forces land on Java.		
	15: Singapore surrenders to Japan.		
	19: FDR signs Executive Order 9066, beginning Japanese internment on West Coast.		
	23: Japanese submarine I-17 shells Santa Barbara refinery, to little effect.		
	25: Battle of Los Angeles panic.		

Life & Times

Crime & Weirdness

The Champions Universe

Year

1: Office of Price Administration bans retail sale of new cars and trucks.

Project Rainbow formally begins.

1942 Jan

9: US imposes Daylight Savings Time for the duration.

9: SS Normandieburns at New York City docks during wartime conversion.

25: Justice Squadron battles Xenovores in Los Angeles.

1942 Feb

19: Murder Inc. killers Frank Abbandando and Harry Malone executed.

Year	Politics & War	Science & Technology	Arts & Entertainment
	26: Japanese sink US aircraft carrier USS Langley.		
	27: Japanese win the Battle of Java Sea.		
1942 Mar	12: Douglas MacArthur and his family and staff evacuated from Phillipines.		
	17: Nazis open Belzec extermination camp in Poland.		
	28: British commandos attack St.-Nazare dockyard in France.		
1942 Apr	3: Nazis open Sobibor and Treblinka extermination camps in Poland.		
	9: Bataan Peninsula falls to Japanese. Bataan Death March begins.		
	18: Doolittle Raid on Tokyo by US bombers improves US morale.		
	20: British Spitfires arrive to assist besieged island of Malta.		
1942 May	4-8: Battle of the Coral Sea, first between aircraft carriers. The Japanese win the ship battle, but their advance is checked.		
	5: British invade Madagascar.		
	7: Last American forces surrender in Phillipines.		
	8: Germans victorious over Soviets in Battle of Kerch Peninsula.		
	12: Soviet forces retake Kharkov, then are encircled and destroyed themselves.		
	15: Women's Auxiliary Air Corps created.		
	20: Japanese take Burma and advance to border of India.		
	27: Czech underground forces wound Reinhard Heydrich in Prague.		
1942 Jun	1: Mexico joins the Allies.	1: Grand Coulee Dam is completed.	
	4: Heydrich dies of his wounds, leading to massive reprisals by Nazis.	26: Construction begins on the Big Inch oil pipeline between Texas and New Jersey.	
	4-7: US scores vital victory in Battle of Midway.		
	7: Japanese forces invade Aleutian Islands in Alaska.		
	9: Nazis burn the city of Lidice in retaliation for Heydrich's assassination.		
	13: FDR creates the OSS, and makes Bill Donovan the Director.		
	16: Office of War Information opened.		
	21: Rommel re-takes Tobruk, and 28k British and Australian prisoners.		

Life & Times	Crime & Weirdness	The Champions Universe	Year
		6: Allied heroes first meet General Blut in France.	1942 Mar
1: Mass relocation of Japanese Americans from Pacific Coast states begins.	1: William Dudley Pelley arrested for treason.		1942 Apr
15: Gasoline rationing starts in part of the eastern US.	12: Charles Luciano meets with US Military Intelligence. In exchange for a transfer to a cushier prison, he agrees to contact Sicilian mafiosi for them to plan the eventual invasion, and to provide additional security against saboteurs on the NYC docks.		1942 May
12: Anne Frank begins recording her diary.	12: First four Operation: Pastorius Nazi saboteurs land in NY	13: The Axis Legion arrives in the US to begin their campaign of sabotage.	1942 Jun
17: Yank, the armed services weekly magazine, debuts.	16: Second set of Pastorius saboteurs land in Florida.		
	29: By this date all eight saboteurs captured by FBI thanks to two turning.		

Year	Politics & War	Science & Technology	Arts & Entertainment
	29: Germans take Sevastopol.		
1942 Jul	1-27: First Battle of El-Alamein	18: Germans test fly the Messerschmitt Me-262.	30: "White Christmas" by Bing Crosby released.
	3: Japanese occupy Guadalcanal.		
	4: The Flying Tigers formally become part of the 10th Air Force, vacating their contract with China.		
	16: Vichy French round up and imprison 20,000 Jews.		
	19: Germans withdraw Drumbeat U-boats from American coast.		
	23: Treblinka gas chambers activated.		
	30: WAVES activated for the Navy.		
1942 Aug	7: Navy and Marines attack Guadalcanal.	11: Hedy Lamarr shares patent for frequency-hopping spread spectrum communications system.	8: Bambi premieres.
	19: Dieppe Raid by Allied forces in France.	13: "Manhattan Engineering District" of US Corps of Engineers founded.	
	20: German Sixth Army crosses the Don.	20: Plutonium isolated and measured at U of Chicago.	
	23: Battle of Stalingrad begins.		
	23: Brazil joins the Allies.		
1942 Sep	24: Andree Borrell and Lise de Baissac first female SOE agents sent to France.	21: B-29 Superfortress makes first flight.	
1942 Oct	1: German attack on Stalingrad bogs down.	3: Germans launch A-4 rocket, first manmade object in space.	5: St. Louis Cardinals defeat Yankees 4-1 in World Series.
	23: Second Battle of El-Alamein begins.	18: First US jet (P-59A Airacomet) tests in California.	16: Mighty Mouse debuts in The Mouse of Tomorrow.
	26: The US carrier Hornetis lost as Guadalcanal battle continues.	19: Groves puts Oppenheimer in charge of Manhattan Project research.	
		30: British forces capture Engima material from U-559.	
1942 Nov	4: German forces begin retreat from El Alamein.		26: Casablanca premieres.
	8: Operation Torch: US forces arrive in North Africa.		
	10: German forces invade Vichy France.		
	11: British forces win El-Alamein, but Rommel escapes.		
	12: US draft expands to include 18 and 19-year-olds.		
	12-15: US retains control of Guadalcanal in heavy fighting.		
	19-22: Russian counter-attack in Stalingrad turns tide against Germans.		
	23: SPARS (Women's Coast Guard Reserve) founded.		

Life & Times	Crime & Weirdness	The Champions Universe	Year
			1942 Jul
6: Anne Frank's family goes into hiding.			
9: Mohandas Gandhi arrested by British forces.	8: The six non-cooperating Pastorius saboteurs executed.	23: Nazi scientists first reach Ganymede.	1942 Aug
25: Prince George of England dies in flying accident in Scotland.	16: Navy blimp L-8 arrives in San Francisco with its crew having disappeared in flight.		
5: Office of Price Administration imposes rent ceilings in US.		17: Leslie Groves is reassigned to the Manhattan Project.	1942 Sep
8: Gold mines shut down in US.			
16: Hurricane and flooding in Bombay kills 40k.		Quake Kid debuts.	1942 Oct
28: Fire at the Cocoanut Grove nightclub in Boston kills 491.			1942 Nov
29: Coffee rationing begins in US.			

Year	Politics & War	Science & Technology	Arts & Entertainment
	27: Vichy France scuttles its own navy at Toulon rather than turn it over to Germany.		
1942 Dec	12: German panzer efforts to relieve the Sixth Army at Stalingrad fail. 24: Jean Darlan assassinated in Algiers.	2: Fermi creates first self-sustaining nuclear reaction in Chicago.	
1943 Jan	1: Soviets have now killed 175k Germans and captured over 130k at Stalingrad. 2: US and Australian forces take New Guinea beachhead. 4: Tojo authorizes Japanese retreat from Guadalcanal over next month. 14-24: Casablanca Conference for Allies in Morocco. 16: RAF drops 1000 tons of bombs on Berlin in one night. 18-21: First Warsaw Ghetto Uprising 18: Red Army breaks the siege of Leningrad after 515 days. 22: US and Australian forces liberate Papua first full land victory over Japanese. 29: Germany orders all men 16 to 65 and women 17 to 45 be conscripted for labor if not in the military already. 30: Donitz replaces Raeder as Commander of the German Navy. 31: Von Paulus is captured by the Russians at Stalingrad.	7: Nikola Tesla dies. Government agents seize his files. 9: Prototype Constellation C-69 test flies 1st time. 15: The Pentagon opens after only 16 months of construction.	1: Sinatra's appearance at the Paramount brings screaming bobby-soxers.
1943 Feb	1: 442nd Infantry is first ever all Japanese-American regiment. 2: Battle of Stalingrad finally concludes. 4: German forces retreat from Libya into Tunisia. 7: Last 10k Japanese soldiers escape from Guadalcanal in "Japanese Dunkirk." 16-27: Norwegian commandos take out the Norsk Hydro heavy water plant at Vemork 18: Goebbels gives "Total War" speech. 19-25: Battle of Kasserine Pass is first major defeat for US forces in WWII.	11: USSR belatedly begins a nuclear research program.	
1943 Mar	2: US and Australia destroy a Japanese convoy in the Battle of the Bismarck Sea. 6: Patton takes command of II Corps. 6: Afrika Korps panzers beaten badly by British on the Mareth Line. 9: Rommel summoned back to Germany and put on medical leave.		31: Oklahoma! opens on Broadway.

Life & Times	Crime & Weirdness	The Champions Universe	Year
1: Gasoline rationing begins in rest of US.			1942 Dec
			1943 Jan
7: Shoe rationing begins in US.	20: The Mexican volcano Paricutin emerges in a cornfield. Within a week it's 400 feet high, and in a year it will reach 1100 feet.	16-27: Several mystery men help the Norwegians destroy the Vemork facility. On site, they discover General Blut has become a living airship, and apparently "kill" him again.	1943 Feb
27: Steel pennies introduced in US.			
29: Rationing in US for meat, butter and cheese.	18: John Sacco and Frank "The Enforcer" Nitti of the Chicago Outfit indicted. 19: Nitti commits suicide.		1943 Mar

Year	Politics & War	Science & Technology	Arts & Entertainment
	13: Attempt to assassinate Hitler with a time bomb on his plane fails.		
	18: Germans retake the city of Kharkov.		
1943 Apr	12: Martin Bormann promoted to Hitler's First Secretary.	1: FDR and Churchill begin using the new SIGSALY electronic vocoder for calls.	6: The Little Prince published.
	18: Admiral Yamamoto killed by US fighter pilot Rex Barber.	1: Los Alamos lab opens.	15: Alfred first appears in Batman #16.
	19: Final destruction of the Warsaw Ghetto begins.	16: Albert Hofmann accidentally ingests LSD for first time.	
1943 May	7: Tunis and Bizerte liberated by Allies.	15: "Bat-bomb" demonstration fiasco in Carlsbad burns down most of an airbase.	29: Norman Rockwell's "Rosie the Riveter" cover on Saturday Evening Post.
	13: Afrika Korps surrenders to the Allies, adding 150k new prisoners.		30: All-American Girls' Professional Baseball League debuts.
	16: Warsaw Ghetto destruction is complete.	16-17: RAF uses "bouncing bombs" to destroy dams on the Ruhr.	
1943 Jun	4: Military coup d'etat in Argentina.		1-22: Bud Collyer's vacation from the Superman radio show forces writers to come up with Kryptonite as a plot device.
	10: New Argentinian President Rodriguez declares neutrality.		
	18: Tuskegee Airmen see combat for first time.		
1943 Jul	5: Battle of Kursk begins, largest tank battle in history.	3: Oak Ridge, TN, opens as a new town for Manhattan Project workers.	5: Betty Grable and Harry James wed.
	10: Allies land 180k soldiers on Sicily as Italian invasion begins.	4: American Forces Radio Network begins broadcasting.	16: Batman movie serial released, includes 1st appearance of Batcave.
	25: Mussolini dismissed as Prime Minister of Italy by King Victor Emmanuel III, then arrested.	10: Los Alamos gets its first plutonium sample.	20: "Monster Society of Evil" epic begins in Captain Marvel Adventures #26.
	27-28: British bombing of Hamburg kills 30k.	16: RAF begins using "Window" anti-radar chaff.	
	29: Japanese forces abandon the Alaskan island Kiska.		
1943 Aug	5: WASPS formed from merger of WAFS and WFTD.	4: Peenemunde begins staffing by concentration camp inmates.	26: An exhibition baseball game featuring 11 Hall of Famers raises \$800m in War Bonds, most ever for single event.
	17: Patton and Montgomery meet in Messina, completing conquest of Sicily.	19: US, UK and Canada agree to work together on A-bomb.	
	17-24: FDR, Churchill and Mackenzie King meet in Quebec City.	31: US Navy begins using Grumman F6F Hellcats.	
	23: Soviets win the Battle of Kursk and retake Kharkov one more time.		
	28: King Boris III of Bulgaria dies, replaced by six-year-old son Simeon.		

Life & Times	Crime & Weirdness	The Champions Universe	Year
	24: FDNY ship tows away the burning munitions ship Estero before it can destroy the rest of the port.		1943 Apr
1: 480k United Mine Workers walk off job for a day. 17: Memphis Belle crew finishes 25th mission and are sent home to tour for war bonds. 26: FDR personally breaks strikes at 3 rubber factories in Akron.	30: Josef Mengele begins his tenure at Auschwitz.		1943 May
1-4: Second brief UMWA strike.	3-13: "Zoot Suit Riots" in Los Angeles.		1943 Jun
9: GHW Bush becomes youngest aviator in Navy. 30: Civilian Conservation Corps closed.	14: American spy sends secrets of uranium isotope separation to USSR. FBI intercepts cable, but can't id the spy until 2004 as Boris Podolsky. 15: Anti-black riots in Beaumont, TX result in martial law. 20: More racially motivated riots, this time in Detroit.		
	8: Sir Harry Oakes murdered in his Bahamas mansion. The crime is never solved. 9: Siciilan mafiosi Calogero Vizzini provides valuable assistance in the Invasion of Sicily.		1943 Jul
2-8: PT-109, commanded by Lt. John F Kennedy, is rammed and sunk.	1: Riots in Harlem kill 6, with 500 arrests.	The Defenders overthrow Dargon, and Mara becomes Queen of Atlantis.	1943 Aug
Kennedy and most of his crew escape to a small island. 3: State of Georgia lowers voting age to 18.	12: Philadelphia Experiment allegedly occurs.	Later in the month, Optimus and Mara wed and leave the team.	

Year	Politics & War	Science & Technology	Arts & Entertainment
1943 Sep	3: British troops cross Messina and invade mainland Italy.		
	7: As Germans retreat from Russia, Himmler gives "Scorched Earth" orders.		
	8: Prime Minister Badoglio of Italy announces surrender to Allies.		
	8: Prison guards across Italy abandon posts, and 30k Allied soldiers escape.		
	9: US and British troops attack the beaches at Salerno.		
	10: German troops invade Rome and Naples, taking control of Northern Italy.		
	12-13: Skorzeny rescues Mussolini from Gran Sasso with glider raid.		
1943 Oct	1: Allies take Naples, Germans retreat behind the Gustav Line.	19: Streptomycin discovered by Albert Schatz at Rutgers.	11: Yankees defeat the Cardinals 4-1 in World Series.
	4: Allies liberate Corsica.		25: "Batman & Robin" newspaper strip debuts.
	5: US forces bomb Wake Island.		30: Bugs Bunny battles a gremlin in Falling Hare.
1943 Nov	14: Heavy losses in raids convince the RAF to halt daytime bombing in Germany.		
	6: Germans retreat from Kiev.		
	20: Battle of Tarawa begins.		
	22-26: Cairo conference between FDR, Churchill and Chiang Kai-Shek.		
1943 Dec	28-30: Teheran Conference between FDR, Churchill and Stalin.		
	1: Cairo Declaration calls for unconditional surrender of Japan, return of Chinese territory.	1: Colossus Mark I activated at Bletchley Park.	
1944 Jan	3: Edward R. Murrow delivers "Organized Hell" broadcast with RAF bombing Berlin.		
	17: Battle of Monte Cassino begins.		
	22: Allied troops land at Anzio.		
1944 Feb	27: Russians lift the siege of Leningrad.		
	1-3: US troops capture the Marshall Islands.	1: Oswald Avery identifies DNA as the carrier of genetic information.	
	15: The Monte Cassino monastery destroyed by Allied shelling.		
1944 Mar	20: US forces destroy Japanese air base at Rabaul.		
	24: Orde Wingate killed in plane crash in India.		

Year	Politics & War	Science & Technology	Arts & Entertainment
1944 Apr	10: Soviets retake Odessa. 22: US I Corps lands in western New Guinea.		
1944 May	9: Soviets drive Germans out of Sevastopol. 18: Allies finally take Monte Cassino.		
1944 Jun	1: BBC sends French Resistance forces the coded signal that D-Day is on. 4: Allied forces enter Rome. 5: Bombers and paratroopers attack Normandy coast to "soften up" for D-Day. 6: D-Day. 155k Allied troops land in France. 10: Churchill tours Normandy beachhead. 13: German V-1 bombs begin landing in Britain. 15: Marines assault Saipan. 19-20: Japanese air force clobbered in the Great Marianas Turkey Shoot, aka the Battle of the Philippine Sea. 22: FDR signs GI Bill Of Rights. 22: Soviets begin Operation Bagration, smashing through German lines. 26: US forces enter Cherbourg.	3: Hans Asperger identifies Asperger's Syndrome.	
1944 Jul	3: Soviets retake Minsk. 7-8: FDR and de Gaulle meet in Washington DC. 9: British and Canadian forces take Caen. 18: American forces take Saint-Lo. 18: US Marines finally take Saipan, followed by mass suicides of civilians. 18: Hideki Tojo resigns as Prime Minister, replaced by Kuniaki Koiso. 20: von Stauffenberg fails to assassinate Hitler in Operation Valkyrie. 21-27: US forces attack and liberate Guam. 24: Soviets liberate Madjanek concentration camp, first confirmed evidence of atrocities.		
1944 Aug	1: Warsaw Uprising begins. 12: Allied forces take Florence.	7: IBM gives Harvard the Mark I Automatic Calculator. 12: Operation Pluto, cross-Channel oil pipeline completed.	

Life & Times	Crime & Weirdness	The Champions Universe	Year
	18: Mount Vesuvius erupts, killing 26 and driving thousands from homes.		
25: United Negro College Fund founded.			1944 Apr
3: Most meat rationing ended in US.			1944 May
			1944 Jun
1-22: Bretton Woods Conference.	6: Hartford circus fire kills over 100.		1944 Jul
6: 1st Lt. Jackie Robinson arrested for not sitting in back of segregated bus.			
4: Anne Frank's family found by the Nazis.	31: The Mad Gasser of Mattoon resumes his mysterious crimes.	17: The Defenders free Bohica from the Nazis, and Fubar returns there.	1944 Aug
21: Dumbarton Oaks Conference begins in Washington DC.			

Year	Politics & War	Science & Technology	Arts & Entertainment
	15: Second Allied wave arrives in southern France.	16: John Logie Baird demonstrates color television.	
	19: Soviet forces have by this date effectively driven the Germans out of Russia.		
	20: American forces close the Falaise Gap.		
	20: Soviet forces reach Romania.		
	23: Romanian coup leads to new government and joining the Allies.		
	25: Allied forces liberate Paris.		
1944 Sep	3: Allies liberate Brussels.		10: Solomon Grundy first battles Green Lantern in All-American Comics #61.
	4: Allies liberate Antwerp. Belgian officials return from London.		
	8: First V-2 attack on London.		
	12: Allied forces in France combine at Dijon.		
	12-16: FDR and Churchill hold second Quebec Conference.		
	17-26: Operation Market Garden to retake Netherlands fails.		
	19: Soviets and Finland sign a peace treaty.		
1944 Oct	2: Warsaw Uprising defeated by Nazis.	10: Otto Hahn wins Nobel Prize in Chemistry.	9: St. Louis Cardinals defeat their city-mates the Brown 4-2 in World Series.
	12: Allied forces invade Athens.		
	13: Soviet forces take Riga.		
	14: Rommel commits suicide, though German press insists he died from war injuries.		
	20: Russian forces take Belgrade.		
	21: Allied forces take Aachen, first German city to fall.		
	23-26: Battle of Leyte Gulf is massive victory for US.		
	25: Japanese introduce kamikaze tactics.		
	26: Himmler orders Auschwitz to stop executions and ship its gear to Germany in an effort to hide its awful history.		
	28: Bulgaria signs armistice with Allies.		
1944 Nov	7: FDR re elected for fourth term.		22: Laurence Olivier's Henry V premieres in London.
1944 Dec	1: Stettinius replaces Hull as US Secretary of State.		15: Glenn Miller's plane disappears over English Channel.
	3: Greek Civil War between Communists and Royalists begins.		
	13: Battle of Mindoro begins.		
	16: Battle of the Bulge begins the German counteroffensive.		

Year	Politics & War	Science & Technology	Arts & Entertainment
	20: Facing a glut of pilots, the AAF disbands the WASPs.		
	22: Surrounded at Bastogne, McAuliffe tells the Germans "Nuts!"		
	26: US forces rescue defenders of Bastogne.		
	26: Soviets surround Budapest.		
	31: Hungary joins the Allies.		
1945 Jan	3: US counteroffensive begins in the Ardennes.	26: FD-1 Phantom, first ship-borne jet, has test flight.	2: Superboy first appears in More Fun Comics #101.
	16: Hitler moves residence to the Berlin Führerbunker.		
	17: Soviet troops take Warsaw.		
	18: Evacuation of Auschwitz begins.		
	27: Soviets liberate Auschwitz and Birkenau concentration camps.		
1945 Feb	3: Soviets agree to join Pacific War after Germany is defeated.		
	4-11: FDR, Churchill and Stalin at Yalta Conference.		
	7: MacArthur returns to Manila.		
	13: Soviets liberate Budapest.		
	13-15 RAF bombing of Dresden.		
	16: US forces retake Bataan.		
	19: Marines arrive at Iwo Jima.		
	23: Marines raise flag on Mount Suribachi at Iwo Jima.		
1945 Mar	3: US and Filipino forces liberate Manila.	15: Penicillin made commercially available in US.	1: Amazing Stories publishes "I Remember Lemuria," first of the Richard Shaver stories.
	7: Americans take the Ludendorff Bridge, and cross the Rhine.		24: Sylvester the Cat debuts in Life With Feathers.
	9-10: Operation Meetinghouse bombing of Tokyo kills 100k.		
	16: US forces effectively take control of Iwo Jima despite guerilla fighters.		
	30: Soviet troops capture Danzig.		
1945 Apr	1: US forces invade Okinawa.	23: US Navy begins using guided missiles in Borneo.	
	6: Allied forces find the gold reserves of the Reichsbank in the Merkers Salt Mines.		
	7: US planes sink the Yamato.		
	8-11: The Buchenwald Resistance fighters overpower and kill their SS guards.		
	9: Soviet troops enter Vienna.		
	12: FDR dies, Truman becomes President of US.		
	15: British forces liberate Bergen-Belsen camp.		

Year	Politics & War	Science & Technology	Arts & Entertainment
	17: Germans destroy dikes on the Wieringenmeer, flooding several towns in the Netherlands.		
	18: Ernie Pyle killed at Okinawa.		
	22: Himmler tries to surrender to the Allies but not the Soviets.		
	23: Soviet troops reach the outskirts of Berlin.		
	25: US and Soviet troops meet at the Elbe.		
	28: Mussolini and his mistress are killed by partisans and their bodies hung in the Milan public square.		
	29: American forces take the Dachau concentration camp.		
	29: Hitler weds Eva Braun in his bunker and writes his last will.		
	30: Hitler and Braun commit suicide.		
	30: US forces capture Munich.		
1945 May	1: Goebbels and his wife commit suicide, after killing all six of their children.	3: Wehrner Von Braun and his team surrender to US forces.	5: Yosemite Sam debuts in Hare Trigger.
	1: German radio announces Hitler died in battle. Donitz is his successor.		
	2: Soviet forces formally control Berlin.		
	2: Massive Axis troop surrender in Italy.		
	4: German forces in Germany, Netherlands and Denmark formally surrender.		
	5: Canadian forces liberate Amsterdam.		
	5: A woman and five children in Oregon die from a Japanese fire balloon, the only victims of attack on American mainland during the war.		
	7: Jodl signs the official German surrender at Reims.		
	8: V-E Day celebrated around the world.		
	8-28: French troops fight Algerian protesters in Setif, killing thousands.		
	9: US forces capture Goring near Radstadt.		
	9: Quisling arrested by Norwegian resistance.		
	9-23: British liberate the Channel Islands from German troops.		
	23: British arrest Donitz and his cabinet, taking control of the German government.		
	28: William "Lord Haw-Haw" Joyce captured.		
1945 Jun	1: British take over Syria and Lebanon.	30: John von Neumann's "Report On The EDVAC" published.	
	5: The Allied Control Council is formed to run Germany temporarily.		

Year	Politics & War	Science & Technology	Arts & Entertainment
	9: Prime Minister Suzuki declares Japan will not surrender, but fight to the last.		
	21: American troops finally victorious at Okinawa.		
1945 Jul	1: Germany divided between the Western and Soviet occupation forces.	1: The Atlantic publishes Vannevar Bush's article "As We May Think."	
	5: Philippines formally liberated by US forces.	16: The Trinity Test, first nuclear detonation, is successful.	
	8: Japan sends peace overture to Truman, requesting to retain the Emperor.	18: Truman informs Stalin vaguely about "new weapon."	
	17: Potsdam Conference begins between Truman, Churchill and Stalin.	31: The "Little Boy" atomic bomb is completed.	
	23: Petain put on trial for treason.		
	26: From Potsdam, the Allied leaders demand unconditional surrender of Japan.		
	26: Churchill resigns as Prime Minister in favor of Clement Atlee.		
	29-30: The USS Indianapolis torpedoed after delivering parts for the first atomic bomb. Nearly 900 men either drowned or were eaten by sharks.		
1945 Aug	6: The Enola Gay drops an atomic bomb on Hiroshima, killing over 90k.		17: Animal Farm by George Orwell published.
	9: Second atomic bomb dropped, on Nagasaki. 40k dead.		
	9: Soviet forces attack Japanese in Manchuria.		
	14: Japan formally surrenders to the US, effectively ending World War II.		
	15: V-J Day celebrated.		
	17: Indonesia declares independence.		
	21: Lend-Lease Act is cancelled.		
	30: Viet Minh take Hanoi, creating both North and South Vietnam.		
1945 Sep	2: Japanese officials sign documents of surrender on the USS Missouri.		
	2: Douglas MacArthur placed in charge of Japanese occupation.		
	5: "Tokyo Rose" arrested by US forces.		
	8: US forces occupy South Vietnam, and Soviets North Vietnam.		
1945 Oct	15: Pierre Laval, former Vichy Premier, executed by firing squad.	1: Arthur C. Clarke proposes geosynchronous communication satellites.	10: Detroit Tigers beat Chicago Cubs 4-3 in World Series.
	17: Peronistas riot in Buenos Aires.	1-15: Germans demonstrate A4 rockets to Allied scientists.	
	18: Military coup in Venezuela. Betancourt is new president.	16: Oppenheimer resigns from Los Alamos.	
	24: Quisling executed by firing squad.		
	29: Vargas resigns as President of Brazil.		

Life & Times	Crime & Weirdness	The Champions Universe	Year
	28: B-25 bomber crashes into the Empire State Building, killing 14.		1945 Jul
8: US Senate ratifies United Nations charter.		5: The Defenders finally defeat the Iron Father and the Black Dragons.	1945 Aug
18: Typhoon Makurazaki kills 3700 in Japan.	20: Eduard Wirths, chief doctor at Auschwitz, commits suicide in custody.	Doctor Twilight's children born.	1945 Sep
24: UN creates World Court.		Black Mask leaves the Defenders.	1945 Oct
30: India joins United Nations.			

Year	Politics & War	Science & Technology	Arts & Entertainment
1945 Nov	15: Chinese Nationalists and Communists resume fighting each other.	1: First commercial clock radio available in stores.	1: First issue of Ebony published.
	16: de Gaulle elected President of France.	7: H.J. Wilson sets new flight speed record of 606 MPH.	16: Casper the Friendly Ghost debuts.
	20: Nuremberg war crime trials begin.	16: Project Paperclip: US imports over 80 German scientists.	
	29: Socialist Federal Republic of Yugoslavia declared, with Tito as first President.	29: ENIAC is completed at the University of Pennsylvania.	
1945 Dec	9: George Patton suffers car accident in Germany. He dies from his injuries the 21st.	10: Wolfgang Pauli wins Nobel for Physics.	
1946 Jan	6: Ho Chi Minh elected President of North Vietnam.	10: US Army Signal Corps bounces radar waves off the Moon.	13: Dick Tracy first uses his "2-way wrist radio."
	7: Austria re-established as an independent country.		
	20: De Gaulle resigns as President of France.		
	22: US creates Central Intelligence Group.		
	29: Harry Hopkins dies.		
1946 Feb	9: Speech by Stalin predicts a future war with the West.	5: First commercial transatlantic flight, NYC to Paris.	
	24: Juan Peron becomes President of Argentina.	14: ENIAC revealed to the public.	
1946 Mar	5: Churchill gives "Iron Curtain" speech.	4: Rip Kirby debuts as a newspaper strip.	
	20: Tule Lake (last Japanese-American internment camp) closes.	21: Marguerite Perey credited with discovery of francium.	
1946 Apr	4: Hirohito exempted from war crimes charges.	10: Americium and curium officially announced and named.	15: Mark Trail debuts as newspaper strip.
	17: Syria becomes independent from France.	11: First Bell X-1 test flight.	
	18: League of Nations formally disbands.		
1946 May	10: Nehru elected leader of India's Congress Party.	10: American V-2 test launch breaks 75-mile altitude	
	26: Czechoslovakia elects a Communist government led by Klement Gottwald.	21: Louis Slotin fatally exposed to plutonium at Los Alamos.	
		31: London's Heathrow Airport opens for civilian use.	
1946 Jun	1: Ion Antonescu, WWII Prime Minister of Romania, executed for treason.	21: Albert Speer testifies at Nuremberg that Germany was "a year or two away" from a nuclear bomb when the war ended.	
	2: Italy abolishes its monarchy.		

Life & Times	Crime & Weirdness	The Champions Universe	Year
5: Colombia joins United Nations.			1945 Nov
23: Meat and butter rationing ends in US.			
27: World Bank created.	5: Five torpedo bombers (Flight 19) disappear on exercise near Fort Lauderdale.		1945 Dec
24: UN Atomic Energy Commission is created.	1: Lucky Luciano paroled by NY Governor Dewey for his aid in Sicily.		1946 Jan
29: Trygve Lie elected first UN Secretary General.	3: Lord Haw Haw hanged for treason.		
30: "Roosevelt dime" introduced.	4: The Reichskleinodien returned to Austria, including the Holy Spear (?) 5: Adolf Eichmann escapes US custody, eventually making his way to Argentina. 12: Malcolm X (Little) arrested in Boston.		
	3: Soviet spy ring uncovered in Ottawa, Canada, transmitting atomic secrets. 5: Jack Parsons and L. Ron Hubbard begin the Babalon Working spell in Pasadena.	2: Entire Defenders roster assembles in Iowa for Hopkins' funeral.	1946 Feb
	10: The Aga Khan of India receives his weight (248 lbs.) in diamonds for his 60th anniversary. 11: Rudolf Hoss, Auschwitz commandant, is captured by British police.		1946 Mar
5: US minimum wage raised from \$0.40 to \$0.65/hour. 15: Frozen concentrated orange juice first available in stores.	6: Over \$2B in gold and silver recovered from bottom of Tokyo Bay by US officials. 23: Mussolini's body stolen from its grave.		1946 Apr
25: Truman breaks threatened railway worker strike.	2: Escape attempt leads to riot known as the "Battle of Alcatraz." 11: 61 SS guards from Dachau collectively convicted of 70k murders.		1946 May
25: World Bank becomes active.	3: Interpol re-established internationally.		1946 Jun
30: The OPA's wartime price control powers expire.	4: A trove of jewels stolen by US military officers from Friederichsof Castle recovered.		

Year	Politics & War	Science & Technology	Arts & Entertainment
1946 Jul	4: Republic of the Phillippines founded as independent country.	1: Bikini Atoll test is 4th nuclear explosion in history.	14: Dr. Benjamin Spock publishes his first book of baby and child care.
	16: Truman creates the Bureau of Land Management.	25: 2nd Bikini Atoll test is first underwater.	
	20: Joint Committee on the Pearl Harbor Attack releases its report, blaming Kimmel and Short.		
	29: American and British zones of Germany merge administratively.		
1946 Aug	15: Truman promises Turkey aid against any Soviet attempt in the Dardanelles.	1: Atomic Energy Commission established.	23: The Big Sleep debuts.
	16: 10k dead after rioting in India over pro-Pakistan protests.		24: Norma Jean Baker first adopts the stage name of Marilyn Monroe.
	30: US sells \$20m of surplus aircraft to Chiang Kai-Shek's Chinese forces.		
1946 Sep	2: Interim government established in India.	7: New airspeed record set at 615 MPH by RAF pilot.	1: Timely's heroes team for first time in All Winners #19.
	8: Bulgaria abolishes its monarchy and becomes a republic.	17: RCA begins mass production of TV sets.	14: Hank Williams signs his first Nashville recording contract.
	11: US donates over \$1b in surplus material intended for Japanese invasion to Phillippines.		19: First Cannes Film Festival held.
1946 Oct	11: Selective Service draft ends.	1: Mensa founded in the UK.	15: St. Louis Cardinals defeat the Boston Red Sox 4 games to 3 in the World Series.
	13: French voters approve a new Constitution, forming the 4th Republic.	10: A V-2 test rocket breaks 100 miles in altitude.	
	27: Bulgaria elects a Communist government.	24: A V-2 takes the first photograph of Earth from space.	
		30: RCA demonstrates "simultaneous" color TV.	
1946 Nov	3: Japan adopts new constitution, with Hirohito still emperor but no longer divine.	1: Berkeley synchrotron particle accelerator first activated.	1: New York Knicks defeat Toronto Huskies in first ever NBA game.
	5: Republicans capture both houses of Congress in midterm elections.	13: First successful cloud seeding creates snow.	12: Song of the South premieres.
1946 Dec	1: Miguel Aleman Valdes becomes new President of Mexico.	25: Soviets create their first sustained nuclear reaction.	
	12: Leon Blum becomes new Prime Minister of France.		
	19: The Battle of Hanoi begins the First Indochina War between France and the Viet Minh.		
1947 Jan			1: Eerie Comics #1 published, first dedicated horror comic.

Life & Times	Crime & Weirdness	The Champions Universe	Year
5: The two-piece swimsuit is marketed as the "bikini."	23: Last German POWs in US released and returned to Germany.		1946 Jul
19: The first efforts to pass the Equal Rights Amendment fail.			
	6: Hungary's stolen gold reserves finally returned, over \$32B.	26: Byrd's Antarctica mission is a coverup for US government seizure of Hitler's final redoubt.	1946 Aug
	10: Racially-motivated mob of 2k whites rampages in Athens, Alabama.		
	12: Mussolini's body recovered and re-buried.		
	26: Admiral Richard Byrd leads Operation Highjump, a Navy expedition to Antarctica.		
			1946 Sep
14: Truman ends all food price controls in US.	9: UFOlogist George Adamski sees his first UFO near San Diego.		1946 Oct
	15: Goering commits suicide before his sentencing at Nuremberg.		
	16: Ribbentrop, Keitel, Jodl and six more top Nazis executed.		
5: JFK and Nixon both elected to first terms in Congress.			1946 Nov
19: Afghanistan, Iceland and Sweden join the UN.			
20: 400k coal miners go on strike.			
4: Striking coal miners found in contempt of court and fined.	22: Lucky Luciano convenes the Havana Conference of organized crime bosses.		1946 Dec
7: Coal miners strike is called off.	26: Bugsy Siegel opens the Pink Flamingo casino in Las Vegas.		
11: UNICEF created.			
16: Siam joins the UN.			
1: Record setting snows in UK for next two months.	15: "Black Dahlia" murder in Los Angeles.		1947 Jan

Year	Politics & War	Science & Technology	Arts & Entertainment
1947 Feb	5: Boleslaw Bierut new President of Poland. 17: Voice of America begins broadcasts into USSR and Eastern Europe.	12: Massive meteor strike in Sikhote-Alin, USSR. 20: V-2 rocket carries plants and fruitflies into space. 21: Polaroid Land Instant Camera demonstrated.	
1947 Mar			
1947 Apr		1: Discovery of Dead Sea Scrolls made public.	1: Jackie Robinson signs contract with Brooklyn Dodgers, breaking color barrier. 15: Jackie Robinson makes major league debut.
1947 May	22: Truman Doctrine declared, Congress gives \$400m to Turkey and Greece to fight Communism.		
1947 Jun	5: George Marshall lays out his Plan for European reconstruction in a speech at Harvard.	4: Bulletin of Atomic Scientists creates the Doomsday Clock.	25: Anne Frank's Diary of a Young Girl published.
1947 Jul	26: The CIA, Department of Defense, Joint Chiefs of Staff and National Security Council are all created by the National Security Act , signed by Truman this date.	6: Soviets begin producing the AK-47.	
1947 Aug	14-15: Pakistan and India declare their independence formally. 15: Nehru becomes first Prime Minister of India.	7: The Kon-Tikimakes it safely to Polynesia.	
1947 Sep		9: A moth is found in the Harvard Mk II computer, first "bug."	

Life & Times	Crime & Weirdness	The Champions Universe	Year
	25: Al Capone dies at home in Florida.		
3: Percival Pratts first African-American reporter to cover Congress. 25: First Volkswagen Beetle brought to US.	22: Lucky Luciano is arrested in Cuba, and eventually deported back to Italy.		1947 Feb
1: International Monetary Fund established.			1947 Mar
			1947 Apr
			1947 May
	20: Bugsy Siegel assassinated in his girlfriend's home.		1947 Jun
	21: Harold Dahl reports seeing six UFOs, and then meeting "men in black." 24: Kenneth Arnold sees "flying saucers" near Mount Rainier, WA.		
	8: Supposed date of the Roswell UFO incident.		1947 Jul
		Bulletproof disappears.	1947 Aug
30: Pakistan and Yemen join the UN.			1947 Sep

Year	Politics & War	Science & Technology	Arts & Entertainment
1947 Oct	5: Truman gives first televised national address.	14: Chuck Yeager breaks the sound barrier in a Bell X-1.	6: The Yankees beat the Dodgers 4 games to 3 in the World Series.
	22: First Indo-Pakistani War breaks out.		20: Princess Elizabeth II marries the Duke of Edinburgh. 24: The Hollywood Ten receive their contempt citations, beginning the blacklist.
1947 Nov	29: UN General Assembly resolves to partition the British Mandate of Palestine into a Jewish state and an Arab state. Violence breaks out in Palestine.	17: Bardeen and Brattain first begin experiments with transistors.	
1947 Dec		1: Holography developed by Dennis Gabor.	
1948 Jan	1: Italy's new Constitution goes into effect.		30: The Winter Olympics resume in St. Moritz, Switzerland.
	4: Burma gains independence from Britain.		
	15: US Air Force formally separated from the Army. 31: Federation of Malaya formed.		
1948 Feb	4: Ceylon gains independence from Britain.	16: Uranus' moon Miranda discovered.	21: NASCAR founded.
	25: Communists take control of Czechoslovakia.		
1948 Mar	17: Treaty of Brussels signed by UK, France, Belgiu, Netherlands and Luxembourg.		
	31: Arab League begins attempted blockade of Jerusalem.		
1948 Apr	3: Truman authorizes the Marshall Plan, sending \$5B in aid to Europe.	30: Land Rover available commercially.	
	30: Organization of American States founded.		
1948 May	14: Israel declares independence.		
	15: The First Arab-Israeli war begins.		
	26: National Party wins South African elections, beginning the institution of apartheid.		
1948 Jun	11: UN declares first truce between Israel and Arab League.	3: Palomar Observatory telescope first used.	1: Churchill's The Second World War, Vol.I published.

Life & Times	Crime & Weirdness	The Champions Universe	Year
			1947 Oct
			1947 Nov
			1947 Dec
	30: Project SIGN established by Air Force to study UFO reports.		
1: UN initiates first General Agreement On Tariffs and Trade (GATT).	7: Thomas Mantell dies in plane crash while chasing a UFO.		1948 Jan
	30: Mahatma Gandhi assassinated in New Delhi.		
			1948 Feb
	17: Hell's Angels Motorcycle Club founded.	Kigatilik nearly escapes. King Vultok uses a nuke in Canada.	1948 Mar
7: World Health Organization founded.			1948 Apr
			1948 May
		Optimus and Mara divorce.	1948 Jun

Year	Politics & War	Science & Technology	Arts & Entertainment
	24: Berlin Blockade begins.	11: Albert becomes the first monkey in a rocket in a White Sands test flight.	
	26: In response, Berlin Airlift begins.	Alas, he did not survive.	25: Joe Louis retires as Heavyweight Boxing champion.
		18: First 33-1/3 LP records available commercially.	
1948 Jul	8: Arab-Israeli war resumes after truce expires. 18: Second truce in Arab-Israeli War begins.		29: The Summer Olympics begin in London, England.
	20: Cold War tensions lead Truman to reinstitute the military draft. 26: Truman ends racial segregation in the US military.		
1948 Aug	12: Fourth Geneva Convention signed. 15: South Korean government formed.	7: Soviets forbid Mendelian genetics in favor of Lysenkoism.	
1948 Sep	9: North Korean government formed, with Kim Il-Sung as Prime Minister.		
1948 Oct	15: Israeli offensive begins after second UN truce expires.	10: Soviets reach space with R-1 missile test. 13: Mary Leakey discovers the skull of Proconsul Africanus in Kenya.	4: Pogo debuts as a newspaper strip. 11: Cleveland Indians defeat the Boston Braves 4-2 in World Series.
1948 Nov	2: Truman re-elected president over Thomas Dewey.		
1948 Dec			
1949 Jan	1: Indo-Pakistani War ends in a UN-sponsored ceasefire. 25: David Ben-Gurion elected Prime Minister of Israel.		
1949 Feb	24: Israel signs armistice with Egypt.		
1949 Mar	23: Israel signs armistice with Lebanon.	2: Lucky Lady II completes 1st non-stop circumnavigation of the globe. 28: Fred Hoyle coins the term "Big Bang."	
1949 Apr	3: Israel signs armistice with Jordan.		9: Street & Smith cancels publication of all their comics and pulps.

Life & Times	Crime & Weirdness	The Champions Universe	Year
			1948 Jul
			1948 Aug
	3: Whittaker Chambers claims to HUAC that several government officials were Communists.		
	5: Alger Hiss denies being a Communist to HUAC.		
			1948 Sep
	17: Stern Gang assassinate Folke Bernadotte in Jerusalem.		
			1948 Oct
6: Ashgabat earthquake in USSR kills 110k.			
			1948 Nov
			1948 Dec
	15: Alger Hiss indicted for perjury.		
	23: Hideki Tojo executed for war crimes.		
			1949 Jan
			1949 Feb
	11: Project SIGN cancelled, replaced by Project GRUDGE.	11: GRUDGE is tasked with debunking UFO reports.	
			1949 Mar
			1949 Apr

Year	Politics & War	Science & Technology	Arts & Entertainment
	4: North American Treaty Organization (NATO) founded.		
	18: Ireland becomes the Republic of Ireland and leaves the Commonwealth.		
	23: Chinese Communists take Nanjing.		
1949 May	11: Siam changes its name to Thailand.	1: Neptune's moon Nereid discovered.	
	12: Soviets lift the Berlin Blockade.	6: EDSAC runs its first program at Cambridge.	
	23: Federal Republic of Germany founded.		
1949 Jun	2: Transjordan changes name to Kingdom of Jordan.	14: Albert II, a rhesus monkey, is first primate officially in space. Alas, he also did not survive the trip.	8: 1984 by George Orwell published.
1949 Jul	19: Kingdom of Laos becomes partially independent from France.		
	20: Israel signs armistice with Syria, settling its borders and ending first Arab-Israeli War.		
1949 Aug	8: Bhutan becomes independent.	29: Soviets explode their first atomic bomb.	
	31: Greek Civil War ends.		
1949 Sep			15: The Lone Ranger TV show debuts.
1949 Oct	1: People's Republic of China formally declared.		9: New York Yankees beat the Brooklyn Dodgers 4-1 in World Series.
1949 Nov			
1949 Dec	10: Robert Menzies elected Prime Minister of Australia.		
	16: Sukarno elected President of Indonesia.		

Life & Times

Crime & Weirdness

The Champions Universe

Year

11: Israel joins the UN.

22: James Forrestal commits suspicious-looking suicide.

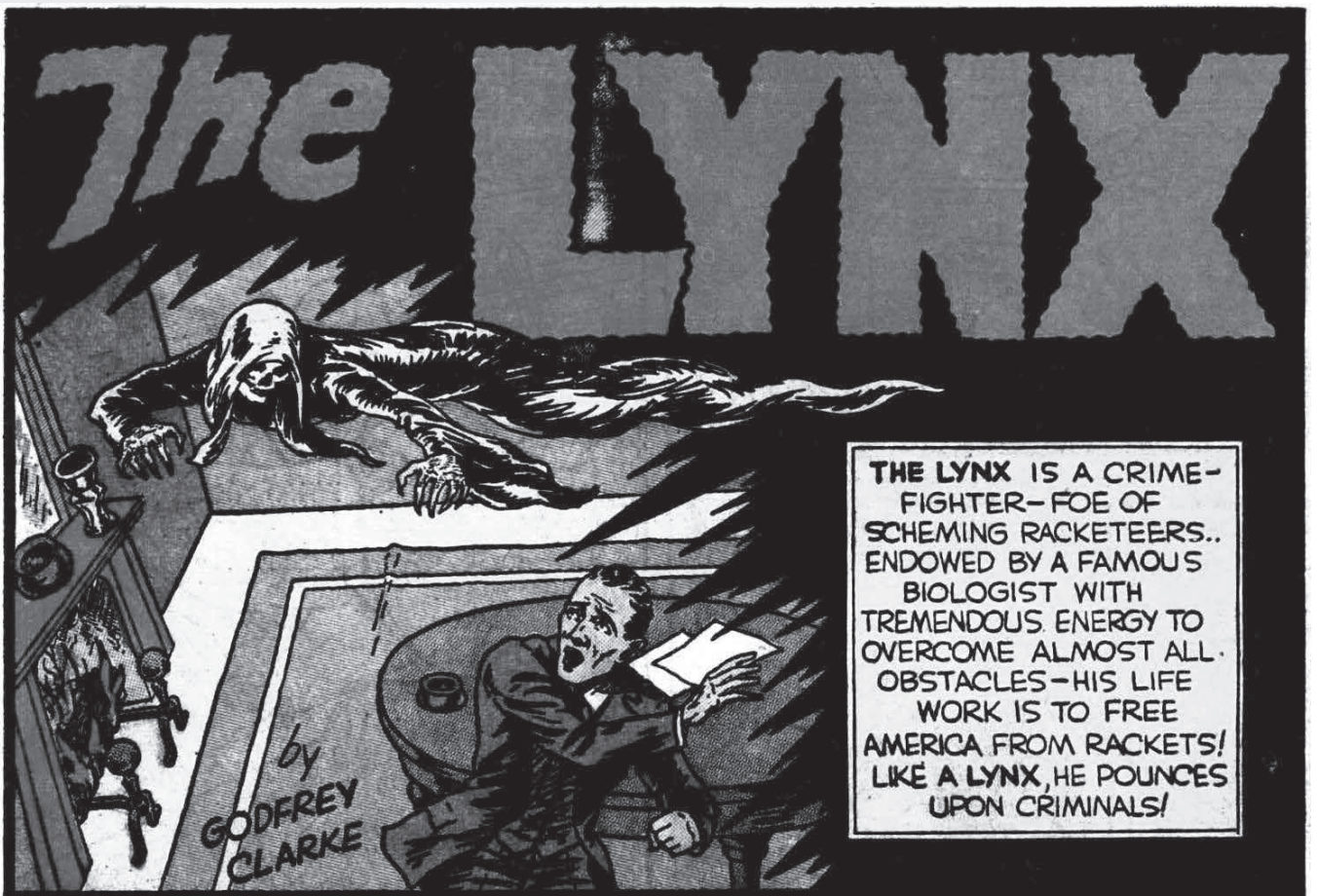
1949 May

1949 Jun

1949 Jul

1949 Aug

1949 Sep



3



CHAPTER FOUR

THE GEAR OF THE GOLDEN AGE





GOLDEN AGE TECHNOLOGY

Wars are frequently won or lost based on the respective technological advancement of the nations fighting them, and World War II is an excellent example. The Axis Powers took an early lead in both the innovation and production of weapons, vehicles and scientific breakthroughs, but were quickly overtaken and surpassed by the combined efforts of the Allies (particularly once America's vast resources were fully committed to the fight.)

Superhumans will frequently find themselves fighting ordinary people seeking to even the odds with technological help. The costumed hero facing down a tank, submarine, or fighter plane is an iconic image of the Golden Age. And of course, there are always mad scientists and their gadgets to be faced, whether they are employed by the Axis or pursuing their own mad goals.

WEAPONS

The accompanying tables list many guns and other weapons that Golden Age Champions characters might use. The weapons are listed alphabetically by category, in these categories:

- Revolvers
- Semi-Automatic Pistols
- Submachine Guns
- Rifles
- Machine Guns
- Grenades
- Heavy Weapons

Several categories of information are given for these weapons. Some information (caliber, number of shots, weight) derives from real-world data, while some (OCV, damage) depends on the application of the HERO System rules and can be changed to suit individual campaigns and tastes.

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Name	Cal	OCV	RMod	Dam	STUNx	Shots	STR Min	Mass	Max	Origin	Year	Notes
Revolvers												
Colt Detective	.38	+0	+0	1d6	1d3	6	9	0.59	150	USA	1926	
Colt Police Positive	.32	+0	+0	1d6-1	1d3+1	6	10	1.10	150	USA	1909	
S&W M1917	.45 ACP	+0	+0	2d6-1	1d3+1	6	8	1.00	270	USA	1917	
S&W .38/.44	.38	+0	+0	1d6+1	1d3	6	9	1.10	150	USA	1930	NYPD Standard 1930-
S&W Model 10	.38	+0	+0	1d6	1d3	6	7	0.86	150	USA	1902	Victory Model Lend-Lease to British Empire
S&W Model 20	.38	+0	+0	1d6	1d3	6	7	0.86	150	USA	1902	
S&W Model 27	.357	+0	+0	1-1/2 d6	1d3	6	8	0.80	250	USA	1927	
Enfield No.2	.38	+0	+0	1d6	1d3	6	9	0.80	150	Britain	1927	
Modele 1892	8mm	+0	+0	1d6	1d3	6	9	0.84	120	France	1892	
Nambu Type 26	9mm	+0	+0	1d6+1	1d3	6	9	0.93	150	Japan	1893	
FP-45 Liberator	.45	-1	-2	1d6-1	1d3	1	8	.045	8	USA	1942	see notes

Welrod Suppressed	9mm	+0	+0	1d6-1	1d3	8	9	0.70	25	Britain	1940	see notes
Name	Cal	OCV	RMod	Dam	STUNx	Shots	STR Min	Mass	Max	Origin	Year	Notes
Semi-Automatic Pistols												
Browning HP	9mm	+0	+0	1d6+1	1d3	13	9	1.00	200	USA/Belg	1935	Inglis made identical for British Comm
Colt M1911A1	.45 ACP	+1	+0	1-1/2 d6	1d3+1	7	9	1.10	270	USA	1911	US Army Standard, Also used by British RAF
Savage 1907	.32	+0	-1	1d6	1d3	10	8	0.60	150	USA	1907	Common in France
FN Model 1910	.380	+0	+0	1d6	1d3	6	8	0.59	150	Belgium	1910	
FN Model 1910	.32	+0	+0	1d6	1d3	7	8	0.59	150	Belgium	1910	
FN Model 1922	.380	+0	+0	1d6	1d3	8	8	0.70	150	Belgium	1922	
FN Model 1922	.32	+0	+0	1d6	1d3	9	8	0.70	150	Belgium	1922	
Star Model 14	7.65 mm	+0	+0	1d6	1d3	9	8	0.91	200	Spain	1914	Common in France
TK (Korovin)	6.35x 15.5mm	+0	-1	1d6	1d3	8	6	0.42	200	USSR	1925	Officers and NKVD, not military issue
Name	Cal	OCV	RMod	Dam	STUNx	Shots	STR Min	Mass	Max	Origin	Year	Notes
Semi-Automatic Pistols												
Tokarev TT33	7.62x 26mm	+0	+0	1d6+1	1d3	8	9	0.80	200	USSR	1933	
Beretta 1934	.380 Auto	+0	+0	1d6	1d4	7	8	0.73	150	Italy	1934	
Beretta 1935	.32 ACP	+0	+0	1d6	1d4	7	8	0.70	150	Italy	1935	
Glisenti Model 1910	9mm	+0	+0	1d6+1	1d3	7	8	0.80	200	Italy	1910	
Luger P08	.30 Luger	+1	+0	1d6+1	1d3	8	8	0.87	200	Germany	1902	
Mauser C96 Broomhandle	7.65 mm	+0	+0	1d6+1	1d3	10	10	1.18	200	Germany	1896	
Mauser HSc	7.65 mm	+0	+0	1d6+1	1d3	8	8	0.70	200	Germany	1940	
Nambu Model 94	8mm	+0	+0	1d6	1d3	6	8	0.80	150	Japan	1934	
Sauer 38H	.32	+0	+0	1d6	1d3	8	8	0.70	150	Germany	1938	
Steyr M1912	9mm Steyr	+0	+0	1d6+1	1d3	8	8	1.00	200	Austria	1912	
Walther P38	9x19 mm	+0	+0	1d6+1	1d3	8	8	1.00	200	Germany	1937	
Walther PP	.32	+0	+0	1d6	1d3	8	7	0.70	150	Germany	1929	
Walther PPK	.32	+0	+0	1d6	1d3	7	7	0.60	150	Germany	1930	
Submachine Guns												
M3 "Grease Gun"	.45 ACP	+1	+0	2d6-1	1d3+1	30	13	3.61	200	USA	1942	AF5



M50 Reising	.45 ACP	+0	+0	1-1/2d6	1d3+1	12/20	13	3.10	200	USA	1940	AF5
Thompson M1-A1	.45 ACP	+0	+0	2d6-1	1d3+1	50	13	4.70	270	USA	1921	AF5
Lanchester	9x19 mm	+0	+0	1d6+1	1d3	50	13	4.34	200	Britain	1940	AF5
PPSh-41	7.62x 25mm	+1	+0	1d6+1	1d3	71	13	3.63	200	USSR	1941	AF5
PPS-43	7.62x 25mm	+1	+0	1d6+1	1d3	35	12	2.95	200	USSR	1942	AF3
Sten	9x19 mm	+0	+0	1d6+1	1d3	32	12	3.20	150	Britain	1940	AF3, +2 on all malfunction rolls
Beretta Model 38	9x19 mm	+0	+0	1d6+1	1d3	40	14	5.00	200	Italy	1938	AF5
MP-18	9x19 mm	+0	+0	1d6+1	1d3	32	14	4.90	200	Germany	1918	AF4
MP-40	9x19 mm	+0	+0	1d6+1	1d3	32	13	3.97	200	Germany	1938	AF5
Nambu Type 100	8mm	+0	+0	1d6+1	1d3	30	13	3.80	200	Japan	1942	AF5

Name	Cal	OCV	RMod	Dam	STUNx	Shots	STR Min	Mass	Max	Origin	Year	Notes
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Rifles

M1 Carbine	.30 Carbine	+0	+1	2d6+1	1d3	30	11	2.40	250	USA	1938	2H
M-1 Garand	.30-06	+0	+1	2d6+1	1d3+1	8	15	4.40	400	USA	1938	2H
M1917 Enfield	.30-06	+0	+0	2d6+1	1d3+1	5	14	4.36	350	USA/Brit	1917	2H
Springfield M1903	.30-06	+1	+1	2d6+1	1d3+1	5	13	3.94	350	USA	1903	2H
Lee-Enfield No.4 Mkl	.303 British	+1	+1	2-1/2d6	1d3+1	10	13	4.00	400	Britain	1941	2H
Mosin-Nagant M1938	7.62x 54mm	+0	+0	2d6+1	1d3+1	5	13	3.40	300	USSR	1938	2H
Tokarev SVT-40	7.62x 54mm	+0	+0	2d6+1	1d3+1	10	14	3.85	350	USSR	1940	2H
Arisaka Type 99	7.7mm Aris	+1	+1	2-1/2d6	1d3+1	5	14	4.19	400	Japan	1939	2H
Kar98K	7.92mm Maus	+0	+1	2-1/2d6	1d3+1	5	13	3.70	500	Germany	1935	2H
Modelo 1938	7.35mm	+0	+1	2d6	1d3+1	6	13	3.90	500	Italy	1938	2H
StG 44	7.9mm Kurz	+0	+1	2d6-1	1d3	30	14	4.60	400	Germany	1943	2H, AF3

Name	Cal	OCV	RMod	Dam	STUNx	Shots	STR Min	Mass	Max	Origin	Year	Notes
Machine Guns												
BAR M1918 A2	.30-06	+0	+1	2d6+1	1d3+1	20	15	8.90	350	USA	1918	AF5, Bulky, FS, AF Only
Browning M1919	.30-06	+0	+0	2d6+1	1d3+1	250	18	14.00	350	USA	1919	AF8, Bulky, Crew
Browning M2	.50	+0	+0	3d6	1d3+1	250	20	38.00	450	USA	1933	AF8, Bulky, Crew
Bren Mk II	.303 British	+0	+0	2-1/2 d6	1d3+1	30	16	10.35	400	Britain	1941	AF5, Bulky
Degtaryev DP	7.62x 54mm	+0	+0	2d6+1	1d3+1	47	15	9.30	350	USSR	1928	AF5, Bulky
PM M1910	7.62x 54mm	+0	+0	2d6+1	1d3+1	250	20	64.30	350	USSR	1910	AF8, Bulky, Crew
Vickers Mk I	.303 British	+0	+0	2-1/2 d6	1d3+1	500	18	15.00	400	Britain	1912	AF8, Bulky, Crew
Breda M30	6.5 mm	+0	+0	2d6	1d3	20	16	10.30	300	Italy	1930	AF5, Bulky
Breda M37	8x59 mm	+0	+0	2-1/2 d6	1d3+1	20	19	19.40	350	Italy	1936	AF5, Bulky, Crew
MG 26(T)	7.92mm Maus	+0	+0	2-1/2 d6	1d3+1	30	16	10.20	400	Czech	1924	German after 1939, SS common; AF5, Bulky
MG 34	7.92mm Maus	+0	+0	2-1/2 d6	1d3+1	250	20	12.10	400	Germany	1933	AF5, Bulky, Crew
MG42	7.92mm Maus	+0	+0	2-1/2 d6	1d3+1	250	20	11.57	400	Germany	1942	AF8, Bulky, Crew
Nambu Type 92	7.7x58 mm Ari	+0	+0	2-1/2 d6	1d3+1	30	18	55.30	400	Japan	1932	AF5, Bulky
Nambu Type 99	7.7x58 mm Ari	+0	+0	2-1/2 d6	1d3+1	30	16	10.40	350	Japan	1938	AF5, Bulky
Grenades												
Grenade Rounds												
Rifle-Fired		+0	+0	2-1/2 d6X	1d3+1	1		0.60	400		c1936	Activation 14-
Hand-Thrown												
Fragmentation		+0	+0	2d6X	1d3	1		0.60	RBS		c1936	
Incendiary		+0	+0	3d6 AP Aoe		1		0.50	RBS		c1940	Area of Effect 1m Radius, Lasts 1 Turn
Smoke		+0	+0	CE 8m		1		0.35	RBS		c1850	
S.T Grenade "Sticky Bomb"		+0	+0	2-1/2 d6 AP	1d3	1		0.57	RBS		c1940	5 STR Clinging To Surface, 5 second fuse
Tear Gas		+0	+0	See text		1		0.35	RBS		c1919	



Name	Cal	OCV	RMod	Dam	STUNx	Shots	STR Min	Mass	Max	Origin	Year	Notes
Heavy Weapons												
M-2 Mortar	60 mm	+0	+4	3-1/2 d6X	1d3+1	1		19.05	1800	USA	1940	Bulky, Crew
M-1 Mortar	81 mm	+0	+4	4d6X	1d3+1	1		61.5	3000	USA	1942	Bulky, Crew, See notes for smoke charges
SBML 2-inch	52 mm	+0	+2	3d6 +1X	1d3+1	1		4.8	500	Britain	1937	50 short, Bulky, Crew
50-PM	50 mm	+0	+2	3d6 +1X	1d3+1	1		12.1	800	USSR	1938	100 short, Bulky, Crew
82-PM	82 mm	+0	+4	4d6X	1d3+1	1		56.0	3000	USSR	1941	Bulky. Crew (4)
120-PM	120 mm	+0	+4	5d6X	1d3+1	1		280	5900	USSR	1939	Bulky. Crew (4)
IGRW 36	50 mm	+0	+2	3d6 +1X	1d3+1	1		14.0	510	Germany	1938	50 short, Bulky, Crew
SGRW	80 mm	+2	+4	4d6X	1d3+1	1		57.0	2400	Germany	1939	Bulky. Crew (4)
GrW 42	120 mm	+0	+4	5d6X	1d3+1	1		280	6000	Germany	1939	Bulky. Crew (4)
Type 97	81 mm	+0	+4	4d6X	1d3+1	1		67.0	2800	Japan	1941	Bulky. Crew (4)
Type 96	150 mm	+0	+4	5d6X	1d3+1	1		722	3900	Japan	1941	Bulky. Crew (4)
M-1 Bazooka	M-6 Rocket	+0	+0	3-1/2 d6KAP	1d3+1	1	13	5.90	140	USA	1942	Bulky
PIAT	PIAT	-1	+0	3d6 +1K AP	1d3+1	1	10	15.00	110	Britain	1943	Bulky
Panzerfaust 30	PF 60	+0	+0	3-1/2 d6KAP	1d3+1	1	12	6.25	60	Germany	1942	Bulky
M1A1 Flamethrower		+0	+0	2d6+1KAP	1d3	see notes	12	29.00	45	USA	1942	4m Line, Bulky, 125 charges
Flammenwerfer 35		+0	+0	2d6 KAP	1d3	see notes	12	35.80	25	Germany	1939	4m Line, Bulky, 75 charges
20mm Plane Cannon		+2	+2	2-1/2d6 KAP	1d3							
30mm Plane Cannon		+2	+2	3d6 KAP	1d3							
37mm Tank Cannon		+2	+2	3-1/2 dKAP	1d3+1	1	n/a					
75mm Tank Cannon		+2	+4	4d6 KAP	1d3+1	1	n/a					
88mm Tank Cannon		+2	+5	4-1/2 d6KAP	1d3+1	1	n/a					
Anti-Personnel Mine			no	12d6 X								
Anti-Tank Mine			no	5d6 KAP X	1d3							
Anti-Ship Mine			no	26d6 X								
Depth Charge				23d6 X								
500 lb. Bomb				25d6 X								
1000 lb. Bomb				27d6 X								

KEY

2H: Two-Handed (a -1/2 Limitation)

AE: Area of Effect (Radius); the number following indicates the size of the Radius in meters.

AF: Autofire; the number after the letters indicates the maximum number of shots.

ACP: Automatic Colt Pistol

AP: Armor Piercing

FS: Flash Suppressor

M: Magnum

Mann: Mannlicher

Maus: Mauser

mm: millimeter

NR: No Range

RBS: Range Based On STR

S&W: Smith & Wesson

X: Area of Effect (Radius Explosion)

Name: The name of the weapon. This may include a manufacturer and/or model number.

Cal: The weapon's caliber. This is given in fractions of an inch or in millimeters. Many guns are available in other calibers than the one listed, or can be rechambered for another caliber of ammunition by a gunsmith.

OCV: The weapon's OCV modifier.

RMod: The weapon's Range Modifier. An RMod bonus never raises a character's base OCV, it can only negate Range Modifier penalties.

Dam: The damage the weapon does. All figures are Killing Damage unless contained within parentheses (which indicates Normal Damage.)

STUNx: The STUN Modifier for the weapon.

Shots: The number of shots in the gun's cylinder or magazine (in game terms, how many Charges the gun has.) Each gun comes with one "clip" of ammunition unless noted otherwise. The listed number of Charges for semi-automatic weapons does not include having one round "in the pipe": (i.e., chambering one round, then removing the magazine and replacing that round, so that the gun carries one extra round.)

STR Min: The minimum STR necessary to use the weapon effectively. A character without sufficient STR to fire a gun doesn't do any less damage, but does suffer the specified OCV penalty.

PER Mod: The PER Roll modifier to perceive the gun when it's concealed.

A/R Cost: The Active Point/ Real Point Cost of the weapon in Character Points.

Mass: The weight of the gun, in kilograms. Typically, this is the unloaded weight; inserting a clip of ammunition adds up to 50 or 60 grams. If the weapon uses larger drum mags or is belt-fed, the additional weight might be more significant.

Max: The weapon's maximum range, in meters.

Origin: The country where the weapon was created/ is manufactured. Some gun manufacturers may have factories in multiple nations, or sell their guns to various militaries.

Year: The year the weapon was first available. A dash indicates the weapon was invented, in some form, long before the Golden Age.

Notes: Any notes about the weapon. All notes and abbreviations are explained at the end of the tables.

The smoke grenade is built as follows:

GAME INFORMATION: Change Environment 8m radius, -3 to Sight Group PER Rolls (13 Active Points); OAF (-1), Requires a Roll 13- (-1/2), Range Based On STR (-1/4), Real Weapon (-1/4), 1 Continuing Charge lasting 3 Turns (-1).

The tear gas hand grenade is built as follows:

GAME INFORMATION: Sight Group Flash 4d6, Area of Effect (12m, +1), Constant (+1/2), Delayed Recovery (each BODY indicates 1 turn of effect (+2) (100 Active Points); OAF (-1), Requires a Roll 13- (-1/2), Range Based On STR (-1/4), Real Weapon (-1/4). 1 Continuing Charge lasting 1 Turn (-1-1/4).

The M1 Mortar Smoke shells could be fired up to about 2200 meters, and had the following stats:

GAME INFORMATION: Change Environment 16m radius, -3 to Sight Group PER Rolls (13 Active Points); OAF (-1), Bulky (-1/2), Requires a Roll 14- (-1/4), Crewed (-1/4), Real Weapon (-1/4), 1 Continuing Charge lasting 3 Turns (-1).

The flamethrowers do the listed damage for a single burst. They can also be used for a longer spray:

GAME INFORMATION: RKA 1d6, Armor Piercing (x2, +1/2), Constant (+1/2), Uncontrolled (removable by any means that snuffs the fire; +1/2); OAF (-1), Limited Range (as listed), Requires 3 charges per use (-1/2)



UNUSUAL REAL WEAPONS

THE FP-45 LIBERATOR

This weapon was a crude, single-shot pistol that was mass-produced by factories in Indiana for the US Army to drop behind enemy lines in enormous numbers in order to arm insurgents and resistance fighters. Over a million of these were manufactured between 1942 and 1945, but Eisenhower and other American generals were thoroughly unimpressed with the gun's performance and only about 25,000 reached the battlefield, mostly distributed by hand by the OSS in France and Greece. Approximately another hundred thousand were sent to China in 1943. The gun was intended to be delivered in a cardboard box, with 10 bullets and a small comic strip showing how to load it. Ideally the insurgent would sneak up on an enemy soldier, kill him by surprise with the Liberator and then steal his weapons!

THE WELROD SUPPRESSED PISTOL

Designed for the British Special Operations Executive and occasionally also used by American OSS and French Resistance agents, the Welrod was a bolt-action pistol designed with a built-in flash suppressor for stealthy night-time use. (Incidentally, it was also considerably quieter than a regular pistol, and could be quickly disassembled into three component parts for ease of hiding it on your person.) The sights were coated in fluorescent paint to improve its accuracy in low light conditions. Its inventor even created a version that could be hidden in a sleeve! However, the gun was notorious for falling apart quickly as several of its key mechanics were coated in leather and rubber that soon wore off after actual use.

THE PROXIMITY FUZE

The proximity fuze was invented by a small group of British scientists in 1940, most notably William Butement. Until this breakthrough, shells, bombs and other explosive ordnance were designed to explode either on contact with the target, or more advanced versions might work from a timer or altimeter. Each has their own drawbacks; if a contact explosive misses the target, it will either go off on hitting something else or fail to explode at all. Also, explosions at ground level minimize the spread of dangerous shrapnel. Timers and altimeters require high levels of skill to estimate and can be thwarted by skilled pilots. The proximity fuze, using a small radar device that "locks on" to the target and explodes when it comes within a certain distance, makes such weapons significantly more effective, and its development was one of the most closely-guarded secrets of the war. The Pentagon carefully restricted their use until it was clear that neither the Germans nor Japanese were likely to benefit from capturing and reverse-engineering examples; they were not used regularly by US military forces until late 1944, in the Battle of the Bulge in Europe and by the Navy in the South Pacific.

In game terms, consider a shell or bomb with a proximity fuze to have a Trigger, defined as passing within a set distance (typically around 10 meters) of a target (+1/4).

NUCLEAR WEAPONS

Nuclear weapons are defined for the Hero System in the Equipment Guide (p. 219-224.) For calculation purposes, the nukes that were used at Trinity, Hiroshima and Nagasaki were all approximately between 15 and 21 kilotons of TNT equivalent, or about one fiftieth the size of the sample bomb used in that worthy tome. Therefore, if it ever becomes somehow necessary to determine the effects of such a bomb in your game, you should deduct about 5 DCs from each level of effect the bomb creates.

WEIRD WEAPONS

A Golden Age Champions campaign is of course under no obligation to stick to the weapons and technology actually used during the war. Mad scientists and brilliant Gadgeteers might create any number of advanced devices; the following section includes both fictional weapons common to stories from the period, as well as weapons that were at least considered by real world scientists before and during the war.

DEATH RAYS

Derived from microwaves, charged-particle beams or Nikola Tesla's proposed "teleforce," guns that fire beams of devastating energy are commonplace weird gadgets. The first version is the oversized cannon mounted on a platform in the villain's castle or laboratory, killing his opponents at long distance while leaving structures and objects unharmed:

GAME INFORMATION: RKA 8d6, Increased Maximum Range (4800m, +1/2), No Range Modifier (+1/2); OAF Bulky (-1-1/2), Only Works Vs. Living Beings (-1/2), 4 Charges (-1). A/R: 240/60.

There are dozens of variations available of the death ray, including adding Areas of Effect or even making the beam NND (Does Body.)

RAYGUNS

This amazing pistol fires a beam of energy rather than a bullet! Depending on the inventor's whims, the beam may look like a crackling bolt of lightning, a straight beam in just about any color, a row of expanding energy-circles, or just about any other appearance imaginable.

GAME INFORMATION: Blast 8d6, 24 charges (+1/4); OAF (-1), Beam (-1/4), STR Minimum (8; -1/4). A/R: 50/20.

SONIC CANNON

The sonic cannon generates sound from controlled explosions in massive tanks, which are amplified by massive parabolic receivers and fired at distant targets. This one causes both lethal

damage to internal organs and a sense of vertigo, as well as creating a deafening noise.

GAME INFORMATION: RKA 1d6, Constant (+1/2), Indirect (Source is always cannon, but Path can change to penetrate barriers: +1/2), plus DEX Drain 2d6, Constant (+1/2), Indirect (Source is always cannon, but Path can change to penetrate barriers: +1/2), plus Darkness vs. Hearing Group (5m Radius) Constant (+1/2), Indirect (Source is always cannon, but Path can change to penetrate barriers: +1/2); OAF Bulky (-1-1/2), 16 charges (-0). A/R: 100/40.

V-3 HOCHDRUCKPUMPE

The V-3 was a planned “supergun” the Germans intended for use on London in late 1944. The original secret project was called “Hochdruckpumpe” (“high-pressure pump”) for security reasons, and the name stuck even once the gun was revealed to the public. Though the first gun was destroyed by RAF bombers before it was ever completed, two smaller ones were used by the SS for bombardment of Luxembourg. Over the course of about six weeks, the smaller guns were fired 142 times, of which about 44 struck the city, with estimated totals of 10 dead and 35 wounded.

The guns were designed to fire up a 130-meter long “barrel,” usually up the slope of a hill, with additional charges placed along the way to fire in sequence and accelerate the projectile, which were shells up to 1.8 meters long. In tests the guns were able to fire up to 50 miles with impressive accuracy when they worked; however, the charges frequently failed or fired out of sequence and caused the shells to slow rather than accelerate. Also, the guns themselves were prone to falling apart or bursting the barrel. The Luxembourg guns that did fire had barrels only 50 meters in length, and were sighted in to hit specific targets 8 miles away.

SUN GUN

Hermann Oberth, a German physicist, first proposed an orbital platform weapon that would use a 100-meter wide mirror to focus a beam of deadly solar energy on a small target in 1929. Though his plans were unworkable, the German army never gave up on the basic idea. Beginning around 1942 the scientists at the Hillersleben Army Artillery Proving Grounds wrote up plans for an orbital “Sun Gun,” this one with a mirror made of metallic sodium and an area of 9 square kilometers, which could focus a beam from 5000 miles up that could burn an entire city or boil a section of the ocean. These plans were captured by US soldiers at the end of the war, and details were published LIFE Magazine in July of 1945.

GAME INFORMATION: RKA 3d6, Area of Effect (1m Megascala (1m = 1km; +1-1/4), MegaRange (1m = 10km, +1-1/4), Penetrating (x2; +1); 6 Continuing Charges Lasting 1 minute (-0), OAF Immobile (Orbital; -2), Extra Time (1 Turn; -1-1/4), No Knockback (-1/4). A/R: 202/45.

KATE-GO

This Japanese weapon actually made it through the initial design phase before being determined to be unworkable. A small rocket was fired from a mortar, which unrolled a length of piano wire behind it that was attached to an unfurling metal net. The net would fall onto the enemy, whereupon it would deliver a charge of 2500 to 5000 volts. Unfortunately, the actual net design and short range of the weapon thwarted the designers.

GAME INFORMATION: Entangle 3d6, Area of Effect (2m Radius +1/4) plus Blast 5d6, NND (defense is insulated ED; +1), Area of Effect (2m Radius, +1/4); OAF (-1), Limited Range (8m, -1/4), 1 Recoverable Charge (-1-1/4). A/R:150/43.

VEHICLES

The Golden Age is still a period where world travel still signifies high adventure. Even heroes patrolling a single city will need to get from place to place in a hurry. This section covers the automobiles, planes, ships and other vehicles characters use to chase down their enemies, as well as the mighty engines of war used by militaries around the world.

It's important to note that during the Golden Age most car and other commercial vehicle manufacturers took massive military contracts and converted their factories over to war production, Europeans in 1938 or so and US makers starting in late 1941 to early 1942. Even the wealthiest millionaire playboy would still be driving a car several years old throughout the duration of the war.

UNUSUAL REALISTIC VEHICLES

KUGELBLITZ

The Kugelblitz was a mobile anti-aircraft gun built on a Panzer IV chassis, with an enclosed, rotating turret. Only five were ever completed, most of which were used for the first time in the defense of Berlin in April 1945. One was definitely destroyed in Thuringia, where it was recovered from being buried in a hillside in 1999. Use the stats for the Panzer IV, but replace the main cannon with a 30mm MK103 Anti-Aircraft flak gun and lower its base move to 15m (x4 NC).

THE GRAF ZEPPELIN

Germany never completed an aircraft carrier, despite laying down the keel for its first one in December of 1936. The Graf Zeppelin, named for the Count who formed the airship company, first went to sea in December of 1938 and was still only about 85% finished when the war broke out the next year. Once Germany conquered Norway, the change in strategies and new requirements for the Kriegsmarine meant postponing the aircraft carrier project, and the Graf Zeppelin remained at anchor in the Baltic Sea and was eventually



returned to dry-dock in 1942. Admiral Erich Raeder tried several times to convince Hitler and Goering of the potential usefulness of carriers (three more were planned for after the Zeppelin), but inter-service conflicts between the Luftwaffe and Kriegsmarine delayed progress, and eventually Hitler lost faith in the capabilities both of the Kriegsmarine's surface ships and Raeder himself, who was sacked in early 1943.

The Graf Zeppelin was eventually towed into the Parnitz River and sat largely unattended for two more years, until it was scuttled just before the arrival of the Soviets in April 1945. The Soviets salvaged the ship a year later, but it was damaged in transit and then stripped for parts. The shell was used for explosives tests in 1947 and sank for good.

In the Champions Universe, the Graf Zeppelin might have fared better, and a secret commando raid might be organized by mystery men to sink the ship before it can finally be completed and released from a Baltic dry-dock.

WEIRD VEHICLES

As with weaponry, Golden Age adventurers might use or encounter a wide range of fantastic modes of transport. Any of these might be used by supervillains or Axis forces, or perhaps might still be on the drawing boards so plans for them might be used as Macguffins.

ROCKET U-BOAT

The Nazis were the first to consider putting missiles onto a submarine, carrying out the first tests at Peenemunde in 1941. However, since effective guidance systems for missiles had yet to be developed, the project was deemed unworkable and tabled briefly. Once the V-1 was successful, designers returned to the concept and began making prototypes in 1943. Several promising proposals were scuttled by inter-service breakdowns, as the V-1 was reserved to the Luftwaffe and they and the Navy were rivals for Hitler's attention. By the time this was resolved, the V-2 was the latest rocket design, and was physically too large to be carried by any current German submarines. Of course, any German mad scientist worth his schnitzel could overcome such prosaic difficulties.

KUGELPANZER

Very little is known about this real-life rollzeug, or "rolling vehicle." It was a spherical one-man tank, captured in Japan by Soviet troops but definitely of German manufacture. It runs on a single-stroke engine that turns two circular tracks around the sides, which are steered by a single internal driver's wheel. It was lightly armored (2 DEF) and had no offensive weaponry (or anywhere to shoot it from, as it had only a single slit for viewing.) Analysts have speculated that it was designed for reconnaissance or artillery observation. Since the drive was removed, any estimate of its ground speed would be pure speculation. The Soviets put the only known model in the Kubinka Tank

Museum, where it still resides today. Please do go look this thing up, and then imagine how amazing it would be to see hundreds of them emerging from the woods mounted with machine guns...

JETPACKS

This amazing gadget, not much larger than a typical backpack, allows the wearer to fly! It uses ordinary gasoline for fuel, making it easy to refuel in mid-adventure if necessary.

GAME INFORMATION: Flight 30m; OIF (-1/2), 1 Continuing Fuel Charge lasting 2 Hours (gasoline, Easy To Obtain; -0). A/R: 30/20.

DANGEROUS JET PACK

Wearing a rocket and a tank of gas on your back isn't exactly safe. If this version of the Jetpack takes even a single point of BODY damage past its 6 DEF from an energy attack (or any other attack that could ignite the fuel), it bursts into flame, causing the user to take 2d6 damage every phase (no defense) until the flames are extinguished.

GAME INFORMATION: Add Side Effects (see above; -1/4). A/R 30/17.

EARLY MECHA

Actual mecha, as in giant fighting machines usually in humanoid or animal forms and frequently piloted by humans, are anachronistic even in Japan, where the idea didn't really begin in their science fiction until Tetsujin 28-Go in 1956. Nevertheless, over the decades anime and manga have put giant robots into every setting from ancient fantasy to the far future, so there's no good reason not to include them in the Golden Age if your players go in for that sort of thing. After all, the Boy King rode around on the shoulder of a giant statue, and heroes like that need some opposing giant constructs to fight.

The giant mecha described in the vehicle charts is one such construct. Since the Japanese high command was obsessed with bushido ("the way of the warrior"), it stands to reason that this metal monstrosity could be none other than a gigantic samurai. Standing some 20 meters in height, the mecha samurai would appear to be armored in the fashion of a Sengoku-era warrior. Elaborately painted and decorated (primarily in red and white with a gold chrysanthemum crest), with a helmet bearing a symbolic rising sun, the mecha samurai would be armed with weaponry appropriate to its nature. Machine guns would be mounted on the forearms, allowing the samurai to engage infantry and aircraft. In the middle of the chest, behind the chrysanthemum, would be an artillery piece, for use against tanks and the like. And like any true samurai, the mecha would carry a katana and wakizashi, the long and short swords marking samurai rank. With blades three to six meters in length, these swords are perfect for cutting into Allied warships and the like.

THE SONNENRAD

This terrifying vehicle consists of two connected "wheels" 40 meters in diameter, with

Name	Size	OCV	Mass (KB)	STR	DEF	BODY	DEX	OCV	DCV	SPD	Move	Max	Year	Cost
Miscellaneous Cars and Trucks														
Cadillac Coupe de Ville	6x2.5x3	+3	2t (-4)	35	3	16	13	5	5	3	44m x4	528m	1949	\$3,497
Chrysler New Yorker	5x2.5x2.5	+2	1.6t (-4)	30	3	14	14	5	5	3	43m x4	516m	1941	\$1,385
Ford Deluxe Fordor	5x3x3	+3	2t (-4)	35	3	15	14	5	5	3	40m x4	480m	1940	\$808
Ford F-Series Pickup	4x2.5x2.5	+2	1t (-3)	30	3	14	13	5	5	3	38m x4	456m	1938	\$525
Ford Station Wagon	6x3x3	+3	2.2t (-4)	35	3	16	13	5	4	3	38m x4	456m	1947	\$1,525
Rolls Royce Wraith	5x3x2	+2	1.9t (-4)	35	3	15	16	5	5	3	38m x4	456m	1938	\$8,500
Studebaker Champion	5x2.5x3	+2	1.6t (-4)	30	3	14	12	5	5	3	28m x4	336m	1940	\$660
Motorcycles														
H-D FL	2.5x 1.2x 1.2	+0	200k (-1)	15	4	12	17	6	6	3	44m x4	528m	1948	\$180
H-D 61E	2.5x 1.2x 1.2	+0	200k (-1)	15	4	13	18	6	6	3	42m x4	594m	1936	\$150
Indian Chief	2.5x 1.2x 1.2	+0	200k (-1)	15	4	12	15	6	6	3	40m x4	480m	1938	\$215
Vincent Black Lightning	2.5x 1.2x 1.2	+0	200k (-1)	15	3	11	20	6	7	4	50m x4	800m	1948	rare
Other Ground Vehicles														
Bank Armored Car	6x3x3	+3	6.4t (-6)	40	7	16	10	5	4	3	38m x4	456m		
Street/Cable Car	10x5x4	+4	12.5t (-7)	45	4	17	8	5	5	3	24m x4	288m		Must follow tracks
Train/Subway Engine	16x8x4	+6	50t (-9)	55	5	19	8	5	5	3	36m x4	432m		Must follow tracks
Train Passenger Car	13x8x4	+6	30t (-8)	50	5	18	8	5	5	n/a	n/a	n/a		Pulled by Engine
Military Ground Vehicles														
Ford/Willys "Jeep"	3.5x 1.5x 1.5	+1	800k (-2)	25	3/2	13	13	5	5	3	28m x4	336m	1940	
Ford 6x6 Cargo Truck	6x2.5x3	+3	2.5t (-4)	40	4	17	10	3	3	3	24m x4	288m	1940	
Indian 841 Motorcycle	2.5x 1 x1.2	+0	240k (-1)	15	4	11	15	6	6	3	35m x4	420m	1941	
M-3A1 Halftrack	6x2x2	+2	8.4t (-6)	40	8	17	13	5	5	3	20m x4	240m	1940	

Name	Size	OCV	Mass (KB)	STR	DEF	BODY	DEX	OCV	DCV	SPD	Move	Max	Country	Year	Cost
Military Tanks															
M-3 Stuart	4.5x 2.5x 2.5	+2	14.7t (-7)	45	8	17	10	5	5	2	24m x4	192m	USA	1941	crew:4, 37mm cannon
M-3A1 Lee	5.5x3x3	+3	30t (-8)	53	11/8	18	10	5	5	2	18m x4	144m	USA	1941	crew:7, 75mm cannon'
M4A1 Sherman	6x 2.5x 2.5	+3	30t (-8)	53	13/9	18	10	5	5	2	20m x4	160m	USA	1942	crew:5, 75mm cannon
Churchill Mk IV	7.5x 3x 2.5	+3	39.5t (-8)	53	10/8	18	10	5	5	2	15m x4	120m	Britain	1941	crew:5, 75mm cannon
T-34	7x3x2.5	+3	26.5t (-8)	48	12/8	18	10	5	5	2	22m x4	176m	USSR	1940	crew:5, 76.2mm cannon
Panzer III	5.5x 3x 2.5	+3	23t (-8)	48	10/7	18	10	5	5	2	16m x4	128m	Germany	1939	crew:5, 75mm cannon
Panzer IV	6x3x3	+3	25t (-8)	50	11/8	18	10	5	5	2	18m x4	144m	Germany	1939	crew:5, 75mm cannon
Panther	7x3x3	+3	45t (-8)	55	15/9	19	10	5	5	2	19m x4	152m	Germany	1943	crew:5, 75mm cannon
Tiger	6x 3.5x 3	+3	54t (-9)	58	15/10	19	10	5	5	2	19m x4	152m	Germany	1942	crew:5, 88mm cannon
Miscellaneous Air Vehicles															
Pitcairn Auto-Gyro	4x2x2	+2	400k (-2)	15	3	12	20	5	5	4	30m x4	480m		1932	
DC-3 Airliner	20x 10x 5	+8	7.7t (-6)	35	3	17	15	5	5	3	48m x8	1152 m		1936	2 crew, 21-32 pass.
Boeing 314	32x8x6	+9	22t (-7)	53	3	19	15	5	5	3	60m x8	1440 m		1939	Sea Plane
"Yankee Clipper"															
Military Air Vehicles															
Name	Size	OCV	Mass (KB)	STR	DEF	BODY	DEX	OCV	DCV	SPD	Move	Max	Year	Notes	
Douglas C-47 Skytrain	20x 10x 5	+8	8.2t (-6)	43	3	17	15	5	5	3	50m x8	1200m	1941		
PBY-5A Catalina	20x 8x 6	+7	9.5t (-6)	45	3	17	17	5	5	4	33m x8	1056m	1936	Sea Plane; 10 crew; 3x .30cal MGs and 2x .50cal; 1.8t in bombs or torpedos	
Bell P-39 Airacobra	9x 3.5x 4	+4	3.0t (-4)	38	3	15	24	5	5	5	51m x8	2040m	1941	37mm in nose, 4x 50 cal browning m2 2/2	

Curtiss P-40 Hawk	10x4x4	+4	2.8t (-4)	38	3	15	23	5	5	5	48m x8	1920m	1939	4x .30MGs
Curtiss Helldiver	12x5x4	+4	4.8t (-5)	40	3	16	19	5	5	5	40m x8	1600m	1942	2x 20mm cannon, 2x .30MGs in rear cockpit, 2t in bombs
P-51D Mustang	10x4x4	+4	3.5t (-5)	38	3	15	23	5	5	5	58m x8	2320m	1942	6x .30 MGs
Grumman XF5F	9x4x3.5	+4	3.6t (-5)	38	3	15	22	5	5	5	52m x8	2080m	1940	(Blackhawks)
P-38F Lightning	12x 4.5x 4	+4	5.8t (-5)	43	3	16	21	5	5	4	70m x8	2240m	1941	1x 20mm cannon, 4x .50cal MGs, multiple combos of 2t in bombs/ rockets
B-25C Mitchell	16x5x5	+5	8.9t (-6)	45	4	18	20	5	5	4	45m x8	1440m	1941	6x crew; 12-18x .50 MGs, Mark 13 torpedo, 8x 5-inch rockets, 1.4t in bombs
B-17G Flying Fortress	23x 7x 6	+8	16.4t (-7)	50	5	19	20	5	5	4	48m x8	1536m	1938	10x crew; 13x .50cal MGs, 3.6t in bombs
B-24D Liberator	21x 8x 5.5	+8	16.6t (-7)	50	4	19	20	5	5	4	50m x8	1600m	1940	11x crew; 10x .50cal MGs, 3.6t in bombs
B-29 Superfortress	30x 11x 8.5	+9	33.8t (-8)	55	4	20	18	5	5	4	60m x8	1920m	1944	11x crew; 8-10 .50cal MGs in turrets, 2 more plus 1 20mm in tail; 9t in bombs
Sikorsky R4 Helicopter	10x4x4	+4	950k (-3)	28	3	12	13	5	5	4	25m x4	400m	1944	pilot +1
Rigid Dirigible	240x 40x 45	+14	91t (-9)	58	3	20	5	4	4	2	28m x4	224m	1933	carried 5 Sparrowhawks
Curtis F9C2 Sparrowhawk	7x2x3	+3	950k (-3)	28	3	13	15	5	5	4	60m x4	960m	1931	biplane, carried by other craft
Hawker Hurricane	10x3x4	+4	2.6t (-4)	35	3	15	20	5	5	5	46m x8	1840m	1937	4x 20mm MGs, 230 kgs of bombs
Supermarine Spitfire	9x3x4	+4	2.3t (-4)	35	3	15	23	5	5	5	50m x8	2000m	1938	8x .303 Browning MGs
de Havilland Mosquito	14x 5.5x 5.5	+5	6.0t (-5)	40	3	17	20	5	5	4	61m x8	1952m	1941	4x 20mm plus 4x .303 MGs, 1.8t in bombs
Yak-1	8.5x 3x 2.5	+4	2.4t (-4)	33	3	15	20	5	5	4	60m x8	1920m	1940	1x 20 mm cannon, 1x 12.7 MG
Yak-7b	8.5x4x4	+4	2.5t (-4)	35	4	15	20	5	5	4	59m x8	1888m	1942	1x 20 mm cannon, 2x 12.7 MG
Tupolev TU-2	14x6x4	+5	7.6t (-6)	43	3	17	19	5	5	4	55m x8	1760m	1942	crew:4; 2x 20mm cannon, 3x 7.62mm MGs, 3.7t in bombs

Fokke-Wulf FW190	9x3.5x4	+4	3.2t (-4)	38	3	16	20	5	5	5	54m x8	2160m	1941	2x 13mm MGs, 4x 20mm cannon
Heinkel HE111	16x7.5x4	+7	8.7t (-6)	45	3	18	20	5	5	4	46m x8	1472m	1935	crew:5; 7x 7.92 MGs, 1x 20mm cannon, 5.6t in bombs
Junkers JU88	14x8x5	+7	8.6t (-6)	45	3	18	19	5	5	4	53m x8	1696m	1939	crew:4; 5x 7.92 MGs, 3t in bombs
Messerschmitt Bf109	9x3x2.5	+4	2.2t (-4)	35	3	14	20	5	5	5	53m x8	2120m	1937	2x 13mm MG, 1x 20mm cannon
Messerschmitt Me262	10.5x4x3.5	+4	3.8t (-5)	40	3	16	23	5	5	5	75m x8	3000m	1944	1st jet; 4x 30mm cannon, 24 R4M rockets, 1t in bombs
Me 163 Komet	6x3x3	+3	1.9t (-4)	35	3	14	25	5	5	5	80m x8	3200m	1944	1st Rocket; 2x 30mm cannons
V-1 Flying Rocket	8.5x5.5x1.5	+3	2.1t (-4)	30	4	14	5	5	5	2	135m x8	2160m	1944	unmanned flying bomb, no steering
Misubishi A6M Zero	9x4x3	+4	1.7t (-4)	33	2	14	25	5	6	5	55m x8	2200m	1940	2x 7.7mm MGs, 2x 20mm cannon; 2x 60k bombs
Mitsubishi Ki-21	16x6x5	+7	6t (-5)	43	3	17	20	5	5	4	50m x8	1600m	1938	crew:5-7; 4x 7.7mm MGs, 1x 12.7mm cannon; 1t in bombs
Nakajima J1N	13x6x4.5	+5	4.5t (5)	40	3	16	20	5	5	4	53m x8	1696m	1942	crew:2; 4x Type 99 MGs

Miscellaneous Sea Vehicles

Speedboat	6x 3x 2	+3	3t (-5)	30	3	15	14	4	4	3	25m x2	125m		
Ocean Liner	320x 100x 18	+14	400kt (-20)	120	6	32	5	4	4	2	36m x2	144m		
Tramp Steamer	100x 40x 12	+11	12.5kt (-12)	100	6	27	8	4	4	2	16m x2	64m		

Military Sea Vehicles

PT Boat	24x 6x 4	+6	47t (-8)	53	5	19	10	4	4	2	31m x4	248m	1942	crew:12-17; 4x Mark 8 torpedoes (7dK X), 2x .50cal MGs
Navy Destroyer Escort	93x 11x 7	+10	1.5kt (-14)	80	8	24	8	4	4	2	19m x4	152m	1943	crew: 200-240
Navy Destroyer	115x 12x 10	+10	2kt (-14)	85	8	25	7	4	4	2	28m x4	224m	1941	crew:329
Navy Battleship	222x 33x 16	+13	37 kt (-18)	105	8	29	5	4	4	2	22m x4	176m	1942	crew: 1,880
Aircraft Carrier	252x 35x 12	+13	21kt (-18)	100	9	28	5	4	4	2	25m x4	200 m	1938	crew:2,217, carries up to 90 aircraft

Navy Submarine	95x 8x 7.5	+10	1.5kt (-14)	80	8	24	8	4	4	2	16m x4	128 m		1940	crew: 80; 7m x4 speed when submerged
Bismarck	251x 36x1 4	+13	42kt (-18)	105	8	29	5	4	4	2	23m x4	184 m	Germany	1939	crew:2,065
Graf Zeppelin	262x 36x 17	+13	34kt (-18)	100	8	28	5	4	4	2	25m x4	200 m	Germany	n/a	Specs.
Yamato	263x 39x 16	+13	70kt (-19)	108	9	30	5	4	4	2	21m x4	168 m	Japan	1942	crew:2,767
U-Boat	67x 6x 10	+9	770t (-12)	75	8	23	8	4	4	2	14m x4	112 m	Germany	1936	crew: 44-52; 6m x4 speed when submerged
Type B Submarine	109x 9x 7	+10	2.6kt (-14)	85	8	24	8	4	4	2	18m x4	144 m	Japan	1940	crew: 94; 6m x4 speed submerged

Ridiculous Vehicles

Sonnenrad	14x 14x 3	+6	200t (-11)	65	12	20	13	5	5	3	30m x4	360 m	Germany	xxx	crew:2; 8x .30 MGs, additional weapons possible.
Nazi Flying Saucer	8x 3x 3	+4	2t (-4)	35	4	13	20	6	6	4	75m x8	2400 m	Germany	xxx	2x 20mm cannons
Nazi Colony Ship	200x 75x 75	+13	12kt (-17)	100	10	28	15	5	5	4	200m x8	6400 m	Germany	xxx	
Mecha Samurai	20x 8x 8	+6	100t (-10)	65	9	20	13	7	6	4	20m x4	320 m	Japan	xxx	2x type 99 MGs, 1x 12.7mm Cannon, 5d6 KA (sword, 6m reach)

KEY

The accompanying vehicle tables list the following information:

Size: The length and width of the vehicle. This does not include the wings on airplanes, rotors of helicopters, or the like.

OCV+: The OCV bonus an attacker gets to hit the vehicle, based on its size.

Mass (KB): The mass of the vehicle when empty and its Knockback modifier.

STR: The maximum lifting Strength of the vehicle. Use the rules for Encumbrance to determine if a vehicle is too overloaded to move at full speed.

DEF: The PD and ED of the vehicle (they're equal, unless listed otherwise.) If the DEF is listed as #/#, the first number is the defense from the front, the second number is the defense from the sides, bottom, top and rear. If the DEF is in brackets, it is Hardened.

BODY: The amount of BODY the vehicle can take before it stops running.

DEX: The maximum effective DEX which can be used when operating the vehicle.

SPD: The maximum effective SPD which can be used when operating the vehicle.

MOVE: This is listed as #x#; the first number is the vehicle's maximum Combat Movement, and the second number is the vehicle's Noncombat multiple.

MAX: The maximum amount in meters the vehicle can travel in one full Turn at Noncombat Movement velocities.

A/R: The cost of the vehicle, expressed as total cost/cost to buy the vehicle as a Perk.

Year: The year the vehicle was first available.

Price: The price of the vehicle the year it was first available. N/A indicates a vehicle for which price is inapplicable because only governments and large corporations can afford to build them.

a small pod in the center of the connecting rod joining the two wheels at their axes. The outside of the wheels are painted in the pattern of the Schwarze Sonne (Dark Sun), a mystical symbol used both by Himmler's SS and Totenkopf's RSvKg. The interior tracks of each wheel contain eight .30 caliber machine guns each of which only fire when they are facing forward. The pod itself seats a pilot, a radio officer and a gunner, who controls both the wheel guns and a larger weapon (sometimes R4M rockets, or occasionally more mad science weapons like electroblasters or death rays) that can deploy from the base of the pod itself.

FLYING SAUCERS

Ufologists have linked Nazi Germany to mysterious flying objects for decades. It's certainly true that the Luftwaffe had a number of "Wunderwaffe" ("wonder weapons") under some form of consideration, particularly at the end of the war when desperation was beginning to set in and there was little profit in telling one's superiors the truth about their prospects any more. It's also true that Allied pilots occasionally reported "foo fighters," weird aerial phenomena that included mysterious lights, ball lightning and more elaborate descriptions of small mystery craft, and these reports were sufficiently common that some intelligence agencies suspected the Nazis had developed either remarkably small rockets or some sort of EM pulse weapon.

However, most of the claims for German UFO technology came from reports after the war, during the "flying saucer" craze of the 1950s. One of Mussolini's Ministers of Finance claimed in an Italian newspaper in 1950 that flying disc vehicles were being worked on by both Italian and German scientists during the war. And when Avro Canada announced their designs for the circular

Avrocar in 1953, a German engineer named Georg Klein claimed their designs had been copied from captured German documents, though he provided no proof. Conspiracy theorists expanded on these claims in books throughout the 1960s and 1970s, particularly in *The Morning Of The Magicians* by Jacques Bergier and Louis Pauwels in 1960. Some versions of the Glocke (see p. 144) are actually vehicles, though it usually has more extensive abilities than simple flight.

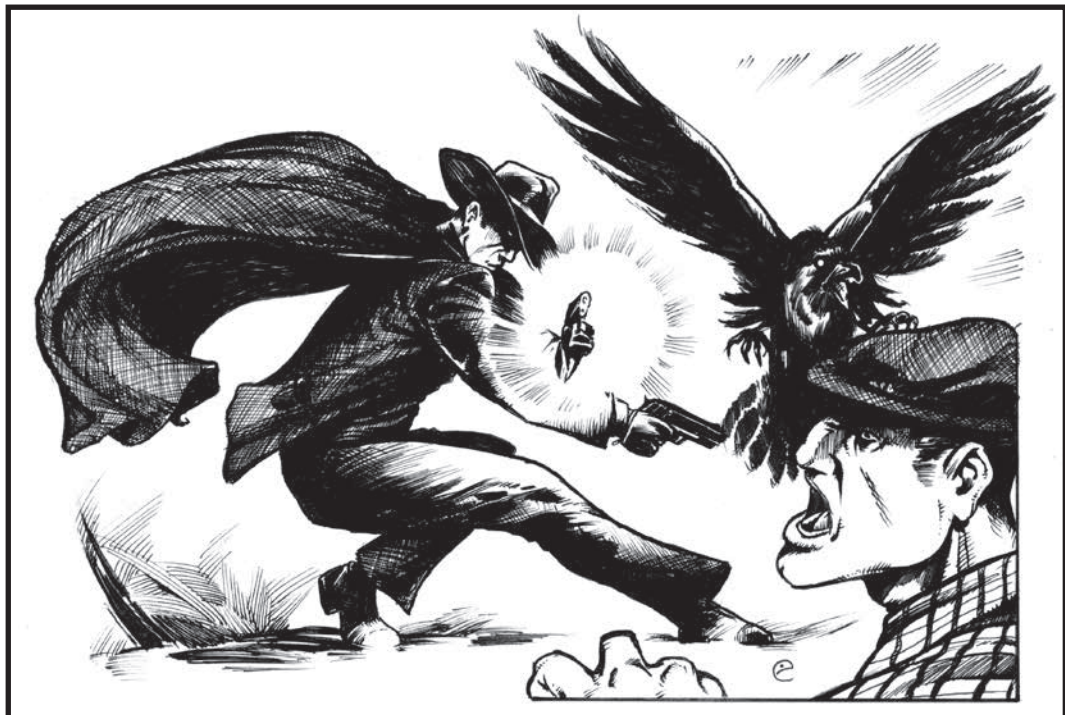
If the Axis in your campaign has UFO technology, here are some write-ups for them as vehicles:

FLYING SAUCER

This barely-plausible vehicle consists of a centralized, roughly spherical cockpit barely large enough for two pilots (approximately three meters in diameter), which is itself surrounded by an eight-meter diameter disk containing high-speed moving turbine blades. Armed designs might have small machine guns, and/or carry several 82mm HE rockets. Typically these small vehicles are reputed to be highly maneuverable and top out at about 400 mph (though some claims go considerably higher, perhaps Mach 2 or more.)

COLONY SHIP

In the Champions Universe, the last surviving Nazi leaders (including Totenkopf and Adolf Hitler, whose brain had been removed from his body in his Berlin bunker and placed in a robot body) fled to a secret redoubt in Antarctica, planning to leave Earth and conquer the aliens who live on Jupiter's moon Ganymede. This was the site of the secret final battle of the war, and the ship below was destroyed by the Defenders of Justice before it was able to even reach orbit. It was intended to carry about 2000 Nazis traveling at about .001c, and would have taken a month to reach Ganymede.



CHAPTER FIVE

CAMPAIGNING IN THE GOLDEN AGE





MOVING A GAME THROUGH THE TIMELINE

This chapter of the book is FOR GAME-MASTERS ONLY!! If you have any intention of actually playing in a Golden Age Champions campaign being run by a Game Master (or more than one) who uses this book for GM-ing advice, and you would enjoy being surprised by specific events along the way, I strongly advise not reading any more of this chapter. So go away, and we'll see you again in Chapter Six.

Are they gone? Okay, good.

This chapter is very much about the ebb and flow of a long-term Golden Age campaign, and contains a lot of personal tips and tricks I've come up with in over twenty years of running them. Even if you're not committing to the long haul, however, there's still plenty of advice on running shorter campaigns or single scenarios, including what points in the timeline might be the best places to set specific kinds of stories.

Also, it should be made clear that these are only opinions and guidelines and there is absolutely nothing wrong with not following them or changing them around to suit your own campaign. As always, you know your players better than any book can, and you should trust your gut. Remember the Golden Rule of Gaming: If You're Having Fun, You're Doing It Right. If you're not, or not as much as you think you could, here's some advice to try out.

PERIOD VS. RETRO

There are two "modes" of playing Golden Age Champions, which I have labelled for convenience Period and Retro. "Period" means that the GM and players are attempting to some extent to duplicate the actual comicbooks published between 1938 and 1950 as a genre, and valuing authenticity to those comics in your style of play. I personally believe that except in rare circumstances this is a mistake. Firstly, those comics were usually aimed at a much younger and much less sophisticated audience than the typical group of roleplayers, and while the cruder plots and fanciful inventions of the Golden Age can serve as marvelous inspiration, the humor of trying to duplicate the simple, even childish plots will wear thin rapidly.

Secondly, these comics were very much of their time, and therefore include unpleasant instances of active racism and sexism. Even the comics without specifically objectionable scenes depict a world where all of the heroes are straight white males and anyone not fitting that category is at best a member of the supporting cast. Again, many players are likely to object to this sort of marginalization.

Lastly, there are vanishingly few actual instances of superhero teams actually working together in the manner established by Silver Age teams like the Justice League or Avengers (and therefore by players more familiar with those examples.) The typical "team comic" of the Golden Age, best exemplified by the Justice Society's appearances in All-Star Comics but also by the Seven Soldiers Of Victory and the All-Winners Squad, usually began with the heroes discovering a mutual threat, which would require the individual members to split up and deal with some smaller portion of the problem, perhaps a part of the master villain's plan being carried out by an interesting henchman. (These individual adventures would frequently be drawn by the character's regular artist from their solo series, leading to jarring stylistic changes within a single issue.) Once each hero had their solo adventure, they would gather together at the end to confront the main threat or villain as a group to close out the framing sequence in the last page or two. As you

might imagine, the extended separation of the heroes makes this a generally non-viable pattern for a typical gaming group.

Instead, I recommend a second mode of play I call “Retro.” This approach instead treats the core texts of the genre to be the more recently-published adventures of heroes from Period comics: Invaders, All-Star Squadron, and the various Justice Society titles are the most notable of these. The Retro mode acknowledges the existence of the Period tales but generally recasts them in a more modern style to accommodate current players. Negative aspects of the 1940s like racism and sexism may still arise in a Retro game, but are universally recognized “editorially” as negative and usually not held by sympathetic characters (or, if they are, are treated as problems to be overcome.) An effort is made to represent female characters and those of various ethnic backgrounds into the stories.

Retro teams also adopt the trappings and tactics that players will be familiar with, even if they historically developed after the heroes in question – for example, teams that work together exclusively rather than simply being pantheons of solo heroes. Involvement of your heroes in actual historical events like Pearl Harbor or D-Day is obviously Retro and not Period, as is awareness of events that will happen after the “present day” used for dramatic or suspenseful effect – if, for example, a supervillain in your game is menacing young Congressman John F. Kennedy in 1946 (as Roy Thomas described in the pages of *What If?* In 1977), then you’re playing Retro instead of Period. The combination of player comfort and dramatic potential clearly outweigh any value from being historically authentic to the original comics, certainly if a campaign of any length is desired.





GOLDEN AGE CHAMPIONS THROUGH THE YEARS

1935-1937: THE FADING DAYS OF PULP

Technically, these years aren't part of the Golden Age, but more of a Platinum Age. There are a few historical characters who are definitely part of the Golden Age who got their start here, though, and it's certainly reasonable to posit that if the pre-War period is the most interesting part of the Golden Age to you, why not start earlier and enjoy more of it? As always, my first piece of advice is to get hold of the astounding Pulp Hero sourcebook by Steven S. Long, which remains the pinnacle of setting advice and support for that genre. The difference between Pulp heroes and Golden Age superheroes can be quite blurry in some cases, and characters like Mandrake, The Phantom, and Doctor Occult bridge that gap entirely.

In this setting, the troubles of Europe remain distant and hypothetical to most heroes (though pulpy globe-travelers will certainly be more aware of the rise of fascism and the smoking firebrands of conflict around the world.) At home, the US is still deep in the Depression and financial hardship can be seen everywhere. Roosevelt came into office in 1933, and the New Deal policies are still being implemented; the WPA is created in 1935, and Social Security is introduced later the same year. The spring of 1935 sees some of the worst of the Dust Bowl across the American West. It's a time of scientific and engineering breakthroughs: Hoover Dam is built, new airplanes break speed records regularly, and nylons and color film become available. Scientists discover or create new elements, perform amazing new types of surgery, and develop the first prototypes of calculating machines. Superheroes in this period should fit comfortably into the worlds of the pulps, either as scientific marvels, mystical savants, or masked vigilantes battling the seemingly untouchable forces of organized crime.

1938-1939: THE GATHERING STORM

The Golden Age of the Champions Universe begins in May of 1938 for the same reason I date the actual superheroic age the same way: that's when Action Comics #1 hit the stands, introducing Superman to the world as the first real superhero. Now, of course, you can place the specific debut of your own first superhero any time that you like, but choosing this one not only provides a certain dramatic appeal and tribute to the real world event that started all of this wonderfulness, but also works out excellently for timing a long-term campaign. I have run three campaigns using the "Martian invasion" (p. 312) from the War Of The Worlds radio broadcast as the event that brings my table's disparate superheroes together. If May or June is their "origin," then they've had a few solo adventures before teaming up over Halloween, just enough to have plausibly established a bit of a reputation, some supporting-cast NPCs, and maybe a recurring villain or two.

The period of 1938-39 in a long-term campaign should be focused on building the characters and the team. They should experience regular victories, and have the opportunity to establish their personalities and how they interact with each other in comparatively low-pressure situations. The earliest superhero stories generally involve complete power fantasy fulfillment- the hero discovers an injustice, and sets about righting it with very little in the way of setbacks. Rarely did early superheroes ever run into threats that were genuinely at the same power level as themselves; they might be surprised by an interesting power or tactic, but they would adjust quickly and generally resolve the situation with overwhelming force. The stories tended to be more about puzzle-solving than direct contests between equals. Costumed but non-super theme villains commit clever crimes that need to be solved by the collection of clues or interrogation of street thugs. Mad scientists might have a dangerous, even world-threatening device, but the heroes would track down the location of the lab and destroy it, dispatching Dr. Klaw with pretty much a single punch in the process. Mobsters run protection rackets and plan

big robberies at banks and jewelry exchanges, until a masked vigilante or three catches wind.

I recommend that this stage not last long, as players are likely to lose interest in situations that are solved too easily. I have usually run through this period in 8-10 adventures, most of which are resolved in a single 3-4 hour session, and that includes running the Sirian invasion and a couple of stories set at the 1939 World's Fair. If players have provided you with individual nemeses as part of the character creation (and I always ask for this if they're willing, though some players prefer to have me create surprise arch-enemies for them), then be sure to use them in this initial period to establish what they're about and why they should be brought back multiple times.

Several characters in the Rogues' Gallery beginning on p. 286 are designed for use in this period. Liquidator is an excellent foe for an early session, as his mode of robbery is weird and mysterious and should provoke investigation, and even if you give him a gang of thugs most teams can defeat him inside a turn. The Mink, Brains Bentley, and the Rattler are all also suited for this period. I generally don't bring in Axis villains to a game this early, preferring to keep the slowly-gathering menace on distant shores for a bit longer. Instead, simply keep the players informed of events from the newspapers and let them decide their characters' levels of interest- the collapse of Czechoslovakia, the end of the Spanish Civil War, the formal alliance of Germany and Italy in the Pact of Steel.

There are plenty of interesting times and locations during this period to expose your players to and establish the period in their minds. After spending Halloween 1938 fighting alien tripods, I like to let players explore the campaign city a bit, as well as decide on what they're doing for a base and team organization. The annexation of the Sudetenland and Neville Chamberlain's "Peace in Our Time" speech occur at the end of September and beginning of October, an excellent entry for discussing the current political state of Europe with non-historically-inclined players. Similarly, Kristallnacht happens ten days after the "invasion."

In April 1939, the New York World's Fair opened in Queens. This is a brilliant setting for superheroic activities, and I strongly recommend doing the required research to bring the location to life. There are countless exhibitions featuring potential targets for criminals, from priceless objets d'art to high-tech gadgets to the actual Magna Carta. There are international pavilions representing countries around the globe, and certainly many of these nations would wish to show off their new flagsuit-wearing heroes and heroines. A time capsule containing magazines, a letter from Einstein, millions of pages of microfilm text, a Mickey Mouse watch and seed packets was buried with the intention of digging it back up in the year 6939. Westinghouse showed off the antics of their robot Elektro the Moto-Man and his dog Sparky. The Futurama exhibit showed attendees what the metropolises of the 1960s would look

like. In the real world, July 3rd of 1940 was declared "Superman Day" and several comics were published featuring the Fair itself - what might they have done in a world with real superheroes abounding? (The All-Star Squadron actually placed their base inside the Trylon and Perisphere, the two geometrically-shaped buildings that served as the symbol for the Fair.) Add in the spectacular events, amusement park rides, camel rides and girlie shows, and any GM should find it easy to stage stories there.

In August, the world became aware of the temporary alliance between Germany and Russia to divide Eastern Europe between them, and our allies began to go on a war footing themselves. (I've staged this revelation during a story that also featured the release of The Wizard of Oz movie, a 1930s artifact that almost everyone remains familiar with. Of course, this being a superhero story, actual wicked witches from the lands of Faerie showed up.) Then in September, Poland was invaded by first Germany and then the Soviet Union, and Europe formally went to war. Roosevelt announced America's neutrality, but everyone knew who the good guys and bad guys were. There may be one or two more stories set in later 1939, but the prologue is clearly over. It's time to get serious.

PLOT SEEDS FOR 1938-1939

THE HAUNTED PRISON

Newly-built Averhill Prison, a high-security facility on the outskirts of your campaign city, is rapidly acquiring a reputation for being haunted. There are reports of spectral figures wandering the corridors late at night, terrible sounds of mocking laughter and clanking chains have been heard, and several guards have reported seeing hideous visions before fainting dead away. Worse yet, several prisoners have gone missing out of their locked cells! Superstitious inmates are on the verge of rioting, so the heroes are called in.

When they do some investigating, they find that the prison's architect, John Lambert, secretly had several escape hatches and hidden tunnels installed in the prison when it was built and has been selling "escape policies" to criminals under cover of the "ghost stories," which are mostly the result of hidden speakers in the ceilings and pipework. Lambert himself (with the help of a few henchmen) also sneaks into the prison dressed in ghostly robes to facilitate the escapes, and is armed with a wrist-mounted spraygun full of hallucinogenic gas that might be a nasty surprise for any heroes who try to catch him.

ATTACK OF THE LOBSTER-MEN

A pod of lobster-men (see p. 306) has been driven from their native undersea hunting grounds by the outbreak of war between Atlantis (under the rule of Dargon the Usurper) and the surrounding barbarian tribes. A single lobster-woman, confused and alone, has wandered to shore and killed a couple of homeless people living near the beach. Though terrifying in appearance,



she probably won't be too difficult for the heroes to overcome and capture; the question should be what precisely to do with her! The police will want to incarcerate her at best, or even execute her for murder, while any NPC scientists in your campaign will definitely be petitioning the government for access to study her alien biology. Then, matters will become considerably worse when the rest of the pod, hundreds strong, are attracted by the terrified creature's pheromones and attack the beach on the most crowded day of the summer. (Coney Island works well for this if you're using New York City for your campaign.)

1940-1941: A GATHERING DARKNESS

With the beginning of World War II in Europe in September of 1939, the tone of your campaign should change. America at first was determined to remain formally neutral, but most Americans personally chose up sides immediately, and the arguments in the early days were bitter. While the majority sided with England, France and Poland (not yet referred to as the Allies), Hitler's Germany found plenty of support in the States (to be fair, mostly among people quite unaware of the true nature of the Nazis.) The opportunistic Soviet Union, another of the "Dictator Nations," took advantage of the moment to seize part of Poland for itself in agreement with Germany, while also opening hostilities with Finland to begin the Winter War.

The early battles of the war were mostly fought at sea between England and Germany, as German subs played havoc on British ships around Scotland and then Scandinavia, but the British countered by defeating the cruiser Graf Spee near Uruguay. The Winter War came to an end in March of 1940 with a peace treaty that stunned the world with the harshness of the conditions for the Finns. Then, in April, Hitler opened a new front by simultaneously invading Norway and Denmark, the latter of which surrendered after about six hours of fighting. On May 10th, Germany followed up with invasions of France and the "Low Countries" (the Netherlands, Belgium and Luxembourg.) France, regarded as one of the primary obstacles to Germany's reach, was quickly outmaneuvered and overwhelmed with speed that both Britain and America found too stunning to believe easily. Neville Chamberlain resigned as Prime Minister in disgrace and was replaced by Winston Churchill, who rallied the British with a series of impassioned speeches that were replayed around the world. By the end of the month, the remains of the British Expeditionary Force escaped from Dunkirk in a heroic display of civilian support, while most of the rest of Europe fell to Germany.

Italy threw its support behind Germany, while France was divided between an occupied west and

an east that remained "free" ruled by a German puppet regime at Vichy, and De Gaulle escaped to Britain. Later in the summer, the German Luftwaffe began a brutal bombing campaign across the Channel, beginning the Battle of Britain. While American sentiment remained in support of our beleaguered cousins, pockets of isolationism and even outright support for Germany continued to flare, as Bundists held rallies and national hero Charles Lindbergh insisted that Europe's fight is not ours.

At the end of September, Italy and Japan joined Germany in the Tripartite Pact and became the Axis Powers, though in the end there would be little actual cooperation with Japan (more so in the Champions Universe, of course.) Italy launched a clumsy invasion of Greece, which eventually required German support to succeed. As 1941 dawned, British forces engaged Italy in North Africa with the support of units from Canada and Australia.

The United States, retaining its formal neutrality, began its Lend-Lease program in March of 1941, sending weapons and vehicles to Britain for the cause. With that aid the British continued to hold off the Luftwaffe. In June, Hitler's supreme overconfidence manifested with Operation Barbarossa, his massive invasion of his former allies in the Soviet Union. Churchill promised Stalin that Britain would stand alongside anyone that stood against Hitler, and the Soviets made common cause. In September German forces began the siege of Leningrad, and the most brutal fighting of the war broke out on the Russian Front.

Non-military hostilities continued to grow between the United States and Japan in the summer of 1941, and when Japan invaded French Indo-China the US responded by freezing Japanese financial assets. The situation grew steadily tenser, until finally the Japanese launched a surprise attack on Pearl Harbor that drew the United States into war. The other allies declared war on Japan, and the Axis nations did the same to America. Regardless of what the heroes have been doing to this point, after December 7th nothing will ever be the same.

In this "era," the world the heroes live in should seem to grow ever more dangerous. The home-front villains should become more skilled and more powerful, and superhuman activity should increase around the globe. While you should continue to introduce new domestic villains regularly (more powerful bad guys like Electro-Man, the Black Pharaoh and the Jersey Devil from the Villains section of Chapter 6 are designed to be appropriate for this era), don't forget to regularly bring back earlier villains that the players responded well to with periodic upgrades in their power level and the sophistication of their plans. Indeed, it's never a bad idea to rehabilitate a handful of solo loser villains by combining them into a single team like the Alliance of Evil and letting them develop some tactics to improve their performance.

Though friends and allies are found among some foreign supers, they are outnumbered by those who seem to present a menace to America. 1940 and 1941 should be when your heroes begin to run into the forces of the Axis, both super-human agents individually or in groups and also skilled secret agents, commandoes and powered-armor stooges. It's appropriate for heroes to get active against the enemy before the rest of the country does- indeed, the fact that we're not at war yet with the countries sponsoring the villains' nastiness should be an added complication. Any hero worth his or her salt is going to want the battle against the Axis to get started, so let them thwart saboteurs at home and go on missions abroad, perhaps for the FBI, the Army, or even the President himself. Let them help rescue the BEF at Dunkirk, perhaps providing cover against an attack of Eisenmenschen on the "Little Ships." Send them to North Africa when marauding Italian soldiers accidentally uncover an ancient djinni burial ground in Libya. Have them discover Bundist saboteurs planning to use the cover of an "America First" rally to steal or blow up some important piece of top-secret technology being developed for the coming war effort.

PLOT SEEDS FOR 1940-41

If you're planning to run the Enter The Aesir adventure found in the Golden Age Secret Files, the first chapter is set in May of 1941.

THE MAN WHO STOLE MANHATTAN

One day in 1940, residents of New York City were stunned to suddenly see a massive, miles-long spaceship appear in the sky over their city. As they watched, the entire island of Manhattan was covered in a single transparent but impenetrable force field, and then the island itself detached from the mainland and rose slowly into the air. Bridges, cut in half, collapsed sideways into the rivers. Tunnels suddenly exposed began to flood. The city began impossibly to float, and once about half a mile in the air, suddenly vanished with a quiet "pop!"

Korrex has stolen the island of Manhattan to study more about Earth in this time, and has miniaturized it to a tiny fraction of its size, keeping it in a display hall on his massive time-ship. He has reduced it in scale so that one mile equals about one foot, so the island and its surrounding "bubble" is about 4 meters long and less than one wide. Presuming they are in the city, the heroes will be shrunk as well. Korrex will invite any publicly-known heroes to be his guests so he can pepper them with questions about Earth's defenses and political situations - if the heroes are uncooperative he'll have them sent to his arena to fight and die for his (and his subjects') amusement.

Other heroes may sneak out of the force field while still shrunken, in which case they can avoid Korrex's guards but might run afoul of mechanized miniature cleaning robots. Of course, the heroes might get involved with Azim's rebellion movement on the ship, or become the object of

Azuris's wandering eye, or perhaps one of the heroes is brilliant enough to come up with a cure for the cerebrophagial plague currently being suffered by Earth of the 51st Century (and thereby earn Korrex's personal gratitude and a promise not to invade this century?)

THE DEADLY DISINTEGRATOR

A villain (perhaps Brains Bentley, or Liquidator seeking an upgrade to get his revenge for prior defeats) begins a reign of terror in your campaign city using a terrifying new weapon - a disintegrator! This hand-held pistol, seemingly straight out of a Flash Gordon serial, fires a beam of energy and whatever it targets instantly is reduced to its component molecules. Or so the villain claims. Find a way to get the heroes hit by the beam - perhaps they target the villain himself and find a way of quickly disarming him, only to be struck by surprise when his backup weapon goes off! Of course, the disintegrator weapon actually does nothing of the sort. Instead of disintegrating the target, it teleports it to a parallel earth, one where humans never evolved and dinosaurs roam the jungles. The heroes will be delighted not to be dead, especially when they see the field they appear in is strewn with whatever objects and people the villain has used the device on so far. They'll be less delighted when they realize they have no way to get home, and they'll have to join with the other "survivors" to fend off attacks by tyrannosaurs. Fortunately, this particular alternate timeline is used by Korrex for dinosaur-hunting entertainment, and his hunting party will find the heroes. Will they be willing to make some sort of deal in order to get home?

THE ATLANTIC CHARTER ASSASSINATION PLOT

In August of 1941 President Franklin Roosevelt declared that it was time for a brief fishing vacation. In reality, he boarded the heavy cruiser USS Augusta and headed to Placentia Bay, Newfoundland, where he met in secret with British Prime Minister Winston Churchill for the first time and drafted what became known as the Atlantic Charter, a statement of goals and principles the two nations shared and intended to pursue once the war was over. The United States was still formally neutral, but Roosevelt knew that could and would not last - Hitler and the Axis needed to be defeated, and the United States' military might would be required to do so. The meetings did not discuss any particular military tactics, but rather concentrated on what the two nations would strive to achieve in the world after the war was over. Victory was assumed.

Of course, the meeting was top secret, but in a world of super powers such things can always be discovered, and the Axis powers send super-human assassins to remove the leaders of their two most feared enemies in a single stroke. If the PCs have any sort of good relations with FDR, Harry Hopkins, or the American military, they can be asked to provide security for the meeting (which takes place on the Augusta while the HMS Prince

of Wales sits nearby, all in a remote and scenic bay surrounded by rocky shores and forested hills.) If you haven't introduced the Axis Legion as a team yet, this might be an excellent opportunity to do so; they should be supported as needed by teams of Skorzeny's commandos, Von Stahler's Eisenmenschen, or even Atlantean soldiers who might be the ideal choice to deploy some explosive charges to the bottoms of both ships...

1942-1943: BEHIND ENEMY LINES

December 7th, 1941, the day that shall live in infamy, should be a massive upheaval of your campaign. As I mentioned above, philosophically my GM advice is going to be conservative as far as changing history goes; players who want to play in a World War II setting generally want the campaign (and the progress of the war) to resemble reality, so they can experience on some level what it was like to live through those experiences. So, I recommend not allowing your players to prevent Pearl Harbor from happening. Without that initial shocking surprise attack and the tragic losses, the experience of being at war will be fundamentally different. That being said, there's no reason to stop your players from being heroic. Just give Japan additional plans beyond the initial attack, and then give your heroes the chance to stop them instead. Perhaps the rumors of a follow-up strike on a West Coast city like San Francisco or Los Angeles were actually true. Maybe the Iron Father plans to follow the Zeroes with an army of dragon-riding warriors, or the Lemurians get involved. Whatever you decide, let the heroes shine even if they're too late to prevent the initial tragedy.

Once it's over and America is at war, your players will have to decide how to respond. In the period comics, the members of the Justice Society all decided to enlist in their secret identities, temporarily breaking up the team. Of course, in the next month, they all found reasons to adopt their costumed identities out in the field, which led to the government deciding that they were too much of a distraction as regular soldiers and more valuable defending the homefront. Have your players face similar temptations and social pressures to do something. Depending on your players' desires, they may want to ally with the military directly or somehow otherwise acquire government sanction.

That same desire I mentioned to keep your setting generally real-World-War-II-shaped is the reason the official Champions Universe timeline has the Axis cast its protective anti-superpowers shield spells. In a world full of superheroes, the natural inclination is for Superman or Captain Marvel or Sub-Mariner to just fly over to Tokyo on December 8th and stomp it flat, followed up by a visit to Berlin to do the same on the 9th. If the sole defense the Axis has against that is their own collection of superhumans, then the PCs are likely

to want to take their chances. Again, assuming you don't want the war to progress in that direction that quickly, the spells are a quick fix. DC Comics themselves did the same in All-Star Squadron, where the Spear Of Destiny in Hitler's hands turned "magically-susceptible" superhumans to the Axis side if they entered their territories.

In my campaigns, at this point I generally ask the players to split their team in half, so I can run "behind enemy lines" adventures with the nonpowered mystery men and "defending the homefront" stories with the supers. Players who have already been playing one type create another of the other. I've never had a player object to having two different characters- if one does, you should make a point of discussing what precisely he or she objects to. If you or the players in general don't want to expand, you can certainly do as I did in my first campaign and simply run the homefront with occasional controlled (and very dangerous for the suddenly-depowered heroes) trips to Axis territory.

In the aftermath of Pearl Harbor, pretty much every superhero story involves the war effort on some level. Even if the antagonists aren't specifically Axis, the circumstances should include something that reminds the players of the ever-present threat; perhaps domestic supervillains get involved in the black market for rationed goods, or a recurring nemesis strikes at the team when they're raising funds at a USO rally.

In December of 1941, following up on its temporary advantage of naval power, Japan spread its forces across the Pacific, invading the Philippines, Hong Kong, Thailand and Malaysia, counting on the theory that it would be much harder to remove their forces from areas they were dug into and that if they could force a stalemate with the US they'd be able to keep territory they already held. While the US was recovering from its losses at Pearl Harbor, the British Navy suffered major losses from Japanese aircraft in the South China Sea at the same time. The US garrison on Wake Island surrendered under heavy fighting a couple of days before Christmas.

1942 began with the Arcadia Conference in Washington, DC, where representatives from 26 nations making up the Allies signed the Declaration by United Nations, which committed its signatories to not making a separate peace with the enemy and to uphold the Atlantic Charter that the United States and Britain had previously drafted. Japanese successes continued to pile up throughout the month, as sieges at Bataan and Eastern Malaya drove out Allied forces. At home, the US government succumbed to war hysteria and racial prejudice when President Roosevelt issued Executive Order 9066, which designated "military areas" from which potential enemy agents (read: anyone of Japanese ancestry) could be "excluded," which meant in practice their forcible removal to internment camps in the California desert. In April, Jimmy Doolittle led a bombing raid on Tokyo that, while largely

ineffective militarily, certainly helped raise morale for a nation that had seen several months of setbacks.

In Germany, the Wannsee Conference formalized the policies of the “Final Solution” to the “problem” of European Jews, drastically increasing the pace of the genocide already being practiced against them. “Extermination camps” like Treblinka and Sobibor were opened alongside the existing concentration camps. Little information about these camps made it to the West until very late in the war—soldiers from both the Soviet Union and United States were stunned and sickened by what they would discover there.

As the US military processed its increased numbers (both from volunteers and draftees) through basic training programs, the Navy continued to scramble to catch up in the Pacific. In May the Battle of the Coral Sea was the first to pit aircraft carriers directly against each other at range, and though the Japanese sank more opposing ships, the combined force of the US and Australian navies checked Japanese advances for the first time, setting up a dramatic victory at Midway the next month. In August the Allied naval forces launched their own offensive, primarily focused around the island of Guadalcanal.

With the coming of spring the Red Army launched a series of counteroffensives against the territories the Germans had won during Barbarossa. The effort to retake the city of Kharkov was a particular disaster for the Soviets, as they lost nearly 300,000 troops to the Germans’ 20,000. And in northern Africa the British continued to fight back and forth against the Afrika Korps, where Rommel was building his formidable tactical reputation. Stalin pressed his allies to open a second front against Germany and to invade Europe, taking some of the pressure off of his own defensive lines. The other Allies felt that was premature and dangerous, preferring to clear the Nazis and Italians from northern Africa and allowing them to launch an invasion against Southern Europe from a stronger base across the Mediterranean. With that in mind, American troops joined the British in November under Operation Torch. As winter approached again, the Germans and Soviets began the Battle of Stalingrad, perhaps the bloodiest and largest in history, which lasted until the collapse of the German 6th Army in February of 1943 and involved brutal hand-to-hand combat in the streets. The Soviet victory, while costly, effectively broke the back of the Wehrmacht.

In December of 1942 Enrico Fermi, an Italian physicist who fled to the United States a few years earlier because of his fears for his Jewish wife, created the first artificial sustained nuclear chain reaction, the first step towards the atomic bomb.

By early 1943, as the Germans and Russians continued to trade body blows along the front, the US racked up naval victories at Guadalcanal and suffered losses in North Africa at Sidi Bou Zid and the Kassarine Pass. Thousands of Jews fought

back against the liquidation of the Warsaw ghetto, but were unable to prevent its destruction or the deaths of over 13,000 in that one neighborhood.

On the homefront, continuing racial tensions led to rioting in the streets of Detroit in June and then Harlem in August. Meanwhile, beginning in July the Allies finally began to take the battle to Europe, invading Sicily and bombing both Rome and Hamburg. The Grand Council of Fascism in Italy lost faith in Mussolini’s leadership and deposed and arrested him, while the army retreated north up the Italian peninsula in the face of Allied forces. Germany also faced massive losses, particularly in the enormous tank battles around Kursk. In September, the Italian government collapsed, with the south surrendering to the Allies while the Germans installed a new government in the north as a puppet state. German special forces using gliders and led by Otto Skorzeny (see p. 243) rescued Mussolini from a mountain hotel and reinstalled as the head of the new Italian Social Republic. This operation gave Skorzeny his reputation, largely deserved, as “the most dangerous man in Europe,” and is an excellent opportunity to introduce him as a recurring villain to any mystery men behind enemy lines.

In November Roosevelt and Churchill held two conferences with allies, meeting Chiang Kai-Shek in Cairo and then Stalin again in Tehran. At the latter, the three leaders worked out the basic details for Operation Overlord, the Allied invasion of mainland Europe, planned for the summer of 1944.

Several villains and NPCs in this book are particularly suited for stories set in 1942 or 1943. General Blut (p.251) is designed as a recurring villain for any heroes who are assisting the French Resistance, themselves represented by the heroine Chasseuse (p.221). Quake Kid (p. 188) provides opportunity to introduce the moral complexities of the Internment Act; perhaps the heroes need the assistance of a Nisei scientist or occultist living in one of the camps, and encounter Quake Kid just as his powers are manifesting for the first time.

Other incidents in this period that should draw the attention of any Golden Age GM might include:

On February 9th, 1942, the French ocean liner Normandie, in the process of being converted to a troop carrier at a New York City pier, caught fire and eventually capsized. Though a Congressional investigation blamed general incompetence and excessive speed, local mobsters took credit for the “sabotage” as an example what might happen if they weren’t paid.

Coastal patrol blimp L-8 drifted back in to San Francisco on August 16th, 1942 – without the two crewmen who flew it out, or any sign of how they might have abandoned it!

On October 3rd, 1942, an A-4 rocket launched from Peenemunde Army Research Center in Germany, and became the first manmade object to reach space, achieving a height of over 84 kilometers.

PLOT SEEDS FOR 1942-43**THE BATTLE OF LOS ANGELES**

In February of 1942, America was still skittish about the potential of additional surprise attacks, particularly along the West Coast. Several Japanese submarines were patrolling not far from the California shore, and over the previous weeks had had several skirmishes with merchant ships. On February 23rd, at 7:05 pm, submarine I-17 emerged a few hundred yards off shore of the Ellwood oil fields of Barnsdall Oil Company, 10 miles west of Santa Barbara. It fired seventeen shells in total, of which four were duds, before submerging again and fleeing. The shells were largely ineffective, doing an estimated \$500 to \$1,000 in damage to the local pier and pump house, but Californians were rattled by both the reports and the resulting increase of spotter and pursuit planes in the area.

The next night, the Navy received several reports of “strange lights” over Los Angeles, which quickly inspired air raid sirens and the calling of a blackout. Army Air Force Lieutenant Kenneth Martin reported radar contact with “something” at approximately 2 am, and at 2:23 the 37th Coast Artillery opened fire with shells and AA fire. (A witness said that “the air suddenly erupted like a volcano.”) Surrounding artillery units joined in the firing, despite nobody being quite certain what they were firing at, until over 1400 shells were eventually fired. Pilots were ordered to their planes, but not to launch; fearing that this might only be a recon pass ahead of a Japanese carrier group, the AAF preferred not to have their planes already in the sky and half out of fuel if and when it showed up.

The tremendous racket of course had most of Los Angeles awake and on the streets in their pajamas, trying to be helpful by reporting every sighting they made of clouds or our own shells. By the time dawn broke, five people were dead; three from car accidents in the chaos and blacked-out streets and two by heart attack. While the official story was of a “false alarm”, witnesses continued to insist they had seen something, and the incident has been seized upon by modern UFO conspiracy-theorists as an early government cover-up.

Of course, in the Champions Universe, there’s no such thing as panicky false alarms without some substance behind them. The PCs might be called in or investigate on their own the day before after the attack by the I-17, responding to rampant rumors that coordinated attacks on various cities (including Los Angeles, San Francisco, San Diego, Oahu and even Australia) are planned by the Japanese, no doubt with the assistance of local fifth columnists. That night, the AA batteries and shells do shoot something down, which crashes in the woods near Culver City. What precisely was shot down is of course up to you; I personally have been fond of making it a Xenovore craft (from Alien Wars, yet another excellent Hero book you should certainly purchase if you don’t own), already damaged in a near-space battle and trying

to land on the primitive Earth to effect repairs. A dozen troops, with a slug tank and perhaps a handful of battlebirds and warhounds makes an excellent encounter for a team of supers, the outcome of which will almost certainly have to be kept a secret from a public already entirely too close to panic.

OPERATION BITING

With only a small amount of dramatic color, this real-world British commando raid makes an excellent mission for a small team of mystery men. If your PCs don’t include a comicbook-type scientist or someone with lots of Electronics and System Operations-type skills, you should probably have an NPC assigned to them for them to protect. (Interestingly, the actual radar officers on the real world raid were considered too valuable to be allowed to fall into German hands if the mission failed, and so the commandos were told to shoot them if capture was imminent. Similar orders might be issued for technological wizards among the PCs, and interesting roleplaying opportunities arise if one player is ordered to make sure another never gets taken alive...)

After the loss of France and the retreat from Dunkirk, the British military effort concentrated heavily on short-range bombers. By February of 1942, bombing raids were going poorly, and RAF commanders concentrated their attention on new radar facilities the Germans had installed on the French coastline. Afraid that the Germans had taken the lead in radar technology, they ordered a commando team be sent in to get a closer look at the Wurzburg radar array at Bruneval, near Le Havre. Afraid that coastal defenses were too strong to approach from the sea (and allow the Germans time to destroy their own equipment even if successful), they decided to drop airborne troops a few miles inland and have them head to the coast overland, and then evacuate by small motor ships from the beach afterwards. They decided that the combination of a full moon (for visibility), and a rising tide (allowing the landing craft to maneuver in shallow water) was vital for the success of the raid. This narrowed the possible dates to a four day period between the 24th and 27th of February.

The Bruneval array sits on a clifftop overlooking the sea, with two distinct locations of interest. The station itself is a converted hotel, standing about 100 meters back from the edge, and the actual dishes stand between the hotel and the cliffside. There are actually two dishes- the larger, called Freya, is nearly 7 meters across and extremely powerful but somewhat inaccurate, while the smaller Wurzburg is only 3 meters wide and works in concert with the larger for precise focus.

The station is permanently manned by a team of signalers, and is surrounded by guard posts. The real station had about thirty guards on patrol at a time, but if you’re sending in a small team of mystery men it’s up to you how many of them might be around. A single road leads back from the hotel inland, with a branch to the west that

leads to a small garrison post about 800 meters from the villa. This is the barracks for the troops, who in total number approximately 100, including the off-duty signalers.

An entire platoon of German infantry is also stationed in the town of Bruneval itself, and it's these soldiers who are responsible for the patrols in both the woods surrounding the station and along the beach. Another mobile reserve platoon is currently about an hour's travel inland in case of an actual Allied assault. There are several pillboxes and machine-gun nests along the cliff itself, and a strong-point on the beach at the bottom of the single steep path down that includes two more pillboxes and rolls of barbed wire. Contrary to RAF command fears, the beach in fact is not mined.

The mission is to sneak through these fairly formidable defenses and get to the villa itself. Once inside, in the best case scenario they will steal actual pieces of equipment for analysis, though simply getting extensive photographs and then destroying the equipment is an acceptable outcome. They'll need a trolley to move the dismantled dishes, but can take key equipment and sub-assemblies out by hand and saw off the feed, which is the most important part. Conveniently, many of the important specs are painted in German on the dish!

In actual practice, the commandos did achieve complete surprise and attacked the undermanned villa. The garrison was roused, and radioed for help, but the mobile platoon was caught more than ten miles away in Le Havre. The naval transport ships, scheduled to pick them up at 2:15 am, did not show up on time because they ran into a German patrol and went into hiding, which should cause some entertaining consternation from the PCs. Their radios are down, but can be summoned by flares.

If the raid is successful, there will be a media blitz light on details, and Roosevelt himself will hand out medals as appropriate; most likely a Distinguished Service Cross, at the least. Studying the array will confirm that it can't be jammed by traditional countermeasures, and the Window program (aluminum strip chaff) will be developed to defeat it.

THE PHILADELPHIA EXPERIMENT

One of the most well-known paranormal legends of the era, the Philadelphia Experiment maintains a powerful hold on pop culture despite a complete absence of reliable evidence. The story goes that sometime in October (or perhaps August) of 1943, the American destroyer USS Eldridge was docked at the Philadelphia Navy Yards, and was outfitted with some sort of remarkable gadget that was designed (according to most versions) to make the ship invisible.

However, the experiment went horribly wrong (or perhaps horribly right!) The ship was not rendered invisible per se, but transported in space; one version of the story has it materializing in Norfolk, Virginia, more than 250 miles away! Furthermore, the unfortunate crew of the

Eldridge was subjected to strange energies during their passage through other dimensions; some were made intangible and then fused into walls and decks when they resolidified, while others were alternatively frozen in time, turned permanently invisible, or burned alive with green flame (in one reported case, the fire lasted for eighteen days!) Most if not all of the surviving crew were driven insane by their experiences; the others were brainwashed to forget their experiences or sworn to secrecy under penalty of death.

The horrifying results of the experiment were covered up immediately by the Navy, and the project was cancelled (or moved underground to become part of other secret government projects, perhaps including those run out of a hidden base at Montauk Point on Long Island.) Writer Morris Jessup uncovered the whole affair in the mid-1950s with the assistance of a mysterious participant in the experiment named variously Carlos Allende or Carl Allen, leading to the story becoming one of the most enduring myths of UFOlogy and pseudoscience.

Not a word of this matches any historical information. The Eldridge was in Bermuda and then New York Harbor throughout October of 1943, at least according to historical records and the accounts of its crew. (Devotees of the theory of course claim these records are fabricated.) Jacques Vallee credits some of the stories to work actually being done on other ships in the Philadelphia Yards, including efforts to develop a method of degaussing the hulls of ships so that magnetic mines would not stick to them (rendering them "magnetically invisible," in a bit of a poetic reach one supposes.)

But in the Champions Universe, standards of evidence can be safely cast aside. Any number of scientists might be working with the Navy on such experiments, either good guy NPCs or madmen unidentified as such by the Navy, or perhaps identified but determined to be worth working with anyways. The PCs might be brought in to observe or provide security for the experiments, or not be brought in until the Navy finds itself dealing with the aftermath. Crewmen might emerge from the experiment with any number of amazing powers described by the myth- invisibility, intangibility, teleportation, pyrokinesis, or even time manipulation! This might be the origin for one or more supervillains, or even superheroes, once cured of their temporary insanity. If the Eldridge did visit another hellish dimension, perhaps it caught the attention of even more powerful denizens, who now regard the Earth with malicious intent...

1944: THE INVASION AND THE LAST GASP

By the time the calendar turns to the Spring of 1944, long-term campaign players will no doubt be spoiling for direct confrontation with the occupying armies of Europe (and probably sympathizing a bit with Stalin himself, whose personal

letters to Churchill and Roosevelt were becoming increasingly anxious and testy on the subject!) Once D-Day happens, any artificial regulation on the PCs to maintain the “feel” of the historical war can be relaxed; the spell’s definition only prohibits enemy superpowers in territory undisputedly held by the Axis, and I have always ruled that the first boots on the beach at Normandy disrupt that spell for France and allow the PCs to cut loose at full strength against Axis troops and superhumans from that moment on (and the same applies to each additional country, including Germany, once the Allies have invaded at all.)

Between the beginning of 1944 and D-Day, GMs should also consider wrapping up any outstanding personal subplots, nemeses, rivalries and other recurring plot devices, or at least bring them to a place of stability before heading into the final year of the war where the players’ (and characters’) concentration will be on the Axis. While the bulk of the forces the US will commit to D-Day begin staging in England in March, the Fifth Army is continuing to fight its way north in Italy. The RAF stays on the offense in the skies over Germany, dropping thousands of tons of bombs on Berlin and other cities, concentrating on destroying their centers of industry.

The Allies made a successful surprise landing at Anzio on the Italian mainland on January 22nd, but were encircled by German forces and battled inconclusively for months until finally breaking out and heading towards Rome in May. Additional forces joined them in pressing north until they hit the Germans’ defensive Gustav Line, where the advance was slowed and blunted. Meanwhile, the US Navy made its first strikes against the easternmost Japanese defenses by taking the Gilbert and Marshall Islands in February, and then methodically began working their way through the Marianas. And on the Eastern Front, the Soviets forced the Germans out of Sevastopol and Crimea.

At last, the long-awaited invasion of France began on D-Day, June 6th. Following months of careful planning and intelligence operations designed to mislead the Germans about the date and location, Operation Overlord was the largest seaborne invasion in history. The Allies landed over 160,000 troops on the French beaches, using over 5,000 ships and landing craft on that first terrifying day and receiving over 4,000 casualties in their victory. By the 12th all five bridgeheads were connected and the German defenses forced to retreat as far as Caen, and over the course of the month more than 800,000 Allied troops had landed in France.

From Normandy, the 21st Army Group (mostly British and Canadian forces) went east to Belgium, while the USA’s 12th Army went south into France and Luxembourg spread along a broad front. On August 15th a second invasion, Operation Dragoon, landed in the south of France near Cannes. German forces slowly gave ground across France, and Paris was finally liberated on August 26th. Beginning in June, the Germans counter-attacked with their new V-1 flying bombs against

England, but that tactic was largely abandoned when the French coastal missile sites were taken by the Allies in September.

Facing increasing losses in the Pacific, Japanese Prime Minister Hideki Tojo resigned on July 18th following the loss of Saipan in the Marianas and thousands of deaths from American submarines torpedoing two large troop transport ships. US forces landed on Guam on July 21st, beginning a month-long battle. Hitler faced his own problems within his command, narrowly avoiding an assassination attempt led by Claus von Stauffenburg on July 20th.

After their successes in France, Allied commanders dreamed of ending the war by Christmas. Field Marshal Montgomery planned an operation that would surround the German industrial centers of the Ruhr with two pincers, and Operation Market Garden was designed to create the northern pincer above the Siegfried Line in the Netherlands. Waves of paratroopers and gliders, primarily British, attacked Nijmegen on September 17th, but failed to capture key bridges crossing the Rhine immediately as the German defenses were not in the disarray Montgomery expected. Logistical foul-ups also slowed the advance (including insufficiently powerful radios for units to communicate along the entire front), leaving the airborne forces without infantry backup or antitank weaponry for four days, allowing the German forces at Arnhem to arrive first and throw back the invaders. By the 25th the Allies had retreated back away from the river, and the war was destined to continue for months.

The conspirators behind the attempted rebellion against Hitler in July tried to recruit Erwin Rommel to their cause, knowing the popular general had little love for Hitler and would provide needed credibility to whatever government they intended to create after his assassination. Several of Rommel’s closest friends were part of the conspiracy, and though he counseled them against the assassination attempt he did not betray them; indeed, some of his friends suggested he be the next head of state in meetings he did not attend. When Hitler learned of Rommel’s involvement, he at first intended to publicly court-martial him (which, in the current kangaroo-court state of the German Army almost certainly meant a death sentence.) However, he feared the effects on morale if a public spectacle was made, so Hitler’s staff offered Rommel the opportunity to commit suicide quietly, protecting his family and staff from further consequences. Rommel took the offered cyanide, and received a state funeral while his death was reported as an embolism caused by injuries he’d received in battle. The truth of his death was not revealed until April of 1945.

In November Franklin Delano Roosevelt was easily elected to his fourth term as President, defeating Republican New York Governor Thomas Dewey. Concerns about Roosevelt’s health led to increased focus on his Vice-President, Henry Wallace, who was considered to be both too leftist in his politics and too eccentric in his personal life

by many centrist Democrats. Roosevelt bowed to the pressure, selecting Senator Harry S Truman from Missouri as his running mate.

Meanwhile, the Allied invasion of Europe had been slowed by the failure of Market Garden and the long-stretched supply lines behind their forces. The Allies had successfully taken only a few deep-water ports along the northern coast, including both Cherbourg and Antwerp which had been badly savaged by the Germans before they abandoned them and were still being rebuilt. So Allied lines slowed their advances through France and Belgium to the German borders, waiting for crucial supplies to catch up. The Germans then surprised the Allies with a counteroffensive through the Ardennes, pushing the center of the Allied lines back in a “bulge” that the operation was named for by the Allied press; the Germans called the counteroffensive “Operation Watch On The Rhine.”

Germany’s attacks began on December 16th, as Hitler desired to split the British and American forces despite the protests of his generals. Stiff American defense in the north blunted the German efforts there, while in the south Allied forces were surrounded and besieged in Bastogne by the 21st as the Germans struggled to make their way back to retake Antwerp. Famously, General von Luttwitz sent a letter to the American General Anthony McAuliffe in Bastogne, requesting his surrender; his one-word reply, “Nuts!” reportedly baffled several translators until the term was explained to them. After a harrowing week, Patton’s Third Army broke through the lines around Bastogne and rescued the forces there; supposedly, Patton insisted the “a man that eloquent must be saved!”

The Allied pushback against the Bulge began in earnest around the 26th of December, and took until mid-January of 1945 to return the lines to their previous positions. The Germans would never mount another effective threat.

Meanwhile, in the Pacific the Allied forces turned to the liberation of the Philippines, which would isolate the Japanese forces in China and cut off valuable routes of oil and rubber to the Japanese mainland. The island of Leyte was the target of invasion on October 20th, which began a brutal campaign of mountainous jungle crossings for the American infantry, while the Navy fought the Battle of Leyte Gulf (the largest single battle in the Pacific campaign) from the 23rd to 26th. Though American forces suffered heavy losses, the Japanese were even worse off, and by December 31st had all but surrendered the Philippines despite a large number of soldiers still holding Luzon.

POTENTIAL POINTS OF INTEREST FOR GMS AND SUPERHEROES IN 1944 INCLUDE:

- Between January and May there were four Battles of Monte Cassino, fought among the hills of the Liri and Rapido Valleys in central Italy. Monte Cassino was home to a hilltop abbey of the same name, built in 529 AD by Saint Benedict, which overlooked the town

of Cassino. Fearing the Germans were using it as an observation post, the Allies ordered it bombed. It turned out that the Germans were not using it, though they did move into the ruins after the bombing. The abbey also was home to a number of priceless manuscripts and paintings, most of which had been taken out by truck in October of 1943, and some of which were given directly to Goering for his birthday.

- On July 6th, a Ringling Brothers/Barnum & Bailey circus big top in Hartford, Connecticut suffered a massive fire, killing at least 167 people.
- In August and September, the town of Mattoon, Illinois was plagued by a “Mad Gasser.” The gas-masked prowler reportedly assaulted more than a dozen people by spraying some sort of gas at them, usually at their own homes. The “Gasser” was never caught, and many officials wrote the reports off as “mass hysteria.”

PLOT SEEDS FOR 1944

If you’re running Enter The Aesir, the second portion of the adventure begins in late 1944. If you are using either or both of Mara (p. 165) or Fubar (p. 191) as NPC heroes in your campaign, late 1943 to early 1944 is an excellent time to run the liberation stories of their respective homelands.

Atlantis is an active member of the Axis under the rule of Dargon the Usurper (p. 301), with his forces preying on Allied shipping in the North Atlantic. Once the Atlanteans become aware that Princess Mara still lives, the underground rebels there will try to recruit her to come lead their revolution, which will likely need help from PC heroes to overcome both Dargon and the magics of Nereus. Remember, if the anti-powers spells are still in effect, Atlantis counts as an Axis territory and the PCs’ powers will not work inside the boundaries of Atlantean territory. Perhaps one of the rebellion’s own mystics can provide the PCs with potions allowing them to breathe and function underwater for brief periods.

Bohica, on the other hand, is a portion of Faerie conquered by the Nazis where the native gremlins have been put to work in factories. There, they turn out high-tech magically crafted equipment for German forces, most notably the suits of Eisenmenschen powered armor (p.240). Bohica has been magically sealed off by Totenkopf and the RSvKg, but enterprising PC mages might eventually find a back door in, perhaps from some other location in Faerie (Mystic Worlds is an excellent source of inspiration here.) Once Bohica has been liberated, remember that it means no new power-suits or weird-science weaponry is available to the Axis; this should be a powerful reward for the heroes allowing them to see active progress and direct success in the war effort even if the actual war itself continues on schedule.

SUNLIGHT ON THE SAND, MOONLIGHT ON THE SEA

As the US Navy begins the slow process of liberating the Pacific, there's an opportunity for your superhero PCs to see some action against the Japanese. This being a superhero universe, the Pacific islands can be home to ancient Lemurian temples (perhaps dating back to the era of Andrith) as well as access points to the "modern" kingdom, including Mole Men and various horrible beasts of the underworld. Arvad and his Nazi allies, including Oberfuhrer Gunter Gottschalk, live in the Great City in the Indian Ocean, but their pisciremes and Flynn-sharks might menace American ships. Perhaps the commander of a Japanese garrison on one of the islands has found an ancient artifact that has made him both powerful and insane? And of course, the Japanese have always been plagued by giant kaiju; if a battle between fleets were to wake one of those, even the might of the Navy might not be enough...

OPERATION OVERLORD

D-Day itself is justly considered a major turning point in the war, described in hundreds of books and portrayed in movies from *The Longest Day* to *Saving Private Ryan*. It took over a year to plan, involved thirty-nine Allied divisions and over a million men, making it the largest seaborne invasion in history.

There are many opportunities to involve your PCs in this massive military undertaking. The French Resistance undertook a campaign of sabotage, cutting electric lines and destroying train tracks and radar stations to delay effective German response – if your heroes have done any work with *La Chasseuse* and the *Maquis*, here's a chance for them to work together and shine one more time. American and British military intelligence worked extensively to deceive the Germans about precisely where and when the invasion the expected would occur, including one operation to convince them Norway would be the first target and a second that created radio traffic for an entire fictional Army Group being built up in Kent that would be under the command of Patton himself. (Indeed, the Germans found it hard to believe that Patton, who they believed to be the Allies' best general, wasn't in fact in charge of the invasion!)

Of course, most players are going to want to be involved directly in the main battle itself, whether joining the airborne paratroopers in landing on the farms and bridges inland, or participating in the main strikes at the beaches of Normandy. If you're using the *Champions Universe* setting, France is Axis territory and therefore the superhuman powers of Allied heroes will be neutralized, putting them in terrifying danger from the enemy's defenses; it's up to you at what point the spell considers France's status as an Axis territory to no longer apply, but it should be well after the truly heroic regular soldiers have weathered the horrendous fire and taken control of the beaches. I think most will agree with me that Normandy should remain a story of human-level bravery, and

not a situation where a few bulletproof superhumans clear a path for the invaders. Indeed, your players might enjoy a brief switch to non-superhuman soldier temporary characters if they want to play out the terror of the landings at Omaha and Juno Beaches.

That being said, the fight is hardly over once the Allies are onshore, and there's plenty of time and space for the newly-repowered heroes to clash with their Nazi counterparts as they arrive in the hours and days afterwards. Any of the Axis superhumans in chapter 6, from the Axis Legion itself to various solo superhumans and squadrons of *Eisenmenschen* can meet your heroes in the hedgerows and fields of Normandy.

THE WATCH ON THE RHINE

As the Battle of the Bulge was being fought, Hitler himself decided on a special operation called *Greif* ("Griffin"), intended to help the Germans re-capture the bridges across the Meuse recently lost to the Allies. He brought in his best operative, the legendary Otto Skorzeny, and ordered him to create a unit of commandos, who would be dressed in American Army uniforms and deployed behind enemy lines, passing on false orders, sabotaging equipment and roads, and generally sowing confusion. Skorzeny went to work, and by mid-December he had a team of approximately forty men actively operating in the American rear (though he never did manage to retake the Meuse bridges.)

The Americans caught on quickly to what was happening, after one unit was convinced by fake officers to abandon the town of Poteau for more than a day, and a few others were sent in wrong directions by changed road signs. The Americans countered by increasing their security, including asking for answers to trivia questions about baseball, state capitals and Disney characters along with passwords. (Brigadier General Bruce Clarke was arrested at one point after guessing that the Chicago Cubs were in the American League!) Paranoid soldiers passed on rumors, and saw disguised enemies everywhere; the psychological effect of Skorzeny's unit was far greater than any actual sabotage they managed.

One captured German commando reportedly claimed that Skorzeny's team intended to take General Eisenhower himself and some of his staff captive, and such was Skorzeny's reputation that the General's security detachment took the threat extremely seriously, isolating him for days over Christmas. Of course, in the *Champions Universe* Skorzeny may have had either the ability or the superhuman operatives necessary for such a scheme, and perhaps only the PCs will be capable of thwarting it. If your *Mystery Men* PCs have encountered Skorzeny before, this cat and mouse game might make a satisfying climax to their battles.

Under the Hague Convention, any soldiers captured wearing the uniforms of enemy militaries are considered spies, and therefore subject by international law to execution. This was indeed the fate of seventeen of Skorzeny's commandos.

Skorzeny himself wasn't captured until May of 1945, but he was tried for war crimes at a Military Tribunal in 1947 based on this particular escape. His legal defense was that since his disguised operatives did not engage in combat in enemy uniforms, no crime was committed. Since the SOE also used false German uniforms, he and his fellow officers were acquitted.

1945: VICTORY DAYS

The German counteroffensive at the Bulge largely ran out of steam by the end of January, and with it any hopes of German victory, or even a negotiated peace. A second, smaller counteroffensive into Alsace began at the beginning of January, but was thrown back in a few weeks. With the Americans and British on one side and the Soviets advancing on the other, German soldiers were frequently faced with the decision of which side to surrender to. Most chose the Americans if they could, as Germans feared the Soviets would treat them more harshly after the horrible battles they had already fought.

Hitler moved permanently to the Führerbunker in Berlin with Eva Braun on January 16th, supposedly intending to oversee the defense of the city. On the 23rd Admiral Karl Donitz began Operation Hannibal, the German equivalent of the Dunkirk retreat and evacuation. The German Navy carried over 800,000 soldiers across the Baltic back to Germany and occupied Denmark to escape the advancing Red Army.

As the Soviets advanced through Poland, Himmler ordered the evacuation of the concentration camps in their path. More than 50,000 prisoners from Auschwitz were forced to march to Bergen-Belsen, with many dying along the way. The Red Army reached Auschwitz and Birkenau on the 27th of January, freeing the 7500 prisoners left behind.

In early February the "Big Three" Allied leaders met for the last time in Yalta, Crimea. There they agreed that Germany's surrender would need to be unconditional, and that after the war the country would be split into four occupational zones between the USA, USSR, Great Britain and France. They also discussed but did not resolve the future of Poland, and got Stalin to promise that the Soviets would enter the battle against Japan once Europe was resolved.

Meanwhile, the Americans continued to move slowly but methodically through the Pacific, landing on the island of Iwo Jima on February 19th. The Japanese Army had heavily fortified the island, with more than 11 miles of underground tunnels connecting various caves, bunkers and hidden artillery. The Americans landed over 70,000 Marines against the 20,000 Japanese defenders, and controlled the island after about five weeks of brutal fighting. Iwo Jima is best remembered for the photograph of marines raising the American flag at the top of Mount Suribachi, which became an iconic image of the War in the Pacific. By the end of February, the

Philippine capital of Manila was also in American hands.

As the war turned decisively in favor of the Allies in both theaters, controversies arose over the justification of some attacks. The US and England jointly bombed the city of Dresden in Germany the nights of February 13th to 15th, and the resulting firestorms destroyed over 1600 acres of the city and killed 25,000 people. Meanwhile, on the night of March 9th, over 300 B-29s raided Tokyo, dropping 1600 tons of napalm cluster-bombs; the ensuing fire destroyed half the city and over 100,000 people were killed. Though the destruction was horrific in both instances, most observers agreed the attacks were legal by international standards.

In the first couple of weeks of April, the Allies and Soviets tightened the noose around Germany, liberating cities and freeing prisoners from camps and jails seemingly every day. The horrible stories of what soldiers found in the death camps began to reach the public back home. On April 12th President Roosevelt passed away suddenly at his home in Georgia, having been in poor health for weeks. Harry S. Truman took over the office after only 12 weeks as Vice-President, and leaned heavily on FDR's experienced cabinet for the first weeks of his term.

The race to Berlin was won narrowly by the Red Army, who reached the outskirts of the city on the 16th while the Allies would meet them at the Elbe River on the 25th. Hitler retreated to his underground bunker on the 20th, and never emerged to the surface again. On the 29th he married Eva Braun and dictated a new will and testament, and then the couple committed suicide by cyanide capsule the next day as the Soviets approached, and their bodies were burned (the remains would be found by Russian soldiers and seized on May 2nd.) Admiral Donitz succeeded Hitler as President and immediately began negotiating surrender, while Goebbels became Chancellor for only a day before committing suicide himself with his wife and children. Meanwhile, partisans in Italy captured and killed Mussolini and his mistress as they tried to flee Italy, stringing up their bodies in Milan's public square.

By May 2nd the fighting in Berlin was effectively over, and the Red Flag flew over the Reich Chancellery. Wernher Von Braun and his team of rocket scientists surrendered to the Americans and were sent back to the States, where they contributed extensively to the space program over the next two decades. Donitz and Jodl formalized the German surrender on the 7th in Reims, France, while Goering and Quisling both surrendered on the 9th. V-E ("Victory In Europe") Day was celebrated around the world by the Allied nations, though they quickly turned to the matter of Japan, who showed no intention of surrendering themselves.

The Allies placed a "Control Council" in charge of Germany while they went about restoring the governments of newly-liberated countries. The celebratory mood continued with the signing of

the United Nations Charter in San Francisco on the 26th of June. In the Pacific, the Navy carved out victory after brutal, hard-fought victory, occupying Okinawa on June 21st and finishing the liberation of the Philippines on July 5th.

On July 16th, the first atomic bomb was secretly and successfully tested by the Manhattan Project scientists at Los Alamos. At the Potsdam Conference the next day, Truman informed Stalin only that the US had “a powerful new weapon.” The conference ended with an ultimatum to Japan to surrender or face destruction, but the Japanese ignored it. The USS Indianapolis delivered the uranium for the next A-bomb to Tinian Island on the 26th, but on the way home it was torpedoed by a Japanese submarine and sunk, with almost 900 men surviving the initial sinking but left adrift for three and a half days; only about 300 were eventually rescued, with the others dying of either exposure, dehydration or shark attacks.

On August 6th, the B-29 Superfortress Enola Gay dropped the atomic bomb known as “Little Boy” on the Japanese city of Hiroshima, killing approximately 70,000 people instantly and poisoning probably another 80,000. When Japan did not immediately surrender, the Soviet Union declared war on Japan and the US readied its second bomb. This one, called “Fat Man,” was dropped on the city of Nagasaki on the 9th, killing another 50,000. The Japanese finally surrendered unconditionally on August 14th, formally ending World War II.

The Japanese surrender was followed quickly by the declaration of Indonesian independence from the Dutch, and the Viet Minh forcing the French forces out of Hanoi, which led directly to the creation of North and South Vietnam on August 30th. American and Soviet troops occupied Korea, effectively dividing the country in half and setting up a military conflict between the two five years later.

The Nuremberg War Crimes trials began, Gandhi and Nehru demanded that British forces leave India, and France was reunited while around the world troops gradually made their ways home to their friends and families.

ADDITIONAL POINTS OF INTEREST FOR GAME MASTERS DURING 1945 MIGHT INCLUDE:

- As many as 900 Japanese soldiers were killed by crocodile attacks in Burma over 48 hours during the Battle of Ramree Island on February 19th. Though the swamp was known for having crocodiles, the numbers supposedly seen that night in one place were unprecedented. Hmm...
- On July 28th an errant B-25 bomber crashed into the 79th floor of the Empire State Building, killing 14. This was seven floors below the original headquarters of the Defenders of Justice, who were in Haynesville at the time.
- A set of five TBM Avenger torpedo bombers, known collectively as “Flight 19,” disappeared off the coast of Fort Lauderdale, along with

the PBM Mariner flying boat that searched for them. In total 27 men did not return that day. Many conspiratologists cite this as one of the key mysteries of the Bermuda Triangle.

PLOT SEEDS FOR 1945

If you're running Enter The Aesir, the climax to that story is designed to occur right around when the German defenses collapse in early 1945, probably late January or early February and definitely before March ends.

FINDING DIE GLOCKE

Die Glocke (“The Bell”) is a supposed German wonder-weapon that has garnered considerable attention in UFO and conspiratorial circles in the last twenty years. Originally reported by a Polish writer named Igor Witkowski, who claimed to have gotten access to secret documents from Polish intelligence he was only allowed to hand-copy, Die Glocke was a device built in a secret facility called “Der Riese”, or “The Giant”, in Poland near the Czech border. This facility is at least real, a series of massive underground tunnels that was started in 1943 and never completed, variously explained as an Allied-bombing-resistant storage site for weapons and explosives or maybe a defensible redoubt for Hitler and the Nazi high command. Some of the surface buildings are used today by the Polish Academy of Sciences.

According to Witkowski, however, the primary purpose of the Riese facility was the creation of wonder-weapons. Die Glocke, whatever it was, was their greatest creation, about three meters wide and four or five meters high, made of a dark grey metal of unusual hardness and light weight and shaped like a giant bell, wider at the bottom than the top. Inside Glocke were containers of a strange, mercury-like liquid metal, violet in color and referred at least once to as “Xerum 525.” Witkowski claims that when the mysterious device was activated, it created an energy field around 150 meters in radius, within which human blood and tissue was crystallized and destroyed, and plant matter was reduced to a greasy muck. Reportedly, five of the original seven scientists assigned to the project were killed during experimental accidents.

Witkowski is unclear on what Die Glocke was actually supposed to do, besides kill the people messing around with it. Various other writers have speculated that it was an anti-gravity propulsion device, perhaps the engine for a massive interplanetary or interstellar space ship (see p. 128) Others claim it wasn't designed for travel in space but in time; one writer connected it to another story supposedly told to a teenager by German physicist Otto Cerny that claimed the Nazis had developed a “time-television” which generated images of the past in a concave mirror on its top.

Whatever Die Glocke was, it was never recovered by the Allies. Der Riese itself was abandoned between February and April of 1945, with a few remaining prisoners in the nearby work camps rescued by the Red Army. Those prisoners claimed that actual construction had largely stopped at

the end of 1944, after a typhus epidemic among the slave workers left them too short-handed to accomplish anything and new prisoners had stopped being shipped there by the Germans.

So, what was Die Glocke? Did it allow a handful of Nazis to escape justice by slipping away to another planet, or elsewhere in time? Is there a team of German scientists and masterminds even now subtly manipulating the timestream from their secret hideout in Jurassic Poland, trying to bring about an indestructible Fourth Reich?

In one of my campaigns, Die Glocke wasn't a transport device at all. Instead, it was a giant "magnet," designed to crash the moon into the Earth as part of the Nazis' plan to devastate the world while they took off for Ganymede; after a few generations, they intended to return and rule what was left of the human population after the devastating apocalypse. A prototype Nazi rocket placed the Glocke's "target," a giant metallic plate, on the moon and left behind several construction robots to guard it. When turned on, the Glocke began to draw the plate towards itself with sufficient strength to pull the moon slowly out of its orbit, which began to change Earth's weather and tides to destructive effect until the PCs figured out how to get to the moon themselves to reverse the charge.

BERLIN BURNS

The Red Army made it to the outskirts of the German capital in mid-March, and by the 20th were in direct conflict with the city's remaining defensive forces. The Germans flooded the Oder River flood plain by opening a reservoir, turning much of the area into a muddy swamp and slowing the Soviet progress. Konigsberg fell on the 9th of April, and a sizable portion of the Red Army forces in that battle moved west to join the siege. By the 20th the city was being shelled every day, and Hitler was secure in his bunker decrying the incompetence of his staff and planning his own suicide. The city's defenses included about 45,000 Army and SS soldiers in severely depleted units, supplemented by the city's police, the elderly veterans of the Volkssturm, and the young boys of the local Hitler Youth. The Russians moved methodically and slowly through these defenses, pouring into the streets around the Reichstag on the 29th and surrounding the city center on the 30th, the same day Hitler killed himself. By this point, Allied forces had reached the Elbe, and many German soldiers poured westward to surrender to them rather than the Soviets.

While almost no Allies made it to Berlin before the city fell and the Germans formally surrendered, it's dramatically appropriate for your heroes to get there and pitch in alongside their erstwhile Russian allies in order to see the end of this particular part of the war. General Winter and his superhuman soldiers will be directly fighting the last of the Nazis, whichever ones you have left over alive and uncaptured by this point in your campaign and want to wrap up. (Though if you're running the Final Showdown scenario below, Totenkopf and his top agents will have already fled

to Antarctica.) Some will likely fight to the end, while others will more sensibly see the writing on the wall and seek to surrender to the Allied heroes themselves, rather than submit to their likely fates at the hands of the Russians.

Hitler's bunker lost secure radio contact with the German army on the 27th, and from that point on had to rely on the telephone. On the 28th Hitler learned from a BBC radio report that Himmler had offered to surrender to the Allies on behalf of Germany, and been declined; outraged by what he saw as treason, Hitler ordered Himmler's arrest and had Herman Feigelin, Himmler's top SS man remaining in Berlin, shot. Later that day, reports of the Red Army reaching the Reichstag came in, and Hitler realized his own bunker was the likely next target. After midnight on the 29th, he married Eva Braun in a short civil ceremony, hosted a brief wedding breakfast with his few remaining associates, and then dictated his last will and testament to his secretary before going to bed at about 4 am. Awakening later that morning, he received the news of Mussolini's death and the public mistreatment of his corpse; he decided that he would not be subject to the same treatment, and ordered his doctor to prepare cyanide pills. One of these was tested on Hitler's beloved German Shepherd, who died shortly afterward.

The next day, Hitler met with General Helmuth Weidling, who gave him the bad news that the city's remaining defenders had all but run out of ammunition. Hitler dismissed him, and spent some of the afternoon saying goodbye to his staff, as well as Goebbels and Bormann. He and Eva then retired to his study, where they took the pills. Apparently unwilling to wait for the pill to take effect, Hitler shot himself in the forehead with his Walther PPK. Hitler's valet and a couple of other staffers carried the bodies outside through the emergency exit, and Bormann helped cover them in petrol and burned them, throwing some of the bunker's documents onto the fire as well. Donitz announced Hitler's suicide on the radio on the 1st, as he took command of the government; the Red Army found the bunker and the bodies on the 2nd, and placed in the hands of SMERSH (Russian Military Intelligence), who re-buried, exhumed, and moved the remains around several times over the next few years.

THE FINAL SHOWDOWN

EXCEPT, of course, in the Champions Universe. There, Hitler was attended at his bunker by Totenkopf, along with Bormann, Goebbels, and Von Stahler, as well as the brilliant but fiendish mad doctor Heinrich von Frankenstein. Hitler's body was ravaged by his drug addiction and the as-yet-undiagnosed early stages of Parkinson's Disease, and in his insanity agreed to von Frankenstein's plan to remove his still-living brain, placing it in a "perfect" robotic body so that he could continue to lead the Fourth Reich in their new home, on Jupiter's moon Ganymede.

Ganymede had been reached originally by accident when a German scientist named

Hoffmann, who fled to America in the 1930s, invented a teleportation device that was accidentally activated when Nazi fifth columnists tried to kidnap him from his New Jersey laboratory in 1942. Fortunately, several members of the Defenders were able to follow him, where they all discovered to their surprise that Ganymede was not only habitable, with a breathable atmosphere and an icy but survivable climate, but inhabited by several different intelligent species including giant ants who lived in underground tunnels and a tribe of female tiger-striped cat-women! The Defenders were able to rescue Hoffmann, defeat the Nazis and return everyone home, but during their stay on Ganymede the Nazis made contact with the ant-creatures (who were themselves fascists), and stayed in touch with them by highly advanced radio, forming an alliance. When things seemed to be going poorly for Germany back here on Earth, Hitler and Totenkopf came up with a plan to secretly flee to Ganymede, from where they would re-organize and eventually launch another attack on a defenseless world.

So, what was left of the Nazi High Command faked the suicides of Hitler and Braun, leaving bodies behind to be found, and then traveled to their secretly-prepared Antarctic redoubt. Several leading Nazis had to be left behind- Himmler had proved himself unworthy, and Totenkopf had arranged for the death of the monstrous General Blut as the Fourth Reich had no need for two disembodied brains (nor did Totenkopf need any additional superhuman rivals himself.) In only a few days, they would be ready to launch their massive spaceship from the remote icefield.

The only question therefore becomes getting your heroes there in time. Depending on their powers and skills, they may be able to determine that Hitler and Braun's purported corpses aren't who they're supposed to be, and perhaps even track them that way. There are several u-boats missing from the Heligoland pens, and mysteriously-missing paperwork about their most recent assignments (as well as mundane clues about the amount of food, fuel, and personal luxury items that were loaded out here overnight.) If necessary, the heroes might even get tipped off by one of the Nazi ubermenschen who wasn't one of the chosen founders of the Fourth Reich, or maybe even one who was but found the idea repulsive and chose a prison on Earth over the uncertainties of life on another planet. And he's willing to talk, as long as it gets him consideration at the forthcoming war crimes tribunal...

VICTORY OVER JAPAN

If you've run the Battle of Antarctica against the Nazis above already, then a second "final battle" with the Japanese superhumans can seem dangerously anticlimactic or repetitive. If you prefer, Totenkopf might invite the Iron Father with them into space and therefore the two enemies can be dealt with together, but that both makes the final battle extremely difficult for the heroes and diminishes Iron Father as an opponent (since he's

likely sharing the stage with both Totenkopf and Robo-Hitler.)

Instead, I recommend trying to make sure that victory in the Pacific is as hard-won and satisfying as Europe. First, if you're able, put some time between the two battles so your players aren't overwhelmed by climaxes. In my two longest campaigns, I accomplished this with a few fill-in stories that allowed the players to wrap up or advance subplots; in one, they took a quick visit to Atlantis to celebrate the defeat of the Nazis with their friends there (which of course was interrupted by some ancient Atlantean magical artifact intrigue), while in another the team was asked to provide some security for the Trinity test, which led to a conflict with time-travelers from the future of the 1960s.

After a fill-in story or two, you can turn to the matter of defeating Japan. Until the atomic bombs were dropped on Hiroshima and Nagasaki, the Japanese insisted they would not surrender and intended to fight to the end, which would likely have led to a horrific loss of life on both sides. One might presume that the Iron Father would have followed his country's strategy, holing up in his palace with as many of his remaining loyal followers as he can muster to defend him (both superhuman and ordinary Black Dragon Society agents.) Fanatical suicide attacks on the heroes might be used at this point, as well as chemical weapons developed by Unit 731 and possibly even magitechnical weapons borrowed from the Lemurians. Depending on when you stage this operation, the battle might only come to an end when the Hiroshima bomb is dropped; Iron Dragon is likely to be just as cowed and overwhelmed by the power of that weapon as the rest of Japan.

1946-1949: COMING HOME

Some Golden Age campaigns come to an end with the end of the war, which is certainly thematically appropriate; the world returns to "normal" as the soldiers leave the service and return home to their families and jobs. But the comics of the Golden Age continued to publish adventures of their superheroes for years after the war, and though sales fell off dramatically over the decade many fans of the era consider the post-war stories to be some of their favorites. Without the war to provide enemies or plots, writers had to return to their pre-war rogues' galleries and character concepts for story ideas; Timely's heroes of the period perhaps suffered worst from the end of the war since many of them had not invested much thought in their supporting casts or recurring villains. National/DC, Fawcett and Quality, on the other hand, generated some of their finest work. Many of the villains commonly associated now with the Golden Age of comics (sometimes by their prominence in Retro publications) debuted after the war: Black Adam, Sportsmaster, Harlequin, Huntress, Icicle, Per Degaton, Star Sapphire,

The Riddler, and Mad Hatter all made their first appearances between 1946 and 1950.

Despite the occasional excellence of the storylines, superheroes definitely lost popularity after 1945, with many of their individual titles converting to other genres (romance, horror, true crime and westerns all being better sellers.) In later Retro stories modern comics usually make reference to this in-continuity interruption in the activities of superheroes. The Justice Society was accused of having Communist ties thanks to their contacts with Eastern European underground groups during the war, and asked by the House Un-American Activities Commission to unmask publicly; instead, they chose to retire. Captain America was revealed in 1964 to have been frozen and lost in 1945 before the war ended, and his later appearances were retroactively revealed to have been a succession of replacements wearing the costume so the public would be demoralized by his loss.

Your own group can choose to continue past the war if you're still enjoying the campaign. Simply continue to follow the calendar into the future, incorporating as much of real history as you find entertaining. The stories should generally retain the same tone of your previous adventures, with the focus likely returning to the campaign's home city

and the ever-more-outrageous four-color crimes of your domestic supervillains, mad scientists, and alien invaders. If you want to maintain the international scope, simply introduce a new set of menaces with a Communist bent. Churchill gives his "Iron Curtain" speech in March of 1946, and over the course of that year Hungary, Czechoslovakia, and Bulgaria fall under the sway of the Soviets. Germany is split between East and West, leading to the Berlin Blockade and then the Berlin Airlift. China becomes fully Communist in 1949, while the search for Communist infiltrators and spies in our own country leads to the Hollywood Blacklist and McCarthyism. Russia gets their own

atomic bomb before the end of the decade, and NATO is created.

India and Pakistan gain their independence (and immediately go to war with each other) and the state of Israel is created, leading to massive conflicts in the Middle East. France goes to war in Vietnam. And at home, the beginnings of the Civil Rights Movement are felt, as Jackie Robinson integrates baseball and Truman orders the legal end of discrimination in the military. Indeed, there's no shortage of real-world excitement to link your costumed adventuring to as the world moves swiftly forward to the Silver Age.

Ten years ago :

THE NAZIS BURNED THESE BOOKS



...but free Americans
CAN STILL READ THEM

CW Post No. 58. Additional copies may be obtained upon request from the Division of Public Inquiries, Office of War Relocation, Washington, D. C.



ADVICE FOR SUPERHERO GAME MASTERS

GM NPCs

Some GMs like to play campaign NPC heroes, while others prefer not to. I personally like to do so, though I certainly understand the concerns of those who worry about (or worse, have unpleasant personal experiences with) such characters taking away valuable spotlight time from the actual

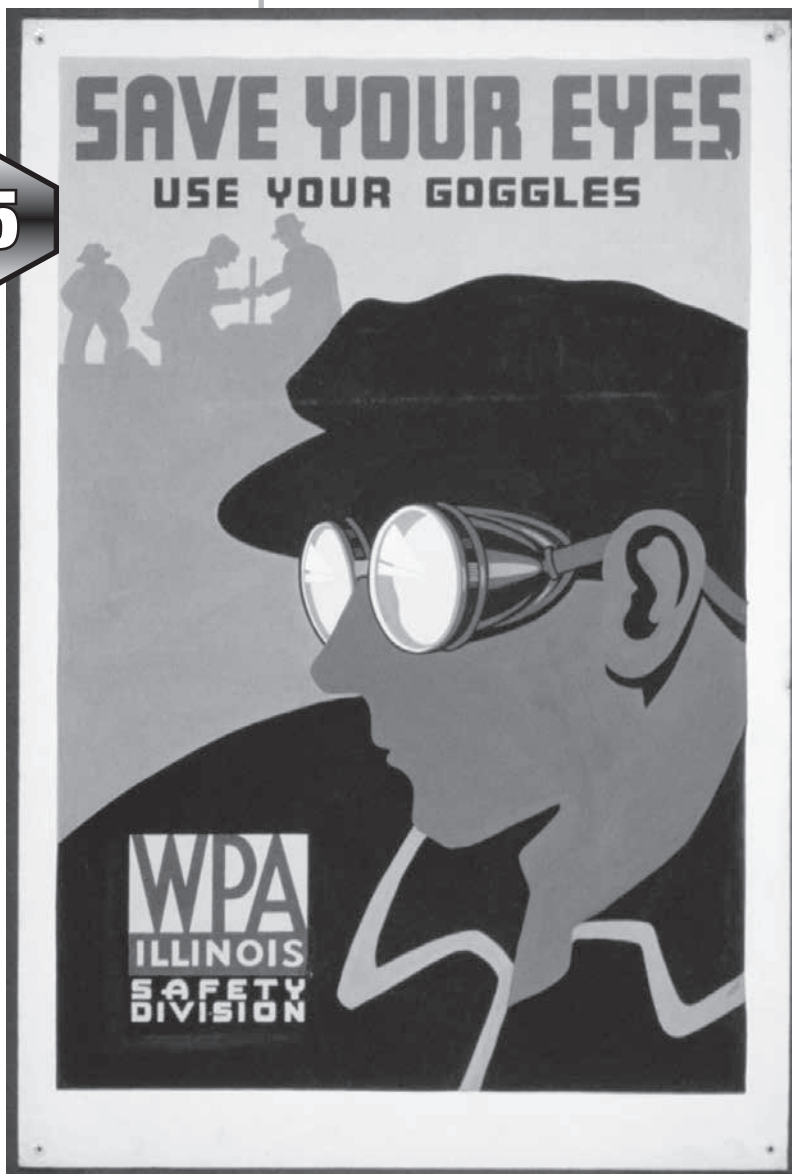
player characters the game is designed to accommodate and support. This IS a bad thing, and should be avoided at all costs. NPC superheroes, especially long-term ones, should be supporting cast, not stars.

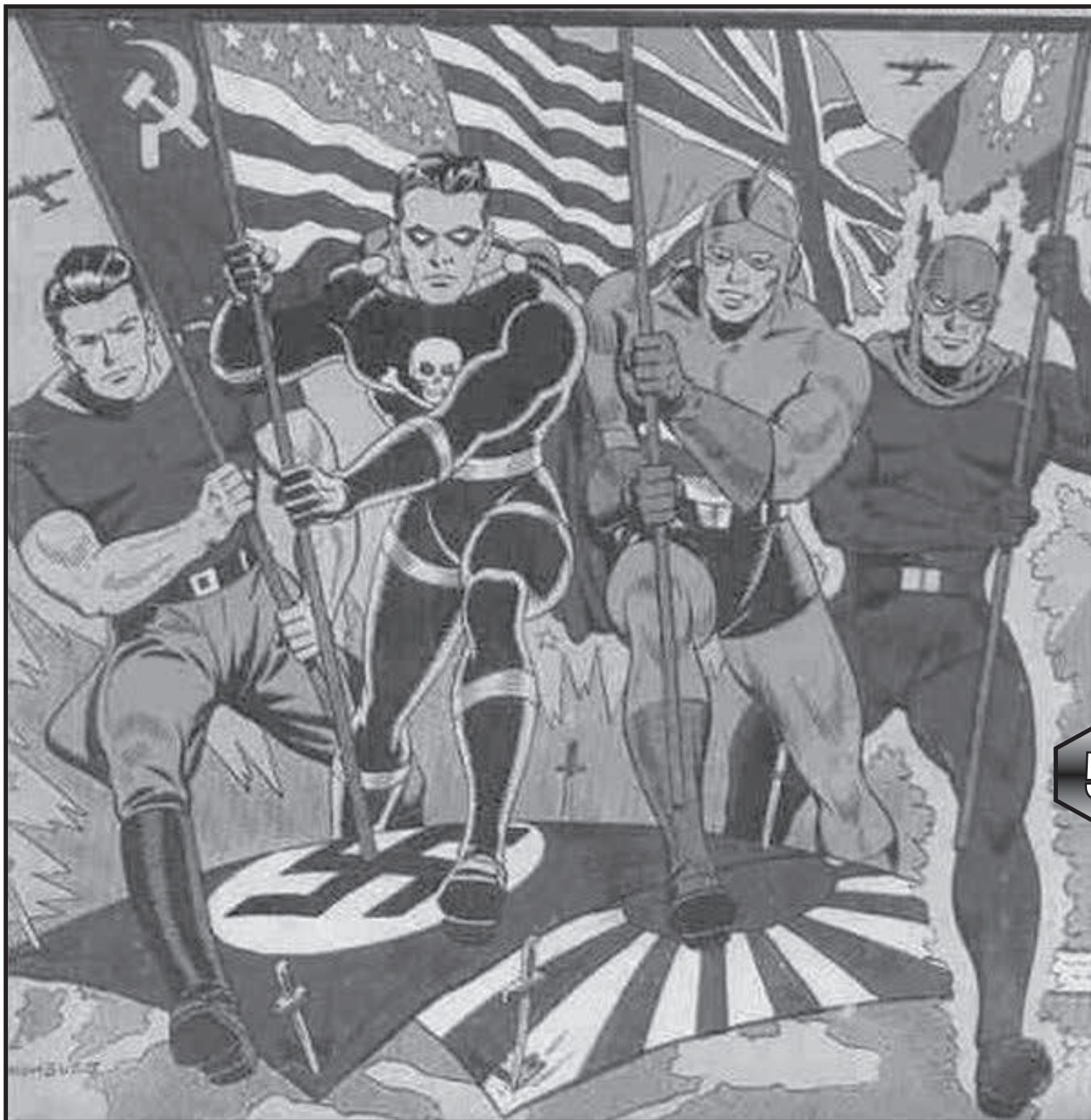
Having such heroes potentially provides several benefits. If you have a small number of players, or irregular attendance among your players, having such a character can allow the team to still feel sufficiently populated. It gives an occasional guest player a character to play who is already tied to the game. It allows you as GM to participate in team conversations without wearing the GM hat, making suggestions or comments from a specific character's point of view and perhaps helping to guide a story in a desired direction. And it provides a sense of connection to other locations or characters in the story, once the players have an attachment to their teammate.

For example, three of the characters in the Heroes section are GM NPCs of my own: Mara, Ghost Cabbie and Fubar (though Fubar was originally created by Mitch Albala before I swiped him, and Ghost Cabbie came out of several conversations with Riley McLaughlin about the benefits of cab driving as a superhero's mundane day job.) Mara and Fubar came with their own adventure-generating backstories tied to specific locations, and having them on the team gave the players additional reason to care about the stories that involved Atlantis or Bohica. Mara also was the only female character on the team for the first few months of that campaign, as all of the players had created male characters; not only did this seem demographically unlikely and undesirable, Mara's crush on Optimus allowed me to encourage romantic interactions between the players.

In the cases of both Fubar and Ghost Cabbie, the NPCs also provided skills and story roles that weren't covered by players. Fubar was a gadgeteer for a team that didn't have one at the time, while Ghost Cabbie allowed the team both to have a "precognitive" character who could connect them to plots they otherwise had no business knowing anything about, as well as the means of physical transportation to get to story locales.

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PERSONALIZING YOUR VILLAINS

Several of the “Homefront Villains” written up in this book are given direct connections with various of the heroes as part of their backgrounds. In play, obviously, it’s intended that you the GM modify those to reflect your actual players and campaign- even if you have established the existence of Dr. Twilight in your campaign as a PC (perhaps in another city), the Black Pharaoh will be less interesting to your heroes as the nemesis of an NPC than he would be if he’s more directly connected to one or all of your players.

Even if you don’t intend to use those villains themselves, they can still serve as examples for how to build your own supervillains to suit your campaign. There are plenty of books of “generic” supervillains available, but each of them lacks that extra “bite” that comes from a personal relationship with a hero at your table, or a thematic connection that makes them the villain your players love to hate. Once you’ve established who the heroes in your campaign are, and have perhaps run a few sessions to see how they’re going to work out in play, you as GM should take the time to sit down and create a few bad guys that have the chance to become satisfying, recurring nemeses.

First, look for opposites. Powers, special effects, goals, behaviors, anything that a player might use

to briefly describe his or her character that has a thematic opposite is a source of inspiration for a nemesis. Fire Elementalists might be opposed by cold or water, or darkness could be pitted against light. Characters with powers based on an animal might face that animal's natural predator or rival. Patriots have no shortage of opponents who are equally impassioned fighters for a different cause (and an actual flagsuit from America should regularly be meeting villains who wear the flags of Axis nations!) A great detective might meet his opposite number in an equally brilliant master villain challenging him to a duel of super-wits in the manner of Sherlock Holmes and Moriarty.

This effect can be subtle – after all, Lex Luthor is no match for Superman physically, but his scientific brilliance gives him the same large advantage in other circumstances. Slow bricks might be pitted against nimble speedsters. A rational scientist might be faced with the chaotic magics of an imp from the lands of Faerie. If a character has a particular weakness, Vulnerability or Susceptibility, they may face an opponent who personifies it; Green Lantern's ring doesn't work on wood or plants, and Solomon Grundy is made of plant matter while the Thorn controls plants, making both difficult problems for him.

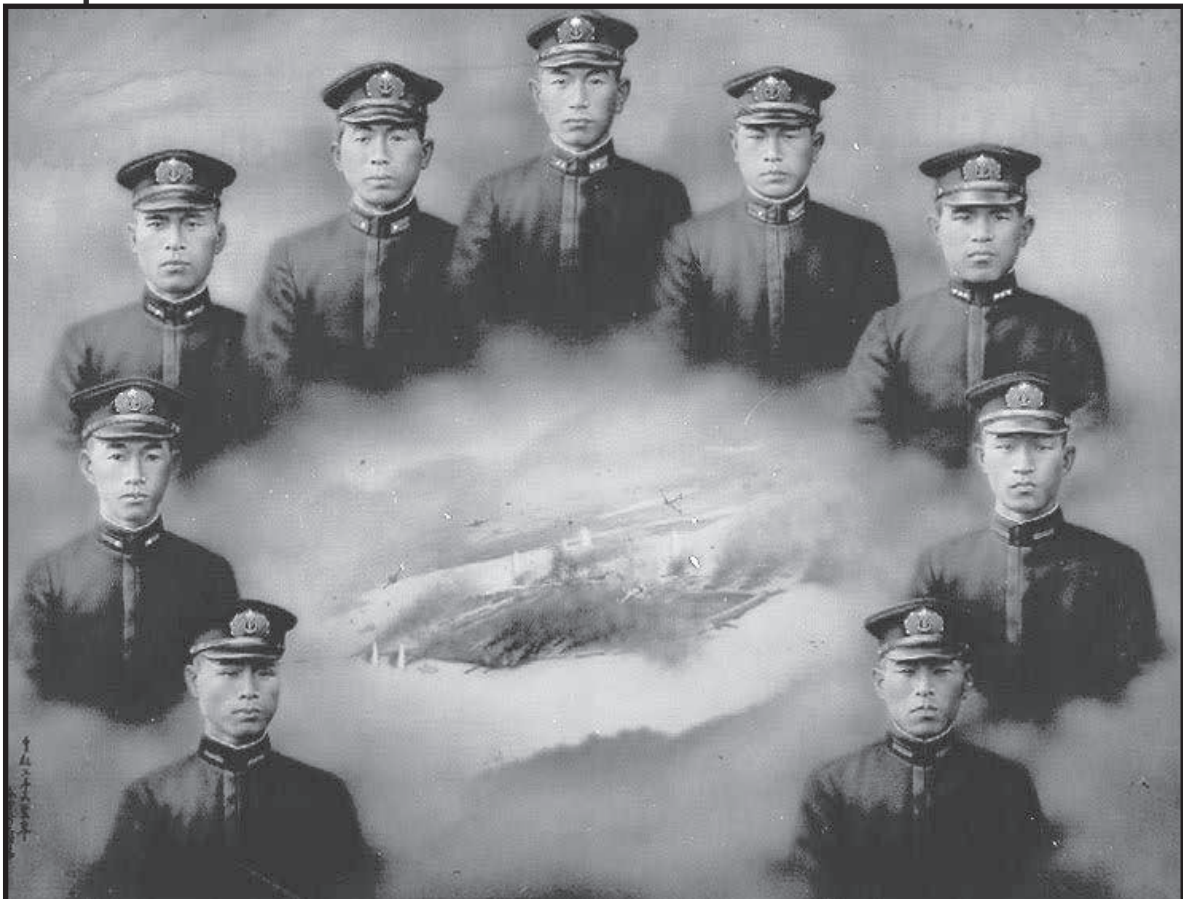
Alternatively, a nemesis might instead be very like the hero in question. Perhaps they share a common origin, or the villain might have the same power set (perhaps even at a slightly higher power level than our hero!), forcing the good guys to use clever tactics to pull out the narrow victory. Black

Adam's reckless disregard for innocents or property damage put Captain Marvel at a disadvantage every time they fight even though they are equally strong. Master Man can summon villains from the past in the same way Kid Eternity calls upon historical heroes.

Again, there can be more subtle explorations of themes here. Batman uses fear as a weapon against criminals themselves; therefore, it's interesting to put him up against the Scarecrow, who uses the same weapon against innocent victims. Similarly, Batman's goal is a safe, orderly Gotham City where no one need fear the fate of his parents, while his greatest enemy the Joker thrives on chaos, insanity and the lack of control. Wonder Woman stands for female empowerment, making it particularly satisfying when she thumps on a misogynist villain like Dr. Psycho.

Of course, the simplest and most direct connection between hero and nemesis is personal. Villains might be parents, siblings, or children of the PCs, twisted to evil (or perhaps the hero in question rejected the evil of her family!) They may be former friends, from childhood perhaps, or coworkers- anything to get the hero concerned about trying to turn them from their current path. Two-Face was once Gotham City's District Attorney and a staunch ally of Batman before his disfiguring accident. Lex Luthor was eventually revealed to have been a childhood friend of Superboy. And Harlequin was secretly Green Lantern's personal secretary in his secret identity!

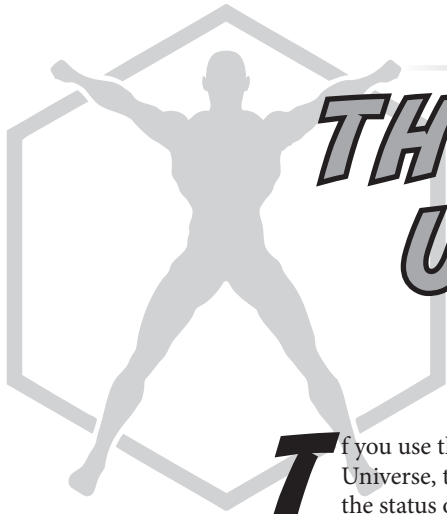
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CHAPTER SIX

THE GOLDEN AGE CHAMPIONS UNIVERSE





THE CHAMPIONS UNIVERSE IN THE 1940S

If you use the canonical Champions Universe, the following section describes the status of various institutions, individuals and locations described in other titles during the Golden Age. Obviously, all of this is simply fodder to help GMs and players develop their own campaign settings, but hopefully it can be useful and inspirational for anyone.

SUPERHEROES IN AMERICA

Before the creation of Project Rainbow in early 1942, the US government (and almost every other government in the world) had no official policies, laws or agencies related to superhuman activity. Until 1938 and the invasion of the Sirians (see p. 311), officially the government didn't believe superhumans, aliens, magic or monsters even existed. (There were certainly individuals with such suspicions and beliefs, of course.)

Superheroes active in this period had tremendous freedom of movement and activity, but almost no hope of official support in their battles. Individual governmental or law enforcement agencies and officials had no resources to fight superhuman criminals or marauding monsters, and had to work out their relationships with volunteer heroes and masked vigilantes largely on their own. Some cities made a point of working with their costumed adventurers, while others pursued them as criminals themselves, on the personal whims and opinions of their police commissioners and district attorneys. None of the court cases that would affect the activities of superheroes would occur until well after the war.

The United States had by far the largest initial population of superhumans, followed by Germany, Russia, England, Japan and Canada. Most other countries had few or no superhumans debut during the Golden Age period, though their own populations would begin to grow in the late 1940s and early 1950s.

HIDDEN LANDS OF THE CHAMPIONS UNIVERSE

ARCADIA

The grand city of the Emypreans remained hidden to Humanity in the Antarctic wilderness throughout the Golden Age. The Walpurgisnacht Working increased their own powers along with the other superpowered beings on the planet, an event that was quite mysterious to them for several decades until Eliaos, an Emyprean who studied magic, met the Trismegistus Council in the early 1970s. For the most part they ignored World War II as a simple conflict among humans, though they did keep track of the Lemurians during their brief alliance with the Axis. Of course, dozens of individual Emypreans lived among humans during the period, and could be met at any time; see below for several notables of the period.

ATLANTIS

Atlantis was a peaceful nation in the years immediately preceding the Golden Age. Oceanus was King, and ruled fairly and well, keeping the peace with the various barbarian lands around the city and the lobstermen farther to the north. His wife had tragically died some years before, but his young daughter Mara was growing up beautiful and strong.

This gentle era came to an end in 1937, when Dargon the Usurper, son of Oceanus' old enemy Straton, teamed with the evil wizard Nereus and turned a sizable portion of Atlantis' army against their king with whispered lies and promises of power. Dargon slew Oceanus in the throne room, and Mara fled the kingdom upon Dargon's announcement of his intention to marry her. Nereus sent monsters to pursue her, but when they failed he lied to Dargon and said she had died.

Totenkopf sent emissaries to Atlantis to make an alliance in late 1938, and Dargon accepted, sending his greatest warrior Steel Shark to join the Axis Legion and dedicating his efforts toward disrupting Allied shipping in the Atlantic in exchange for RSvKg mystical texts and promises of treasures from the surface.

The alliance held together until 1943, when Atlantean rebels discovered Mara was still alive and recruited her (and her teammates, the Defenders) to the cause of overthrowing Dargon. The rebellion lasted weeks, and ended with Mara slaying Dargon with her father's own sword and reclaiming the throne. She promptly married her boyfriend Optimus, making him the first Lander Prince Consort. Unfortunately, their marriage did not last, and they divorced in 1948.

See Mara's character sheet (p.165) for more of her story.

LEMURIA

Lemuria made contact with Nazi Germany in 1939, when RSvKg member and SS Colonel Gunter Gottschalk proved his own personal theories by finding a deep-sea entrance to the underworld kingdom. Gottschalk and King Arvad found each could help the other- the Nazis wanted access to Lemurian mechano-mystic knowledge, and Arvad was looking for a cause that might spur his own decadent people out of their lethargy.

A handful of Lemurian scholars traveled to Berlin to exchange knowledge, while Gottschalk himself stayed in Lemuria to study their ancient texts. Their treaty of alliance granted Lemuria control of Eastern Africa and India in exchange for the support of their deadly pisciremes and shipments of advanced weaponry.

Between 1940 and 1943, the Lemurians controlled the Persian Gulf, blocking Allied shipping lanes and fighting Bedouins along the Tigris. The British Expeditionary Force encountered Lemurians frequently, as they supported Rommel's campaigns back and forth across Libya. They held Madagascar for nearly two years, but then lost it to British forces (supported by Professor Weird and his Golem Gang) in the spring of 1943. And they made multiple attempts at attacking California's coast after Pearl Harbor brought America into the war, fighting both the US Navy and the Justice Squadron on several occasions.

By late 1943 it was clear to Arvad that Hitler was insane and the German cause was a losing one, and so he withdrew his support and forces back to Lemuria. His own mission had been accomplished- the Lemurian people once again had a taste for battle, and could now turn to larger matters.

SHAMBALLAH AND AGHARTI

The hidden city of Shamballah became known to the Nazis sometime during Ernst Schafer's expeditions there between 1930 and 1938. The story of their last expedition there is told in the Golden Age Secret Files.

PEOPLE

ARCHIMAGO

Though he hadn't yet even claimed the name of Archimago, John Fulten spent the 1940s gathering mystical artifacts, mastering various magical styles and techniques, and making and breaking pacts with various demons and dark gods. He might be encountered by mystic superheroes anywhere in the world during that decade.

ARCHON

Archon spent the war in several assumed identities as a human soldier in order to experience the largest war ever fought. At various times he was a British Expeditionary Force private in France, a Soviet tank commander at Kursk, and an American Marine at Luzon. He even tried a few months disguised as a German lieutenant in Estonia, but found his superior officers to be disagreeably dishonorable. He might be encountered anywhere during the war years, thanks to Brax's skill at forging military documents.

BAYKOK

He was a regular opponent of the Justice Squadron throughout the Golden Age, frequently driven from the Mortal Plane but never truly defeated.

CATERAN

Cateran spent World War II disguised as a man named Henry Baker, serving in the 17th Brigade Royal Field Artillery from 1940 until the end of the war. She fought in France, North Africa and Italy. After the war, she moved to San Francisco and resumed her criminal career, encountering several costumed heroes in the second half of the 1940s.

DAVOS

Inspired by Archon's tales of military daring, Davos spent part of the war as a member of the Flying Tigers, flying P-40s in China, Burma and French Indochina. He survived being shot down in 1943 thanks to his Empyrean strength, and returned to Arcadia rather than create another identity immediately.

JAMES HARMON III

Harmon was one of the youngest-ever graduates of the US Army Ranger School, and joined the 5th Ranger Battalion in their landing on Omaha Beach on D-Day. He was awarded the Congressional Medal of Honour for his bravery in combat in France, and was a Captain by the end of the war. He went on to serve in Korea as well, before returning to Detroit to take over Harmon Industries in 1952.

ISTVATHA V'HAN

In the Champions Universe V'Han did not try to invade our universe until 1998. However, she was certainly aware of this dimension, and may have sent spies and agents to observe and report on our world for decades before that first attempt.

KIGATILIK

His tomb was cracked open by an atomic bomb detonated in the Ice Realm during a battle pitting Aureole, Spysmasher and Rex Sterling against the Ice King Vultok in 1948. He struggled against his bonds for the next sixteen years before escaping.

MOLNYA

Pavel Zavarev's electricity powers manifested as a soldier in the Red Army in 1944, and he was quickly recruited into the NKVD directly by Lavrentiy Beria. He spent the next several years during and after the war mastering the arts of espionage, preparing to become the leader of Russia's secret superhuman intelligence forces in the 1950s.

NECRULL

The horrible mad scientist Dr. Necrull fled Canada in 1933 and wound up working in Totenkopf's laboratories, where he helped churn out monstrosities while secretly working on his immortality elixir. His fortress outside of Potsdam was attacked in early 1945 by the Soviet Super Patriots, and Necrull killed the first Golden Sickle and absorbed the powers of a superhuman victim for the first time. Fleeing the wrath of both the Allies and Iron Hammer, Necrull returned to Canada and put himself into a cryogenic hibernation chamber in 1946, not emerging for fifty years.

THE STALKER

The vampire who was once Billy Hearn menaced the American Southwest throughout the war, and battled Cowboy, Black Mask VIII and Nightingale in particular several times.

THALYA

Still a very young Empyrean (only in her mid-80s when the Golden Age began), Thalya spent World War II primarily in South America, exploring and traveling in Chile and Peru. After the war, she encountered Ceteran for the first time and began their centuries-long friendship.

YIN WU

Yin Wu had by the Golden Age established himself as a powerful warlord in central China, respected and feared by both Chiang Kai-shek and Mao Tse-tung and left to his own private studies of alchemy. He ignored Japanese military incursions into China as beneath his notice during the war, though he did raise arcane shields around his castle to protect himself from the Iron Father's

curious gaze. By 1949 he became sufficiently annoyed by the ruling Communists to withdraw entirely from involvement in this plane, until he launched his first attacks on the government in 1961.

OTHER CHARACTERS

Other immortal or at least long-lived villains from the modern Champions Universe might be encountered by heroes even though history has not recorded those conflicts and presumes they were first seen later. These might include: Bloodrage, Brangomar, Bromion, Kanrok, Living Sphinx, Mother Gothel, Samhain, Skarn the Shaper, Tezcatlipoca, Tyrannon, and Adrian Vandaleur. There are also large numbers of Sylvestris, McFarlanes, and Liefelds to be found scattered around Europe and America.

On the other hand, there are several beings generally included on the side of heroes who might be found continuing their own activities during the Golden Age. The Wanambi Man continued to defend the Well of Worlds in Australia, and the Witness did likewise with the dimensional convergence in the graveyard behind St. Julian's Church in Sunday Pond, Maine. Aasifa Rumlia might have been encountered by any military forces venturing into the Arabian Desert of Saudi Arabia or Iraq. And the Eternal Tulku resided at the Lamasery of the Silver Hand in Tibet until the arrival of Chinese forces in 1959, though even in the Golden Age he was already increasingly senile.

ORGANIZATIONS

CIRCLE OF THE SCARLET MOON

Weakened greatly by its creation of the Hellstone in 1908, the Circle spent most of the following decades recovering its magical puissance. Five of its thirteen members at the time died, and Luther Black defected shortly afterwards. Despite their weakness, they were still active in the mystical underworld of the 1930s, and were consulted directly by Hessler and the RSvKg for their great working on Walpurgisnacht in 1938. This spell was a mixed success from the Circle's perspective; it greatly increased the level of magic in the universe and therefore made each of them more powerful themselves, but it also created Totenkopf, who would be a dangerous rival for the next seven years that they spent a great deal of power and skill hiding from, as well as unleashing a veritable army of superheroes who would oppose their future plans.

During the war the Circle re-learned subtlety, concentrating their efforts on gathering power and wealth for their members (and recruiting new druids to form new lodges around the world.) One coven in Russia was quite powerful and drew the personal attention of the KGB, forcing Artem

Sanshin and his family to flee to America with his wife and young children (including his daughter Martika, who would grow up to be one of the Circle's most notorious leaders, and herself mother to Bethany (Witchcraft) and Pamela (Talisman)).

CULT OF THE RED BANNER

This mysterious sect has existed since ancient times, worshipping and serving the Dragon King, Lung Wang (who is actually the same being as the Death Dragon, Sze Long.) Though they largely stayed out of the war itself, they continued to maneuver behind the scenes in preparation for the Tournament of the Dragon in 1952 (see below.) They would have had an interest in any mystical activities in China, and carefully monitored the standoff between Iron Father and Yin Wu.

DEMON

Luther Black left the Circle of the Scarlet Moon in 1914, taking with him several promising druids. He created DEMON as both an organization and a spell itself, in order to further his goal of manifesting the Kings of Edom. Throughout the Pulp Age, DEMON had established its structures of Demonhames and Morbanes, and built its power while posing as a Satanic cult.

At the start of the Golden Age, DEMON faced a series of setbacks. Himmler's occultists had infiltrated and taken over the Berlin Demonhame, turning it to the service of the RSvKg. Other Demonhames were lost to the chaos of war and the efforts of mystical rivals like the Iron Father in Japan. Black took the remaining American Demonhames in New York City and Los Angeles underground in 1939, infiltrating organizations like the OSS with sleeper agents while generally ceasing more public activities. After sacrificing his enemy Jack Fool and then returning him to a twisted form of life in a September Black Mass, Black himself retreated from the Mystic World, to study the emergence of superheroes and plan his next activities. After the war he traveled the world, from 1945 until 1952, studying places of ancient power. In the end, he returned to America and began the spells to create the Profane Regalia.

THE STAR*GUARD

The space sector containing Earth did not have its own Star*Guard or Marshals yet, as Brin Rei Tarn would not be assigned here until 1968. CONTROL was certainly aware of the existence of humans and their great potential to affect interstellar affairs, and could certainly become involved in any crisis during the period, but until humans took their first steps out into space it preferred to observe from a distance.

THE TRISMEGISTUS COUNCIL

The Council was extremely active during the Pulp Era immediately preceding the Golden Age, using agents and guiding the activities of various heroic adventurers to battle the forces of mystical

evil. However, they were unable to prevent Hessler and the RSvKg from their great working in 1938, which raised the ambient magical level of the universe and ushered in the Golden Age. With the emergence of superheroes, the Council withdrew back into the shadows, though individual members like Aloysius Abercrombie and Rex Sterling (see p. 218) continued to operate relatively openly. Abercrombie, born in 1853, still appears to be in his late 30s and is probably the Council "field agent" most likely to interact with superheroes directly. He's a moderately skilled magician (he has a 40-pt. VPP for spells), and his ability to detect magical manifestations (even those shielded from other sorcerers) is unparalleled on this world.

The Council frequently sought out heroes of a mystical bent to offer advice, provide information, and accept dangerous artifacts into their protective care in exchange for those heroes keeping them informed of their own activities and the general state of the Mystic World. They generally mistrusted heroes who were too open about their identities and powers, or who seem to be overly straightforward and aggressive in their fight against evil; the Council will always urge caution and stealthy tactics over sheer bludgeoning force when possible.

They specifically kept a close eye on the Circle and DEMON – the first is an old foe they understand completely, while the second is still a bit of a mystery to them. They also were very concerned about the absence of a new Archmage- since the death of Bodhan Stanislavski in 1908, the role has gone unfilled, and the Council could neither explain this fact nor mount adequate defenses against potential attacks by beings like Tyrannon without the Archmage's power.

UNTIL

UNTIL obviously didn't exist as an organization during the Golden Age. Indeed, the United Nations as an organization was not formed until October of 1945, when its charter was ratified by the permanent members of the Security Council. Optimus (see p. 159), a key creator of the Tribunal itself, was an active hero during the war, and his experiences very much influenced the decisions he would later make in the 1960s to bring the organization together.

VIPER

There was not yet an organization called VIPER in the Golden Age, but its roots can be seen there. The Unholy Order and its various inspired snake cults were occasionally active during the Twenties and Thirties, and several of the Order's leading families were wealthy industrialists in Germany and Italy supporting the rise of fascism. Others were spies for the Axis in Britain or America. One family, the Kiyomoras, were all officers in the Japanese army. After the war, many of those families were financially ruined from backing the losing side. One notable exception was Henrietta Von Drotte, who worked instead

with the Allied militaries and wound up with various lucrative contracts for Duchess Industries.

In 1924, Edgar Lancelyn Essec left England for Africa, amassing a fortune through criminal business transactions and exploitative diamond mining. In 1939, he discovered the cave of Nama in the Mbang Mountains, and there fell into a slumber that lasted more than fifty years before he emerged and became the Supreme Serpent. After his disappearance, his fortune passed to his son Roger.

In the late 1940s and early 1950s, surviving members of the Unholy Order were plagued with dreams of the Serpent Lantern sent by Nama. Explorers in their pay finally recovered it in 1954.

WATCHERS OF THE DRAGON

The Tournament of the Dragon was held in 1952, and martial artists from all over the world participated in it. The pulp-era hero known as Cobra, who had retired from active heroing due to age and injuries in 1938, had spent the succeeding years training his apprentice, a Chinese-American named William Lum, in the arts of the Yengtao Temple. Lum, who was born in 1928, managed against all odds to win the tournament, defeating the Russian wrestler Ivan Vazhadze in the final match. Lum then formally adopted the costumed identity of the Cobra from his teacher before engaging and defeating the Dragon itself, winning the benefits of “preeminence among nations” for the United States for the next six decades.

THE DEFENDERS OF JUSTICE

The Defenders were the most important super-team for the Allies during the war, and therefore should be removed as necessary in your own campaign to make room for your own PCs, so they don't feel overshadowed. Individual members of the team can be used as PCs by players who don't want to create their own characters, as roster filler for your own team as NPC or troupe-style teammates, or recombined into smaller additional teams representing the rest of the war effort around your own PCs, who of course should always remain front and center in your own campaign.

THE HISTORY OF THE DEFENDERS

The original Defenders came together in October 1938, when a series of mysterious “meteors” struck the New Jersey countryside around the small town of Grover's Mill. The meteors were revealed to be capsules fired at the Earth from Mars, and when they opened within their smoky craters reassembled themselves into towering tripods that spewed both deadly “heat rays” and poisonous gas. The notable superheroes of the area (Optimus, Dr. Twilight, Mara and Cowboy) found themselves working alongside local army units to battle the horrible creatures, discovering in the process that the alien tripods were unwieldy in Earth's greater gravity and could be toppled with relative ease, and that the “pilots” inside were extremely vulnerable to toxins and allergens in our atmosphere. (It wasn't until the second encounter with the tripods in 1948 that Earth learned that the “Martians” were in fact Sirians, using the uninhabited planet of Mars simply as a staging base for their attack.)

In the weeks following the thwarted “invasion,” the four heroes agreed that they worked together quite well and should form a “society” for mutual assistance. Optimus, predictably, took a leadership role in this effort. He recruited both Black Mask and Captain Patriot into their ranks over the next several weeks, and welcomed Meteor Man shortly after his own debut. Mara, who had been largely in hiding due to her strange appearance, was grateful to have a home among the landers and moved directly into the team's first headquarters on a secret floor of the Empire State Building owned by the Wilson family. The others were happy to use the space for semi-regular meetings over the next several months, as they battled various menaces like Liquidator, the Black Pharaoh, Sub-Zero, and a seemingly endless parade of mobsters and mad scientists.

Over the next three years, the team remained relatively stable. Cowboy left the team in late 1939 to join General Marshall's secret Intelligence Bureau of the Department of War (which was itself replaced by the OSS) and operate undercover

in Europe, while Captain Patriot found his own duties for President Roosevelt took him away from the team regularly. The team recruited new members to replace them: Meteor Man's fiancée Catherine Hayes found a magical Grimoire that turned her into Lady Mystery in late 1940, and Bulletproof was invited to join the team after teaming with Optimus to solve a series of murders in 1941.

After Pearl Harbor, the Defenders volunteered for service and were the first to discover the existence of the anti-powers field created by the Axis. In response, the team was divided into two separate programs under the command of the US Army. The nonpowered heroes (Optimus, Black Mask and Bulletproof) were organized into a team called the Freedom Battalion alongside British hero Scarlet Archer, and sent to France to operate secretly behind enemy lines alongside La Chasseuse (p.220) of the French Resistance.

Meanwhile, the remaining members added new recruits in The Streak and Toy Soldier, moving for a while to Haynesville as part of Project Rainbow (see p. 194) and defending the homefront from enemy agents. Over the course of 1942 and 1943, the Defenders also added American Eagle (whose career was sadly short) and Quake Kid, and when Bulletproof received super-human powers he briefly returned to the US and was replaced abroad by Nightingale. Both teams also participated in the overthrow of Dargon the Usurper from the throne of Atlantis, and both lost a member when Mara asked Optimus to marry her and help rebuild that nation in late 1943.

The two teams re-united as part of the D-Day invasion, and stayed together through to the end of the war as they battled from France into Germany and then briefly operated in the Pacific before Japan's surrender. After the war, several members tried to keep the team together, but decreasing activity of metahuman villains and increasing resistance from the government caused the team to finally break up in 1951.

The write-ups below reflect the characters in the middle of their careers. If you are using them after Pearl Harbor, the active members should also have a Perk reflecting their status as Warrant Officers in the US Army, costing 4 additional points.

FIRST DOJ HEADQUARTERS (EMPIRE STATE BUILDING, 1939-42 AND 1945-48)

Construction on the Empire State Building began in January, 1930, and the building formally opened on May 1st of 1931. It's 1,250 feet tall (380 m), not including the famous spire which adds another 204 feet (63 m), and is officially 103 stories high, not including the secret floor that Jeremiah Wilson (who was one of the major financiers of the project, along with John Raskob and Pierre Du Pont) had installed between the 102nd and 103rd floors. He originally intended to use it as office space for his own political plans (including his intention to run for mayor in 1932), which were cut short by his own death that year. His son Drake inherited the rights to the floor, and systematically removed all record of its existence from public paperwork.

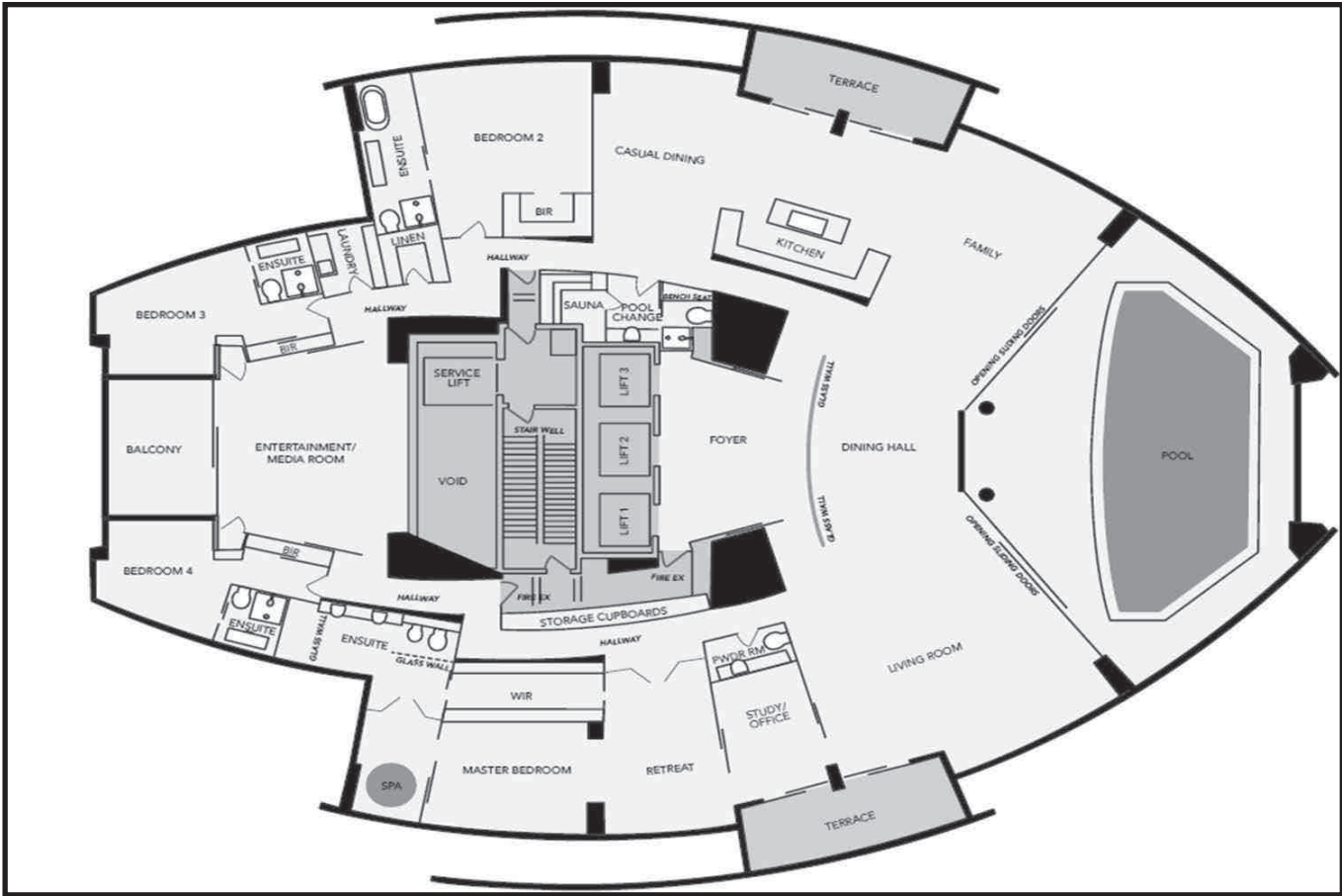
The building, at the time the tallest in the world, was not an immediate financial success- it was in competition with several other new skyscrapers in downtown Manhattan and, on 34th street, was farther from Grand Central and Penn Station. Therefore, several floors remained partially or totally unused until the early 1950s. The Observation Deck, on the 86th floor, was popular with tourists, fortunately, and helped offset the losses from unrented office space.

There are 64 elevators open to the general public in the building, plus an additional nine service elevators. A tenth elevator is the only one that accesses DOJ HQ, and requires a special pass card be inserted into the wall panel - otherwise it seems to be perpetually "out of service." It takes seven full turns (84 seconds) to reach the secret floor from street level.

The Defenders moved into Optimus' secret offices in mid-November of 1939, just two weeks or so after the "Martian Invasion" that brought the team together. They would use it continuously until April of 1942, when the "homefront" Defenders moved to the Project Rainbow base in Haynesville. It sat largely unused and empty until the end of the war, when Meteor Man re-opened it in October of 1945 to be used again by the Defenders. Though they used the offices frequently, nobody on the team lived on the site. By 1948, when Drake and Mara divorced and Drake moved back to New York City, the team was sufficiently "retired" that he was able to reclaim the offices for his own, and used them regularly again in his new career as a consultant for the United Nations. Indeed, the original proposals that led to the founding of UNTIL were written there.

By later superheroic standards, the Defenders' headquarters was fairly primitive and under-equipped. It had several offices, including a large meeting room with a direct line to the White House. There were several private quarters- one was for Optimus, and a second was home for Mara. Several others were used as "guest rooms"





6

DEFENDERS HQ (EMPIRE STATE BUILDING)

VAL	CHAR	COST	NOTES
6	Size	12	70m x 32m x 4m; OCV +8
8	PD	9	
8	ED	9	
3	Body	1	Total Characteristics Cost: 31

COST POWERS

10	Location: City	0
9	Secret Floor: Concealment 14-	
4	Vault: +4 PD/+4 ED, Partial Coverage (-2)	0
4	Library: KS: World History 13-	
5	Lab: Paramedics 14-	

TOTAL ABILITIES & EQUIPMENT COST: 32

TOTAL BASE COST: 63

TOTAL COST: 13

for members who lived out-of-state during their visits to New York, or as temporary quarters for local heroes like Dr. Twilight, Meteor Man or Lady Mystery. Optimus kept a separate room next to his bedroom for his workout equipment; occasionally, Bulletproof would hang a heavy punching bag in there as well.

A single room was dedicated as a “trophy room” for storing mementos from some of their cases, while more dangerous items and devices were stored in an actual vault on the east side of the building. Another large space was converted into a medical laboratory for Dr. Twilight to use both for scientific research and as a “sickbay” for injured heroes.

On July 28, 1945, a B-25 Bomber crashed into the building between the 79th and 80th floors in a thick morning fog. The explosion and resulting fire killed 14. Nobody from the Defenders was present that day.

OPTIMUS

VAL	CHAR	COST	ROLL	NOTES
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
23	DEX	26	14-	
23	CON	13	14-	
23	INT	13	14-	PER Roll 14-
23	EGO	13	14-	
25	PRE	15	14-	PRE Attack: 5d6
9	OCV	30		
9	DCV	30		
3	OMCV	0		
5	DMCV	6		
5	SPD	30		PHASES: 3, 5, 8, 10, 12
10	PD	8		TOTAL: 18 PD (8 rPD)
8	ED	6		TOTAL: 16 ED (8 rED)
9	REC	5		
55	END	7		
13	BODY	3		
40	STUN	10		TOTAL CHARACTERISTICS COST: 225

MOVEMENT: Running: 14m/28m
 Leaping: 6m/12m
 Swimming: 6m/12m

COST POWERS

- 8 **Armored Costume:** Resistant Protection (5 PD/5 ED); Roll Required 13- (-½), OIF (-½)
- 2 **Swift:** Running +2m
- 1 **Athletic:** Swimming +2m
- 1 **Athletic:** Leaping +2m
- 11 **Throwing Disks:** Blast 7d6; OAF (-1), 2 Recoverable Charges (-1), Range Based On Strength (-¼)

PERKS

- 20 Contact: Various Useful In The Military And New York Society
- 10 Money: Wealthy (\$500,000/year)
- 2 Reputation: Particularly Brave And Honest Hero (A medium-sized group) 11-, +2/+2d6
- 5 DOJ Base Contribution

TALENTS

- 6 Combat Luck (3 PD/3 ED)
- 3 Lightsleep
- 3 Resistance (3 points)
- 6 Physical Ideal: Striking Appearance (+2/+2d6)

SKILLS

- 12 +1 Overall
- 10 +1 with All Combat
- 10 +2 with Pankration

- 3 Acrobatics 14-
- 3 Animal Handler (Canines, Equines) 14-
- 3 Breakfall 14-
- 3 Bureaucratics 14-
- 3 Charm 14-
- 3 Climbing 14-
- 3 Combat Driving 14-
- 3 Combat Piloting 14-
- 3 Concealment 14-
- 3 Contortionist 14-
- 3 Conversation 14-
- 3 Deduction 14-
- 10 Defense Maneuver I-IV
- 3 Disguise 14-
- 1 Electronics 8-
- 3 High Society 14-
- 3 CK: New York City 14-
- 3 Scholar
- 2 1) KS: Classical Literature and Culture 14-
- 2 2) KS: Finance and Real Estate 14-
- 2 3) KS: History 14-
- 2 4) KS: International Affairs 14-
- 2 5) KS: Philosophy 14-
- 1 6) KS: The Military 11-
- 3 Linguist
- 1 1) Language: French (fluent)
- 1 2) Language: German (fluent)
- 1 3) Language: Greek (fluent)
- 1 4) Language: Latin (fluent)
- 1 5) Language: Russian (fluent)
- 3 Lipreading 14-
- 3 Lockpicking 14-
- 3 Mechanics 14-
- 4 Navigation (Air, Land, Marine) 14-
- 5 Oratory 15-
- 3 Paramedics 14-
- 3 Persuasion 14-
- 3 Riding 14-
- 3 Shadowing 14-
- 3 Sleight Of Hand 14-
- 3 Stealth 14-
- 3 Tactics 14-
- 3 Trading 14-
- 14 TF: Common Motorized Ground Vehicles, Riding Animals, Balloons & Zeppelins, Chariots, Combat Aircraft, Large Wind-Powered Boats, Parachuting, Basic, Railed Vehicles, Skiing (snow), Small Motorized Boats, Small Planes, Small Wind-Powered Boats, Tracked Military Vehicles, Two-Wheeled Motorized Ground Vehicles
- 6 WF: Common Melee Weapons, Common Missile Weapons, Lances, Staffs
- 3 Weaponsmith (Muscle-Powered HTH, Muscle-Powered Ranged) 14-



After The War: Life was difficult for Drake undersea, as the Atlanteans never were entirely comfortable with a Lander prince, and the physical difficulties he faced in the alien environment wore at the couple. Despite their love for each other, by 1948 it was clear the marriage was effectively over, and they divorced amicably with Drake returning to New York City. There, he realized that the Golden Age of costumed crime-fighters was coming to an end, at least temporarily, and eventually Drake accepted a job with the United Nations, publically both revealing and retiring the identity of Optimus for good in 1950.

Wilson served as the Advisor on Superhuman Affairs to UN Secretary General Trygve Lie from 1950 to 1952, and from that post was one of the creators of the organization that would eventually become UNTIL.

He worked for UNTIL in various capacities until his retirement in 1993, and while he occasionally saw action in the field in the organization's early days he never again wore a mask. He moved to a farm on his property in upstate New York, where he passed away quietly in 2008 at the age of 90.

Martial Arts: Pankration

	<i>Maneuver</i>	<i>OCV</i>	<i>DCV</i>	<i>Notes</i>
4	Bend Joint	-1	+1	3d6 NND
4	Break Bone	-2	+0	HKA 2d6
4	Crush	+0	+0	10d6 Crush, Must Follow Grab
4	Escape	+0	+0	45 STR vs. Grabs
3	Grab	-1	-1	Grab Two Limbs, 40 STR for holding on
4	Kick / Punch	+0	+2	8d6 Strike
3	Legsweep	+2	-1	7d6 Strike, Target Falls
3	Sacrifice Throw	+2	+1	6d6 Strike, You Fall, Target Falls
8	+2 HTH Damage Classes			

TOTAL POWERS & SKILLS COST: 290

TOTAL COST: 515

400 MATCHING COMPLICATIONS (75)

- 10 **Distinctive Features:** Strikingly Handsome (Concealable; Noticed and Recognizable;
- 15 **Hunted:** The Axis 8- (Mo Pow, Harshly Punish)
- 20 **Psychological Complication:** Noblesse Oblige (Very Common, Strong)
- 15 **Psychological Complication:** Old-Fashioned and Conservative, Believes In The Classics (Common, Strong)
- 10 **Social Complication:** Secret Identity (Drake Wilson) (Occasionally, Major)

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 115

OPTIMUS

BACKGROUND/HISTORY: Drake Wilson was born in 1918, the son of wealthy industrialist Jeremiah Wilson and his wife Elizabeth. The Wilson family had been in New York for many generations, owning a fair amount of real estate and investing their wealth wisely in a number of different companies, and were well known as generous philanthropists as well as members in good standing of the upper crust of social society. Drake was a prodigy in several fields of the liberal arts, as well as a master of multiple sports, and was considered a prime catch by the parents of eligible daughters by the end of his secondary schooling.

However, Drake decided by the time he turned twenty that simply managing and increasing the fortune amassed by his ancestors held little interest for him. He desired something more: an opportunity for adventure and excitement, both sadly lacking in the current pastimes that came so easily to him, and an opportunity to benefit those not nearly so lucky as him in ways other than giving money to charities. Inspired by the masked heroes of the pulp era of the Twenties and early Thirties, Drake created the costumed persona of Optimus, and set about thwarting criminals and rescuing innocents, while all the while serving as a public symbol of the perfectibility of Man. He took every opportunity to speak to the public, either in person or through the press, in order to press his case that everyone out there could be just as remarkable and heroic as himself if they only put themselves in the correct frame of mind and applied themselves diligently to self-improvement, physically but also mentally and ethically.

Needless to say, his charm and oratorical gifts (as well as his remarkable good looks) won him quite a following in the early days of his career, and if some of the rougher-edged cops and masked vigilantes were a bit dismissive of his publicity-seeking, well, no one could deny either his good intentions or his successes (like defeating early

costumed villains such as Blackheart and the Crimson Ghost.)

Optimus came to further prominence in October of 1938 when New Jersey was invaded by alien monsters in death-dealing giant tripods. The collection of mystery men who responded to the menace became the core of the Defenders of Justice, and it was Optimus who organized the team and acted as its first leader in the team's early days. By 1941 Optimus was a household name, with a range of publications bearing his name and a weekly radio show (all proceeds donated to charity, of course), but also a great deal of respect earned from the costumed community for his courage, skill and genuine good nature. When the DOJ split into two teams after Pearl Harbor, Optimus led the nonpowered team of mystery men operating behind enemy lines.

Over the years, Drake had romantically fallen for Mara, the exiled princess of Atlantis who joined the Defenders as Sea Hawk. Though the war separated them physically much of the time, their relationship deepened nevertheless, and when Mara returned to Atlantis in 1943 to face down her father's murderer Optimus was there fighting by her side. When she regained the throne, her first act was to ask him to marry her, and though the conservative Drake was startled by the Atlantean reversal of tradition he delightfully agreed. The two heroes retired from the Defenders in order to rebuild Atlantis once it had been removed from the Axis, with Drake serving as Prince Consort.

PERSONALITY/MOTIVATION: Optimus wants to save the world. He understands the scope of the task he's taken on, and is quite comfortable breaking the job down into small, manageable pieces, but nevertheless his commitment to improving the state of humanity as a group is absolute. While the physical acts of punching out supervillains, pulling children from burning buildings, or dangling from a zeppelin over a major city in order to defuse a bomb are all important in and

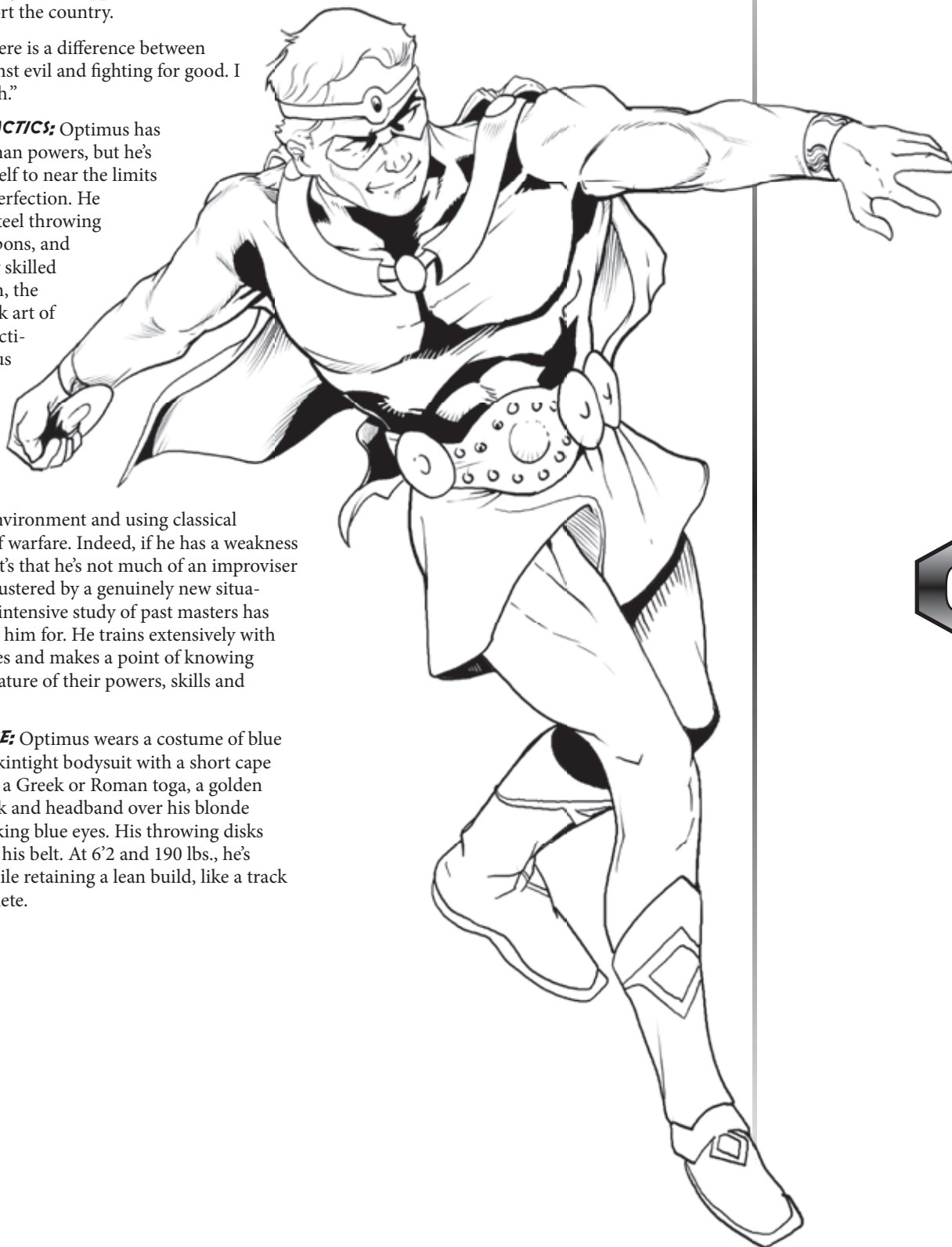
of themselves, they also allow Optimus to serve as a masked symbol for the potential hero within every one of us as well. Drake Wilson never loses sight of this, and always acts in whatever manner he feels is closest to “physical, mental and ethical perfection” (to quote one of his Healthy Living the Optimus Way magazines.)

Optimus is a Patriot without a specific country or nationality- he stands for ideals that he feels are part of the American Way, of course, but if he ever felt the country didn't support those ideals, he'd no longer support the country.

QUOTE: “There is a difference between fighting against evil and fighting for good. I try to do both.”

POWERS/TACTICS: Optimus has no superhuman powers, but he's trained himself to near the limits of physical perfection. He carries two steel throwing disks as weapons, and is also highly skilled at pankration, the ancient Greek art of wrestling. Tactically, Optimus is extremely sound, making a point of taking advantage of the environment and using classical techniques of warfare. Indeed, if he has a weakness in this area, it's that he's not much of an improviser and can be flustered by a genuinely new situation that his intensive study of past masters has not prepared him for. He trains extensively with his teammates and makes a point of knowing the precise nature of their powers, skills and weaknesses.

APPEARANCE: Optimus wears a costume of blue and gold, a skintight bodysuit with a short cape that suggests a Greek or Roman toga, a golden domino mask and headband over his blonde hair and striking blue eyes. His throwing disks are affixed at his belt. At 6'2 and 190 lbs., he's muscular while retaining a lean build, like a track and field athlete.



DR. TWILIGHT

VAL	CHAR	COST	ROLL	NOTES
18	STR	8	13-	Lift 300 kg; 3-1/2d6 HTH dam [2]
18	DEX	16	13-	
18	CON	8	13-	
18	INT	8	13-	PER Roll 13-
15	EGO	5	12-	
23	PRE	13	14-	PRE Attack: xd6
7	OCV	20		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		PHASES: 3, 6, 9, 12
6	PD	4		TOTAL: 12 PD (6 rPD)
8	ED	6		TOTAL: 14 ED (6 rED)
8	REC	4		
55	END	7		
12	BODY	2		
36	STUN	8		TOTAL CHARACTERISTICS COST: 144

MOVEMENT: Running: 12m/24m
Teleport: 40m/80m/Special

COST POWERS

END

40	Command The Darkness: Darkness to Sight Group 8m radius, Personal Immunity (+1/4); Unified Power (-1/4)	5
40	Stepping Through Shadows: Multipower, 60-point Reserve, Only Through Darkness & Shadow On Both Ends (-1/4), Unified Power (-1/4)	
3f	1) Short Step: Teleportation 40m, Safe Blind Teleport (+1/4); Only Through Darkness & Shadow On Both Ends (-1/4), Unified Power (-1/4)	5
4f	2) Stepping Through Shadows (Long): Teleportation 26m, MegaScale (1m = 1 km; +1), Safe Blind Teleport (+1/4); Only Through Shadows Or Darkness On Both Ends (-1/4); Unified Power (-1/4)	6
45	Bolts Of Darkness: Energy Blast 9d6, Reduced Endurance (1/2 END; +1/4); Unified Power (-1/4)	2
31	Walls Of Shadow: Barrier (8 PD/8 ED, 8 BODY; 8m long, 3m tall and 1/2m thick) (Opaque Sight Group); Costs Endurance (to maintain, -1/2), Unified Power (-1/4)	5
27	Shadowy Fear: Drain PRE 4d6; Limited Power (Only vs. Targets In Darkness or Shadow; -1/4), Unified Power (-1/4)	4
5	Night Sight: Ultraviolet Perception (Sight Group)	
6	Padded Costume: Resistant Protection (3 PD/3 ED); OIF (-1/2)	

10 **Mystical Nature:** Power Defense (10 points)

PERKS

- 5 Money: Well Off (\$45,000/year)
- 3 Reputation: Harlem's Superhuman Protector (A medium-sized group) 11-, +3/+3d6
- 1 Perk: Medical license
- 5 DOJ Base Contribution

TALENTS

- 6 Combat Luck (3 PD/3 ED)

SKILLS

- 15 +3 levels with Darkness Powers
- 3 Breakfall 13-
- 3 Climbing 13-
- 3 Concealment 13-
- 3 Forensic Medicine 13-
- 3 Interrogation 14-
- 4 AK: Harlem 14-
- 3 KS: Ancient Egyptian Gods 13-
- 1 KS: Egyptian Magic 8-
- 4 Language: Ancient Egyptian (idiomatic)
- 3 Oratory 14-
- 3 Paramedics 13-
- 7 Power 15-
- 5 PS: Doctor 15-
- 6 SS: Medicine 16-
- 3 SS: Pharmacology 13-
- 3 Shadowing 13-
- 5 Stealth 14-
- 3 Streetwise 14-

TOTAL POWERS & SKILLS COST: 311

TOTAL COST: 455

400 MATCHING COMPLICATIONS (75)

- 10 **Dependent NPC:** Wife Jenna (and young sons from 1945 on) (Normal, Infrequent)
- 5 **Distinctive Features:** African-American (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
- 10 **Hunted:** Set and Other Egyptian Gods 8- (Mo Pow, Mildly Punish)
- 15 **Psychological Complication:** Protects Innocents, Especially Patients (Common, Strong)
- 15 **Psychological Complication:** Angry About Racism, But Conflicted About Solutions; Hides Own Race (Common, Strong)
- 5 **Social Complication:** Black in 1940s (Occasionally, Major, Not Limiting In Some Cultures)
- 15 **Social Complication:** Secret Identity (Frequently, Major)

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 55

DR. TWILIGHT

BACKGROUND/HISTORY: Robert MacDonald was born in 1912 in New York, his father a respected doctor in Harlem and his mother a schoolteacher. Robert himself went on to medical school in Canada, where he excelled in both academics and athletics. In 1938, as a graduation present, he and several friends traveled to Egypt and toured the pyramids at Giza. Somehow he became separated from the tourist crowd and found himself lost in a maze of secret tunnels. He emerged into a previously unknown chamber, where he was knocked off of his feet by a vision of the ancient Egyptian god Osiris appearing in front of him. Osiris claimed that he needed a “champion” on Earth to fight against the forces of evil, and placed a piece of his divine power somehow “within” Robert. He awoke from his vision outside in the desert, where he quickly discovered he had powers over darkness (and used them to defeat a band of thieves.)

Upon returning to America Robert started working at a hospital in Harlem, where he soon met, fell in love with and married a nurse named Jenna. He also created the costumed identity of Dr. Twilight, and began using his powers to clean up the streets of Harlem. He was one of the heroes who banded together in October to defeat the Martian invasion, and became a founding member of the Defenders of Justice. His teammates never saw him unmasked in the early years, and though they presumed he was “colored” because of his regular appearances in Harlem, they (and the press) had no actual evidence of it. Dr. Twilight remained mysterious on that and many other subjects for some time.

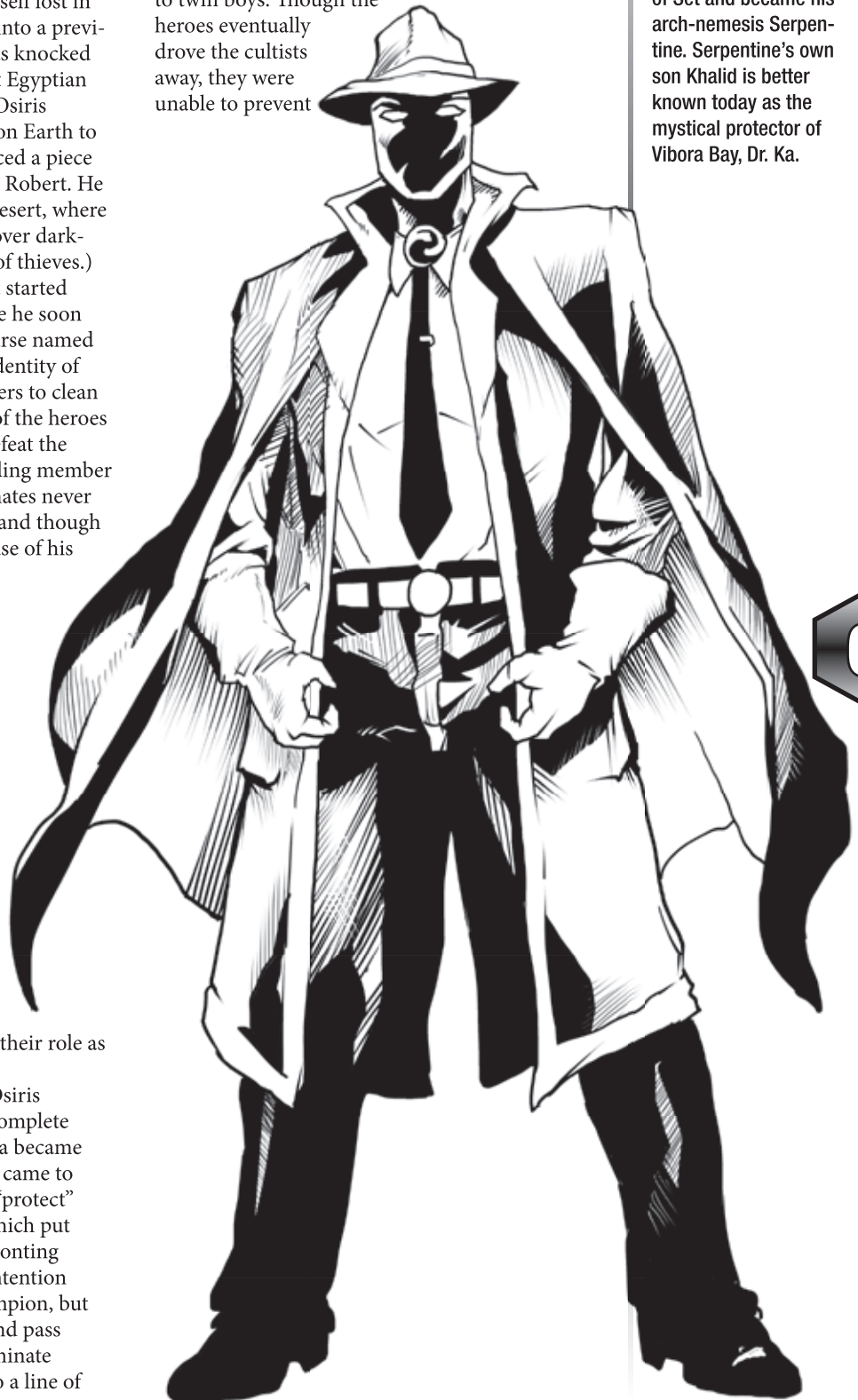
When WWII broke out, Dr. Twilight remained with the super-powered membership of the DOJ protecting the homefront. Gradually over time he became closer friends with Meteor Man and Mara, and revealed his secret identity to them in 1942. Despite his preference to stay out of the limelight, he was continually under scrutiny by both the government and the press as the war progressed. After the war, he remained with the new lineup of the team as they returned to their role as crimefighters.

However, he learned in 1945 that Osiris had not by any means given him the complete truth about his intentions. When Jenna became pregnant, the Egyptian dwarf-god Bes came to live with the MacDonalds in order to “protect” the children and facilitate the birth, which put a great strain on their marriage. Confronting Osiris, Robert learned that the god’s intention was not simply to create a mortal champion, but to have that mortal champion breed and pass on the divine spark, which would culminate several generations into the future into a line of

partially-divine heroes who would both save the world and help usher the Egyptian pantheon back into prominence as beings to be worshipped. MacDonald’s receiving superpowers himself was simply a side effect of Osiris’ master plan.

Realizing the nature of the impending birth, human mystics and gods alike began to choose up sides in an occult struggle over the child’s eventual fate, climaxing in a massive battle between the Defenders, several other mystics, and a group of Set-worshipping cultists while Jenna gave birth to twin boys. Though the heroes eventually drove the cultists away, they were unable to prevent

After The War: Robert and Jenna separated in 1952, as she was unable to handle his mercurial mood shifts. Robert himself disappeared in 1954. His son Gerald went on to be the Silver Age hero Dr. Scarab, while John eventually succumbed to the mark of Set and became his arch-nemesis Serpentine. Serpentine’s own son Khalid is better known today as the mystical protector of Vibora Bay, Dr. Ka.



the dark god himself from “touching” one of the boys (though no one knew until much later which child bore Set’s hidden mark.)

The children, John and Gerald, at first seemed normal, and for a while Jenna and Robert reconciled and stayed together out of their mutual love for them. However, Robert’s own problems increased over the next several years. He left the Defenders over several conflicts about the proper use of violence in 1949, and in 1950 the FBI uncovered both his secret identity and a brief dalliance with the American Communist Party back in the 1930s; the combined revelations to the public ended his crimefighting career.

PERSONALITY/MOTIVATION: Dr. Twilight is a powerful force for good despite his oft times prickly personality. He’s methodical and logical, and a bit of an amateur detective occasionally. Until 1945 he gives little thought to the origins of his powers, simply using them to protect his neighborhood and then as a member of the Defenders. After the birth of his children, he becomes resentful of how he was manipulated, angry at the prying nature of both the press and the government, and weary of the pressures of maintaining two separate identities. Despite the scandal, he never was a particularly active member of the Communists; rather, he was interested in

their claims of protecting the common worker, and eventually found those claims wanting and quit. His tremendous pride and general disgust at the press prevented him from ever publicly admitting any fault, as instead of fighting to clear his name he simply walked away from the spotlight to the best of his ability.

QUOTE: “Why can’t we ever do things the simple way?”

POWERS/TACTICS: Osiris’ touch gave Doctor Twilight extensive mastery over darkness and shadow. He could generate fields of impenetrable dark on the brightest day, and could himself see perfectly well without any light source. Many opponents found the darkness (and Dr. Twilight himself) unnaturally frightening to experience. The darkness he summoned could also manifest physically, either in the form of concussive bolts or as a solid physical matter he could shape into simple forms like walls or even globes. Furthermore, Twilight could transport himself simply by stepping into one existing shadow and emerging from another quite some distance away.

APPEARANCE: Doctor Twilight wears a dark brown trenchcoat with an opera cape over an ordinary dress shirt and pants. His dark mask and battered brown fedora cover his entire face and head, and he also wears long dark leather gloves that allow him to completely conceal his skin color.

6



PRINCESS MARA, THE SEA HAWK

VAL	CHAR	COST	ROLL	NOTES
35	STR	25	16-	Lift 3200 kg; 7d6 HTH damage [3]
19	DEX	18	13-	
25	CON	15	14-	
15	INT	5	12-	PER Roll 12-
21	EGO	11	13-	
18	PRE	8	13-	PRE Attack: 3-1/2d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		PHASES: 3, 6, 9, 12
15	PD	13		TOTAL: 15 PD (8 rPD)
15	ED	13		TOTAL: 15 ED (8 rED)
10	REC	6		
60	END	8		
15	BODY	5		
46	STUN	13		TOTAL CHARACTERISTICS COST: 190

MOVEMENT: Running: 12m/24m
Swimming: 28m/112m
Flight: 40m/80m

COST POWERS

		END
53	Cry of the Sea Hawk: Blast 8d6, AoE Cone 16m (+½), Reduced Endurance (Half, +¼), Personal Immunity (+¼); No Range (-½)	4
8	Tough Atlantean Body: Resistant on 8 PD/ 8 ED	0
15	Tough Atlantean Body: Damage Reduction, Physical, Resistant, 25%	0
10	Nictating Membrane: Flash Defense (Sight Group) (10 Points)	0
4	Atlantean Physiology: Life Support (Safe Environments: High Pressure, Intense Cold; Longevity: Ages at half normal rate)	0

5	Atlan's Gift: Life Support (Expanded Breathing: Breathes Air (Water normal))	0
17	Swift Swimming: +24m Swimming, x4 noncombat	2
40	Mystic Flight: Flight 40m	4
5	Atlantean Eyes: Nightvision	

PERKS

1	Fringe Benefit: Rightful Heir to Atlantean Throne
5	DOJ Base Contribution

TALENTS

2	Exotic: Striking Appearance (+1/+1d6)
3	Aquatic Movement: Environmental Movement (no penalties in water)

SKILLS

30	+3 with All Combat
4	+2 with High Society, Oratory and Persuasion; Only In Atlantean Society (-½)
3	Acting 13-
2	Animal Handler (Aquatic Animals) 13-
3	Breakfall 13-
3	Bureaucratics 13-
3	High Society 13-
4	AK: Atlantis 13-
3	AK: Oceans of Earth 12-
5	CuK: Atlanteans 14-
5	KS: Atlantean History 14-
2	L: English (Fluent with Accent; Atlantean is native)
3	Navigation (Air, Marine) 12-
3	Oratory 13-
1	Persuasion 8-
3	Stealth 13-
2	Survival (Marine) 12-
3	WF: Common Melee Weapons, Nets

TOTAL POWERS & SKILLS COST: 250

TOTAL COST: 440

400 MATCHING COMPLICATIONS (75)

0	Dependence: Must douse herself in water once every 6 hours or suffers Weakness (Very Common)
10	Distinctive Features: Green Skin (Concealable, Noticed)
10	Hunted: Dargon the Usurper (As Pow, Infrequent)
10	Physical Complication: Somewhat Unfamiliar With Lander Culture (Infrequent, Slight)
15	Psychological Complication: Feels Estranged From Her People and Seeks Companionship (Common, Strong)
15	Psychological Complication: Honorable (Common, Strong)
10	Social Complication: Public Identity (Infrequent, Major)
5	Social Complication: Woman in 1940s (Frequent, Minor, Not In Some Cultures)

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 40

After The War: Mara and Drake's marriage came to an end in 1948, victim of the extreme pressures created by their culture's social (and physical) differences. She remained Queen and eventually remarried, to a barbarian chieftain named Andros in 1960, with whom she had two children. Her son Marus was born in 1971 and was an occasional superhero, Lander celebrity and ambassador to the United Nations from Atlantis, while her daughter Thalassa unfortunately suffers from mental illness and uses magic learned from Nereus' spell books as the supervillainess Stingray. Though she has faced down several uprisings and occasionally found herself at odds with various superheroes over the years, in general she has many more friends than actual enemies in the surface world. Andros died in 1986, and Mara remains single today (still only middle-aged by Atlantean standards.)

PRINCESS MARA, THE SEA HAWK

BACKGROUND/HISTORY: Mara was born in the undersea city of Atlantis in 1922, the daughter of King Oceanus (see p.152 for more background on Atlantis during the Golden Age.) Like her father, she had inherited Atlan's Gift, the ability to breathe air as well as water, as well as his powerful physique. She had also been born with a mystical power to scream loudly and strongly enough to knock people down from some distance away. She also shared her father's interest in distant lands, and shared his dream to someday reconnect Atlantis with the surface world.

However, Oceanus was betrayed and killed by Dargon, the son of one of Oceanus' oldest enemies, and the evil wizard Nereus, in April of 1938, and his rebellion soon usurped control of the city. Dargon intended to marry young Mara for legitimacy, but she fled instead, barely escaping a sea monster Nereus had conjured. Nereus told Dargon she had died, rather than admit his failure, and all of Atlantis believed that story for some years.

The terrified Mara made her way west, eventually arriving on the shores of Maine several days later. Unsure of what to do or who she could turn to, she found herself secretly observing a young Lander girl named Amy Reynolds, who lived in an orphanage on the shore. Eventually Mara revealed herself and the two girls became friends, with Amy teaching Mara about Lander society (and helping her master English.)

A few weeks after they met, Mara rescued a local Navy vessel during a terrible storm. Though she didn't stick around to be thanked or interviewed, the word spread and the small town was soon inundated with reporters and mysterious men "from the government" looking for more information on the "mermaid." Though Mara continued to keep her distance from other Landers, she found she enjoyed the heroic role and spent the next few months traveling up and down the coast performing rescues. When the "Martians" invaded New Jersey in 1938, she was one of the heroes who banded together as the Defenders of Justice to stop them, and soon she had revealed herself to the public and moved into the team's headquarters in the Empire State Building.

Over time, she became more acclimated to Lander life, and became known as one of the most stalwart and powerful of the Defenders despite her gender and general shyness. She also fell in love with Drake (Optimus) Wilson, and came to consider herself an adoptive Lander since she still felt betrayed by her people's apparent rebellion against her father. When World War II broke out, she remained as part of the homefront team, though the separation from Drake was difficult for her.

In 1943, her existence was discovered by Atlantean rebels against the cruel tyranny of Dargon and his Axis allies, and she returned to the city with her teammates to reclaim her rightful throne. After a series of harrowing adventures, Mara killed Dargon in single combat. Though at first reluctant, she eventually agreed to take the throne, but not before asking Drake to marry her and be her Prince. He happily accepted, and the two left the Defenders in order to rebuild Atlantis and sever their ties with Germany.

PERSONALITY/MOTIVATION: Before 1943, Mara is a trouble orphan making her way in a world she barely understands. She is smart and strong-willed, but shy and uncertain. Over time, she becomes stronger both physically and mentally, eventually becoming the true Queen that Atlantis needs to rebuild itself. She is selfless and brave, and though there's much about Lander life she doesn't understand, she's both patient and admiring of human strengths, while forgiving of their frailties.

QUOTE: "As long as blood and breath are left to me, I shall not surrender!"

POWERS/TACTICS: Mara possesses the usual resilience and other abilities of an Atlantean, plus she has Atlan's Gift and is quite at home out of the water (though her skin does tend to become dry and uncomfortable after several hours' exposure to air.) She is tougher, stronger and faster than most trained Atlantean warriors. She can emit a piercing sonic cry from her mouth, and can fly with no visible means of propulsion. She gets much better tactically as she gets older thanks to extensive training from Optimus and other Defenders.

APPEARANCE: Mara is a lovely young Atlantean woman, with green skin and darker-green hair that she wears in a pixie bob for most of the 1930s and 40s. Her eyes are light blue and particularly piercing. She wears a modest, "scaled" swimsuit in red with golden highlights, and usually goes barefoot but sometimes has simple sandals.

6

BLACK MASK VIII

VAL CHAR COST ROLL NOTES

15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
18	DEX	16	13-	
15	CON	5	12-	
19	INT	9	13-	PER Roll 15-
15	EGO	5	12-	
18	PRE	8	13-	PRE Attack: 3-1/2d6

7	OCV	20		
7	DCV	20		
3	OMCV	0		
4	DMCV	3		
4	SPD	20		

PHASES: 3, 6, 9, 12

7	PD	5		TOTAL: 14 PD (7 rPD)
7	ED	5		TOTAL: 14 ED (7 rED)
8	REC	4		
40	END	4		
12	BODY	2		
38	STUN	9		TOTAL CHARACTERISTICS COST: 140

MOVEMENT: Running: 12m/24m
Swinging: 16m/32m

COST POWERS

- 25 **Gas Pistol:** Multipower, 50-point reserve; all slots OAF (-1)
- 2f **1) Tear Gas:** Sight Groups Flash 8d6, Area Of Effect (2m Radius; +¼); 4 Charges (-1), OAF (-1)
- 1f **2) Knockout Gas:** Energy Blast 4d6, Area Of Effect (2m Radius; +¼), No Normal Defense (LS: No Need To Breathe, +1); 4 Charges (-1), OAF (-1)
- 2f **3) Smoke:** Darkness to Sight Group 7m radius, Personal Immunity (+¼); 4 Continuing Charges Lasting 1 Turn (-1), OAF (-1)
- 8 **Padded Leather Costume:** Armor (4 PD/4 ED); OIF (-½)
- 3 **Swingline and Grapnel:** Swinging 16m; Extra Time (Extra Phase, -¾), OAF (-1)
- 6 **Miniature Mask Radio:** Radio Perception/Transmission (Radio Group); Sense Affected As Hearing As Well As Radio (-½), IIF (-¼)
- 5 **Good Eyes:** Nightvision
- 6 **Incredible Alertness:** +2 PER with all Sense Groups

PERKS

- 10 Contact: Various Useful in Chicago Law Enforcement
- 5 Contact: Laredo at the Ranch (Useful Skills, Very Good Relationship) 11-
- 4 Money: Well Off (\$35,000/year)

- 4 Reputation: Well-Known But Mysterious Crimefighter (A large group) 11-, +2/+2d6
- 5 DOJ Base Contribution

TALENTS

- 6 Combat Luck (3 PD/3 ED)
- 15 Combat Sense 13-
- 3 Lightsleep

SKILLS

- 12 +1 Overall Skill Level
- 9 +3 with three related Skills: Concealment, Shadowing, Stealth
- 3 Acrobatics 13-
- 3 Acting 13-
- 3 Animal Handler (Canines, Equines) 13-
- 3 Breakfall 13-
- 3 Climbing 13-
- 3 Combat Driving 13-
- 3 Concealment 13-
- 3 Contortionist 13-
- 3 Conversation 13-
- 5 Cramming
- 3 Criminology 13-
- 2 Crime Scene Kit: +2 w/ Criminology; OAF (-1)
- 9 Deduction 16-
- 3 Disguise 13-
- 3 Electronics 13-
- 3 Forensic Medicine 13-
- 6 Forgery (Art Objects, Documents, Money (Counterfeiting)) 13-
- 3 High Society 13-
- 3 Interrogation 13-
- 3 CK: Chicago 13-
- 2 AK: Montana 11-
- 3 KS: Organized Crime in US 13-
- 3 KS: History of the Black Masks 13-
- 3 KS: American History 13-
- 1 Language: German (basic conversation)
- 3 Lipreading 13-
- 3 Lockpicking 13-
- 2 Lockpick Set: +2 to Lockpicking; OAF (-1)
- 3 Mechanics 13-
- 3 Paramedics 13-
- 3 Security Systems 13-
- 3 Shadowing 13-
- 3 Sleight Of Hand 13-
- 3 Stealth 13-
- 5 Streetwise 14-
- 2 Survival (Urban) 13-
- 4 TF: Common Motorized Ground Vehicles, Two-Wheeled Motorized Ground Vehicles, Equines, Basic Parachuting
- 3 WF: Common Melee Weapons, Handguns

After The War: Jeffrey remained active as the Black Mask until 1955, though he left the Defenders of Justice when the war ended and only worked with them rarely after that, concentrating instead on training David and dealing with Chicago's still-active organized crime families. When he retired, he and Elizabeth moved to the ranch in Montana, where he maintained the family archives and she became a successful novelist. In 1980 he agreed to train his granddaughter, Jennifer, when her father refused to, which led to some friction with his son for several years but eventually passed. Jeffrey died of a heart attack in 1993, having seen his granddaughter finally take the mantle three years earlier.

Martial Arts: Comicbook Martial Arts

	<i>Maneuver</i>	<i>OCV</i>	<i>DCV</i>	<i>Notes</i>
4	Martial Disarm	-1	+1	Disarm; 35 STR to Disarm
4	Martial Dodge	--	+5	Dodge, Affects All Attacks, Abort
4	Martial Escape	+0	+0	40 STR vs. Grabs
4	Martial Strike	+0	+2	7d6 Strike
3	Martial Throw	+0	+1	5d6 +v/5, Target Falls
8	+2 HTH Damage Classes			

TOTAL POWERS & SKILLS COST: 280

TOTAL COST: 420

400 MATCHING COMPLICATIONS (75)

- 20 **Dependent NPC:** Elizabeth (wife) and David (son, b. 1933) 11- (Normal; Group DNPC: x2 DNPCs)
- 10 **Hunted:** Chicago mob 11- (Less Pow, NCI, Limited Geographical Area, Harshly Punish)
- 20 **Psychological Complication:** Can't Resist A Mystery (Very Common, Strong)
- 15 **Psychological Complication:** Code vs. Killing (Common, Strong)
- 10 **Social Complication:** Secret Identity (Inf, Major)

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 20

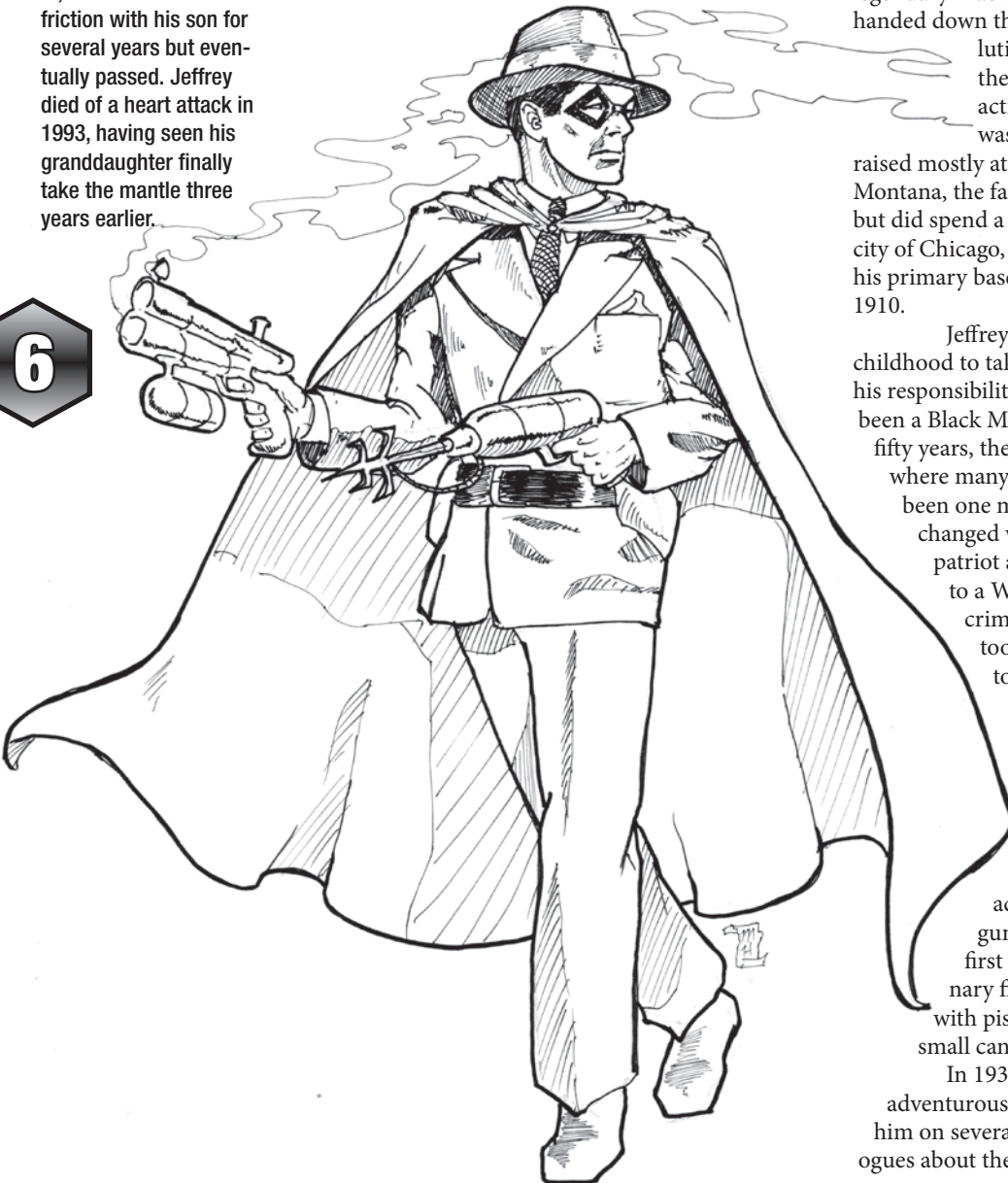
BLACK MASK VIII

BACKGROUND/HISTORY: Jeffrey Layton Ward, born in 1909, is the eighth man to wear the legendary Black Mask, a costumed identity handed down through his family since the Revolutionary War. His father, Jason, wore the mask from 1896 until his death in action in 1929, when Jeffrey's training was nearly complete. He had been raised mostly at the Ward family's ranch in rural Montana, the family headquarters since the 1870s, but did spend a fair amount of time as well in the city of Chicago, which his father had adopted as his primary base of operations starting around 1910.

Jeffrey was groomed throughout his childhood to take on his father's mantle, and took his responsibilities very seriously. Since there had been a Black Mask for more than a hundred and fifty years, the legend had grown to the point where many people believed there had only been one man, an immortal lawman who changed with the times from a masked patriot assisting the Founding Fathers, to a Wild West lawman, and now to a crimefighting urban vigilante. Jeffrey took over the role in 1929 and swore to carry on exactly as his father and generations before him had.

Of course, that didn't mean that the legend couldn't use a few updates. Jeffrey had studied modern law enforcement techniques and was much more cerebral than his father, acting more as a detective than a gunfighter. Indeed, he became the first Black Mask to eschew using ordinary firearms entirely, replacing them with pistols of his own design that fired small canisters of gas.

In 1932 he married Elizabeth Peters, an adventurous young journalist who joined on him on several of his cases (and wrote travelogues about the various exotic locations they took



the couple to), and the next year their son David was born. After the Defenders formed in 1938 Optimus traveled to Chicago to recruit him to the team; flattered, Black Mask agreed to work with them when his own city was relatively quiet.

When Pearl Harbor was attacked, Black Mask devoted his full time to the team, joining the Freedom Battalion of masked mystery-men to operate abroad behind enemy lines. For the first couple of years he served as Optimus' top lieutenant, quietly offering advice when needed while keeping to the shadows as much as possible. Once Optimus left, he was forced into more of a leadership role, which made him uncomfortable but he regarded as a duty he couldn't shirk. No one was happier than he when the war finally ended and he was able to return to patrolling the streets of Chicago.

PERSONALITY/MOTIVATION: Jeffrey considers himself a detective first and a "superhero" not at all. He spent nearly ten years as a crimefighter before he encountered his first superhuman, and then suddenly they were everywhere. Though he frequently feels out of his league among these remarkable beings, his devotion to peace and justice keep him on the front lines. He's very aware as well of his responsibility to the Black Mask "franchise," and assiduously trains David to replace him beginning at a very early age.

QUOTE: "I'm in my element up here. The dark, the cold, the whole city spread beneath me. Up here I can clear my head and really think. Which I'm going to have to do if I'm going to catch that murderer."

POWERS/TACTICS: Black Mask prefers to use his head rather than his fists, but he's quite capable of effective violence when it's needed. He prefers to let his more powerful teammates take point while he skulks around in the darkness or behind cover until an opportune moment arrives to use his gas pistol or a swift blow from behind. He is fond of shooting a smoke canister into a room and then emerging from the cloud by surprise.

APPEARANCE: Black Mask is tall and lean, standing about 6'2 but weighing only 175 lbs. He wears a dark green opera cape over a nicely-tailored business suit, and the familiar "paired diamonds" domino mask that his family has made the symbol of law and justice in America. At first his head was bare, showing off his blonde hair, but as he got older and began to go bald he started wearing a slouch hat. At his waist he wears a gun belt that carries his gas gun on the right side and his swingline gun on the left.

CAPTAIN PATRIOT

BACKGROUND/HISTORY: Don Randall was born in Haynesville, Kansas in 1920, an all-American kid who played halfback for the high school football team, got good but not excellent grades, and dated one of the prettiest girls in school. His parents owned a small farm, but Don had little interest in farming. He planned to join the Army, or maybe the Navy, and see the world. Sure, it might be a bit dangerous, but Don knew there were amazing, mysterious things to see and do out there in the world – after all, he was a voracious reader of pulps and magazines.

Unbeknownst to Don, forces out in that world were gathering. German mystics were performing a series of rituals (see p. 234), and when they were finished, a strange energy field traveled across America, looking for an ideal subject. On the evening of May 13th, 1938, an unusual thunderstorm struck Haynesville, and Don, who was walking home from the library, was knocked flat by an actinic blue flash. When he came to, he was in a hospital bed, with doctors telling him just how lucky he was to have survived being struck by lightning.

Don walked through the next day in a fog, barely paying attention to school or his friends. However, he coincidentally was attempting to relax at Doc's Ice Cream Shop when notorious gangster Henry Bligh and his gang robbed the bank across the street. As they fled in their getaway car, Don took off in hot pursuit, somehow managing to keep up with and eventually overtake the speeding automobile, which eventually crashed into a lamppost. Bligh emerged from the car and fired his pistol directly at Don, but the bullet bounced off his chest, astonishing them both. Don recovered first, though, and knocked out his opponent with a single inexpert punch.

There were over a dozen witnesses to Don's incredible feats that afternoon, the first of their kind in the new age of superheroes. Before the day was over news reports began to flow out of Haynesville about the remarkable young man. A *Life* magazine reporter took a famous photo of him hoisting a small car over his head that was reprinted on front pages across America. Before long, Don Randall was summoned to meet with the President.

President Roosevelt ushered Don into a private office in the White House, and there he showed him some top secret films of a German soldier flying and performing feats of strength like Don. "Nazi propaganda is referring to him as Der Sturm-vogel, the Storm Bird. He's going to be fighting at the front of the German Army." Roosevelt looked keenly at Don. "We're asking you to do the same for America."

Don Randall stood up and saluted. "You can count on me, sir."

Within a month, Roosevelt and his advisers had created the costumed identity of Captain Patriot for Don, and he was introduced formally

CAPTAIN PATRIOT

VAL	CHAR	COST	ROLL	NOTES
45	STR	35	18-	Lift 12800 kg; 9d6 HTH dam [4]
20	DEX	20	13-	
25	CON	15	14-	
11	INT	1	11-	PER Roll 11-
15	EGO	5	12-	
18	PRE	8	13-	PRE Attack: 3-1/2d6
7	OCV	20		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		PHASES: 3, 5, 8, 10, 12
8	PD	6		TOTAL: 24 PD (16 rPD)
8	ED	6		TOTAL: 24 ED (16 rED)
12	REC	8		
60	END	8		
15	BODY	5		
50	STUN	15		TOTAL CHARACTERISTICS COST: 197

MOVEMENT: Running: 22m/44m
Leaping: 24m/48m

COST POWERS **END**

12	Devastating Punch: Hand Attack +3d6; Hand-to-Hand Attack (-¼)	1
30	Tough Skin: Resistant Protection (10 PD/ 10 ED)	
60	Amazing Physique: Physical and Energy Damage Reduction, Resistant, 50%	
12	Chainmail Costume: Resistant Protection (6 PD/ 6 ED); OIF (-½)	
10	Strong Legs: Running +10m	1
10	Strong Legs: Leaping +20m	1
5	Good Eyes: Nightvision	
12	Sharp Eyes & Ears: +4 vs. range for Sight and Hearing Groups	
3	Sharp Ears: Ultrasonic Hearing	

PERKS

5	Contact: Major Leslie Groves, 11- (Very Useful Skills, Access to Major Institutions)
5	Contact: Harry Hopkins 8- (Extremely useful Skills, Access)
6	Fringe Benefit: Army rank: Captain
6	Reputation: Paragon of American Virtue and Heroism (+3/+3d6)

TALENTS

3	Lightsleep
3	Square-Jawed: Striking Appearance +1/+1d6

SKILLS

6	+2 with Block, Move-Through, and Punch
3	Breakfall 13-
3	Climbing 13-
3	Combat Driving 13-
3	AK: American Midwest 12-
4	KS: U.S. Military Procedure 13-
4	KS: Axis Superhumans 13-
1	Language: German (basic)
3	Oratory 13-
3	Paramedics 11-
3	Tactics 11-
3	TF: Common Ground Vehicles, Equines, Parachuting
2	WF: Small Arms

TOTAL POWERS & SKILLS COST: 223**TOTAL COST: 420****400 MATCHING COMPLICATIONS (75)**

20	Hunted: Axis Powers, 8- (Mo Pow, NCI, Harshly Punish)
20	Psychological Complication (Dedicated to Truth, Justice and Fair Play) (Common, Total)
15	Social Complication: Public Identity (Don Randall) (Frequently, Major)
20	Social Complication: Subject to Orders as Presidential Bodyguard (Very Frequently, Major)

TOTAL COMPLICATIONS POINTS: 75**EXPERIENCE POINTS: 20**

to the American public personally by the President in a speech in the Rose Garden. At first he was sent around the country to speak and show off at county fairs and war bond rallies, but after he uncovered a band of saboteurs at a military base in Georgia he was well on his way to becoming America's most famous hero.

Meanwhile, other costumed heroes had begun appearing across the country, and a handful of them had worked together to fend off the Martian Invasion in October of 1938. Calling themselves the Defenders of Justice, the team offered membership to Captain Patriot in December and he gladly accepted, though he was only a part-time member for the first few years since his duties for the President took up so much of his time. After Pearl Harbor, Cap joined the homefront team full-time, serving as military liaison and second-in-command to Meteor Man.

PERSONALITY/MOTI-

VATION: Don Randall is not a particularly complex person. He believes firmly in the concepts of truth, justice and fair play (so much so that enemies occasionally trick him by exploiting his kindhearted nature), and is a passionate American patriot. Anything more ethically complicated or morally dubious than the firm values of the American heartland, or which questions traditional American virtues, automatically makes him suspicious and possibly hostile.

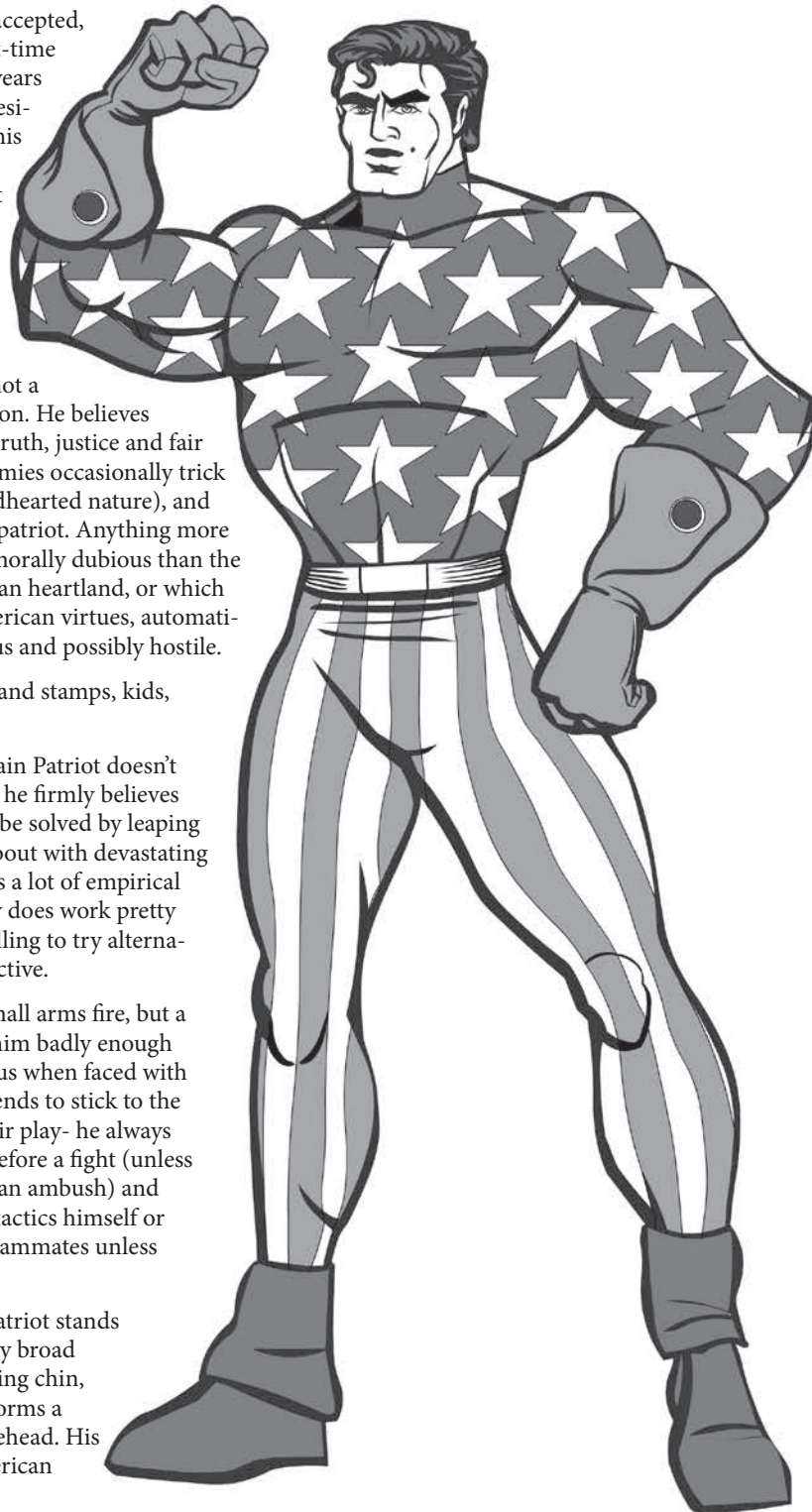
QUOTE: "Buy war bonds and stamps, kids, and keep 'em flying!"

POWERS/TACTICS: Captain Patriot doesn't bother much with tactics; he firmly believes most of his problems can be solved by leaping into the fray and laying about with devastating punches. To be fair, he has a lot of empirical evidence that this actually does work pretty well, and he's perfectly willing to try alternatives if punching isn't effective.

He's largely immune to small arms fire, but a lucky grenade once hurt him badly enough to make him more cautious when faced with larger weapons. He also tends to stick to the schoolboy definition of fair play- he always announces his presence before a fight (unless he's helping soldiers with an ambush) and never stoops to "sneaky" tactics himself or tolerates them from his teammates unless there's no alternative.

APPEARANCE: Captain Patriot stands about 6'4", with impossibly broad shoulders, a dimpled, jutting chin, and blue-black hair that forms a perfect spicurl on his forehead. His costume is a stylized American

flag motif, with white stars on a blue background across the chest and red-and-white-striped leggings. Since his identity is public, he doesn't bother with a mask, but he does wear a long blue cape for public appearances (that he abandons as overly restricting in actual combat situations.)



After The War: Cap retired his costumed identity after the war, and married his high school sweetheart Dorothy. Still quite young, Don went to Washington D.C. and served as a lobbyist for various patriotic groups and military contractors, while making public appearances warning of the Communist threat and supporting his "mentor" Joe McCarthy. When McCarthy was censured and disgraced in 1954, Don lost a great deal of his influence and support in Washington and gave up politics. Instead, he became a "professional celebrity," writing a best-selling autobiography (and several other books that did less well), appearing on talk shows and investing well in a string of grocery stores that made him quite wealthy. By the 1960s he had become a rather sad figure, an object of derision to the "hippies" and pop culture as a symbol of an age gone by. He retired from public view in the early 1970s, living in his compound in southern California until his death by heart attack in 1982.

METEOR MAN I

VAL	CHAR	COST	ROLL	NOTES
13	STR	3	12-	Lift 150 kg; 2-1/2d6 HTH dam [1]
20	DEX	20	13-	
18	CON	8	13-	
20	INT	10	13-	PER Roll 13-
16	EGO	6	12-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
5	DMCV	6		
5	SPD	30		PHASES: 3, 5, 8, 10, 12
6	PD	4		TOTAL: 13/25 PD (7/19 rPD)
6	ED	4		TOTAL: 13/25 ED (7/19 rED)
8	REC	4		
70	END	10		
10	BODY	0		
36	STUN	8		TOTAL CHARACTERISTICS COST: 163

MOVEMENT: Running: 12m/24m
 Flight: 60m/240m/Special
 Tunneling: 14m/28m

COST POWERS **END**

80	Force Manipulation Powers: Multipower, 80-point reserve	
11v	1) Power Blast: Blast 11d6	5
11v	2) Widebeam Power Blast: Blast 7d6, Area Of Effect (16m Cone; +½)	5
11v	3) Blinding Flash: Sight Group Flash 11d6	5
11v	4) Meteoric Flight: Flight +50m, x4 Noncombat	5
11v	5) Overdrive Flight: Flight 25m, MegaScale (1m = 10 km; +1-¼)	6
9v	6) Wall of Force: Barrier 10 PD/10 ED, 10 BODY (10m long, 4m tall, ½m thick), Non-Anchored, Dismissable; Costs END (to maintain, -½)	5
3v	7) Holograms: Sight Group Images, Area of Effect (8m; +½)	1
6v	8) Invisibility: Invisibility to Sight Group, No Fringe	3
5v	9) Protective Force Bubble: Life Support (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing), Area Of Effect (4m Radius)	

11v	10) Solid Force Fields: Telekinesis (30 STR), Fine Manipulation	5
6v	11) Force Drill: Tunneling 14m through 9 DEF material	3
2v	12) Penetrating Vision: Penetrative on Sight Group	
10	Basic Flight: Flight 10m	1
24	Protective Field: Resistant Protection (12 PD/12 ED); Costs Endurance (-½)	3
8	Padded Costume: Resistant Defense (4 PD/4 ED); OIF (-½)	

PERKS

5	Money: Well Off (\$45,000/year)
6	Reputation: Popular And Highly-Visible Superhero (A large group) 11-, +3/+3d6
5	DOJ Base Contribution

TALENTS

6	Combat Luck (3 PD/3 ED)
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SKILLS

20	+4 with Force Manipulation Powers
2	+2 vs. Range Modifier with Power Blast
3	Breakfall 13-
3	Bureaucratics 13-
3	Conversation 13-
3	Electronics 13-
3	High Society 13-
2	Language: French (fluent conversation)
2	Language: Russian (fluent conversation)
3	Mechanics 13-
4	Navigation (Air, Land, Marine) 13-
7	Power: Force Manipulation 15-
3	PS: Astronomy Professor 13-
7	SS: Astronomy 17-
3	SS: Physics 13-
3	Stealth 13-

TOTAL POWERS & SKILLS COST: 312

TOTAL COST: 475

400 MATCHING COMPLICATIONS (75)

15	Hunted: The Axis 8- (Mo Pow, Harshly Punish)
20	Physical Complication: Powers Only Work When in Contact With Ring (Inf, Full)
15	Psychological Complication: Code vs. Killing (Common, Strong)
10	Psychological Complication: Honest; Terrible Liar (Common, Moderate)
10	Psychological Complication: In Love With Lady Mystery (Common, Moderate)
5	Social Complication: Secret Identity: Harrison Chase (Occasionally, Minor)

TOTAL COMPLICATIONS POINTS: 75

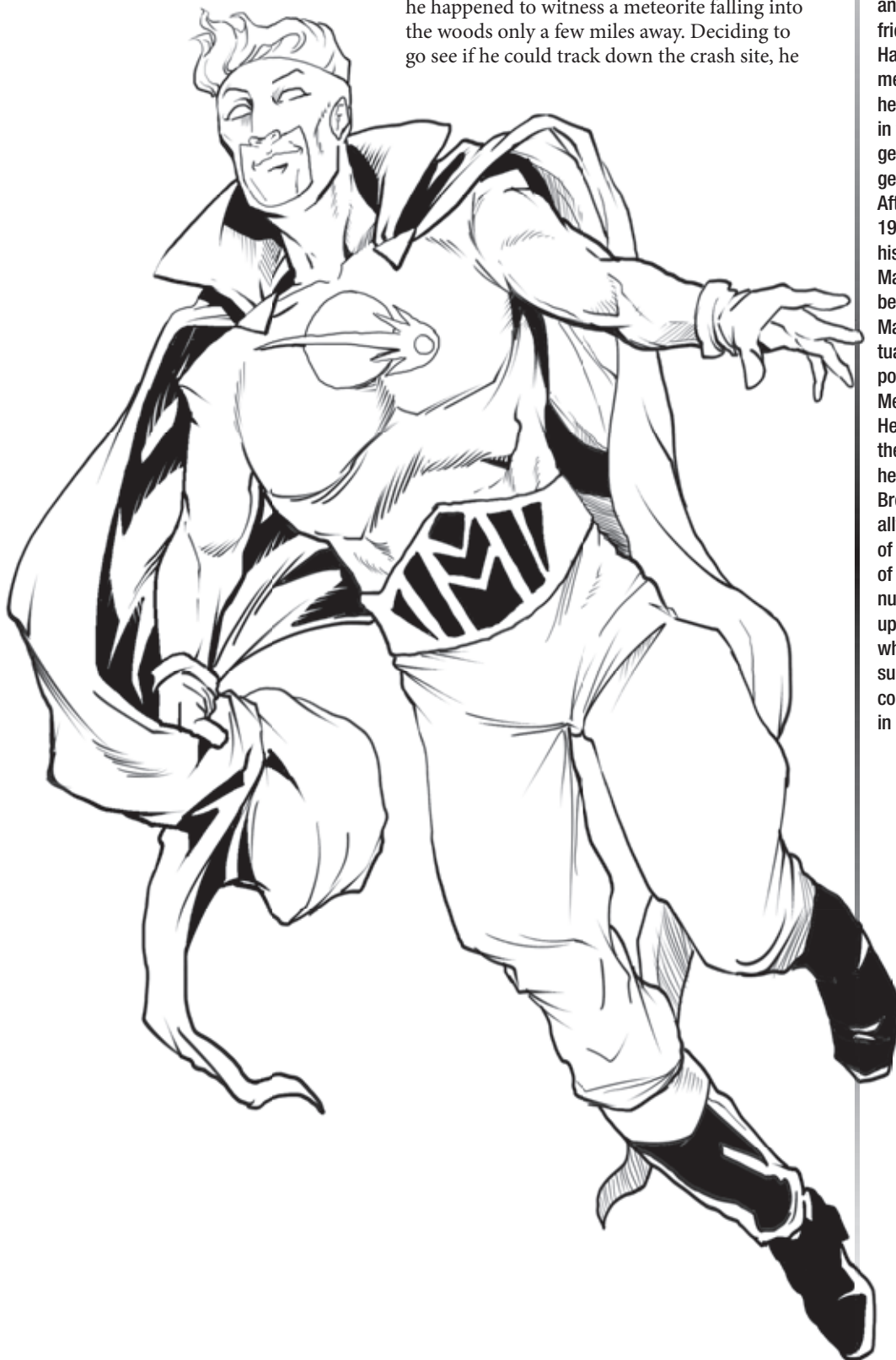
EXPERIENCE POINTS: 75

METEOR MAN I

BACKGROUND/HISTORY: Harrison Chase was born in 1903, the third son in a wealthy family of educators and scientists. Always a curious and sociable child, Harrison traveled through postwar Europe as a youth, and then returned to New York City to complete his education and take a job

teaching astronomy and astrophysics at Columbia University while continuing his own impressive work on meteors and meteorites. He had also struck up a romance with Catherine Hayes, a young woman who worked in the university's library who shared his interest in history and science.

In the fall of 1938 Chase took a weekend trip to Yellowstone National Park for some camping. While using his telescope one evening he happened to witness a meteorite falling into the woods only a few miles away. Deciding to go see if he could track down the crash site, he



After The War: Harrison and Catherine retired their costumed identities in 1951. However, less than a decade later a second meteorite with similar properties was found by Tom Teller, who became the second Meteor Man. Harrison and Tom became good friends, and for years Harrison acted as a mentor to the younger hero and his teammates in the Sentinels, even getting back in fighting gear a couple of times. After Tom's death in 1985, Harrison passed his own ring on to Bobby Marrero so that he could become the third Meteor Man, and that ring eventually wound up in the possession of the fourth Meteor Man, Owen Henry. He met most of the notable costumed heroes of the Silver and Bronze Ages and personally trained quite a few of them. He died in 1999 of natural causes at a nursing home in upstate New York, where dozens of superheroes had come to visit him in his last days.

headed deep into the forest. There, he discovered the still-smoking crater and a single small remaining piece of the meteorite, which glowed with a muted scarlet light. Strangely transfixed by the beautiful light, he abandoned his scientific caution and reached out to the stone, which briefly suffused him with that same light before fading. Chase immediately felt a burst of energy, and as he grasped the meteorite in his hand he discovered he could mentally generate that same energy, first as an accidental burst of destructive energy that knocked down several small trees.

Chase spent that weekend practicing his newfound powers, learning by experiment that the power only worked when he was physically in contact with the small bit of stone. Uncertain precisely what to do with his newfound power, he placed the stone as a setting in a ring so that it would always be in contact with his skin. Upon returning from his trip, he first heard about the “Martian Invasion” of New Jersey that caused the initial team-up of the Defenders of Justice, costumed superheroes who had driven the aliens away, and he determined that the best use of his abilities was to join them and learn to be a superhero “on the job.” He designed himself a costume, hiding the ring under thick gloves, and flew around above the streets of New York until finally encountering Optimus and requesting to work with him as the new hero Meteor Man.

Though Meteor Man began his career as the Defenders’ first “new recruit,” he was older than most of his teammates and quickly became a valued teammate and occasional leader in the field, thanks to his practical good sense. His bright, flashy powers combined with his genial nature made him popular with the press, and as his list of successes both with the team and operating solo grew, the public came to regard him as one of the world’s foremost heroes. In 1940 he and Catherine married, and later that year she herself became a costumed “mystery woman” when she acquired a magical spellbook and adopted the identity of Lady Mystery.

After Pearl Harbor, Meteor Man became the leader of the “homefront” team, and throughout the war they battled the various Axis super-saboteurs across the United States. At the end of the war, it was Meteor Man who finally killed the demonic Totenkopf in the Nazi’s Antarctic redoubt. And after the war, Meteor Man and Lady Mystery became the leaders of the postwar version of the Defenders that returned to battling costumed criminals for a few years.

PERSONALITY/MOTIVATION: Harrison Chase is a straightforward, generally pleasant man who delights in his powers and how they help him protect and defend those who require aid. He’s quick-witted, curious and kind. He enjoys the good life, including gourmet food, fine wines and classical music. That said, he does have a terrible temper that is slow to manifest but genuinely frightening when he’s sufficiently provoked.

After his marriage and retirement, Harrison and Catherine tried for years to have children but were unsuccessful. Instead, they had a tendency to “adopt” younger friends, often putting them up in their spacious home.

QUOTE: “You’re going to find America’s not quite as defenseless as you thought. Last chance to change your mind!”

POWERS/TACTICS: Meteor Man’s powers all derive from the strange force generated by the mysterious meteorite ring he wears under his left glove. (Since the ring is completely hidden from the public view, no one knows it’s the source of his powers, and it never seems to be taken away from him, it’s not bought as a Focus.) He can fire energy bolts, move objects with shaped fields of solid scarlet force, fly, protect himself and others from harm, and achieve many other effects.

Early in his career he’s fairly straightforward and simplistic in his tactics; since he’s generally one of the most powerful supers around, it’s not until several years into his career that he starts meeting opponents out of his own weight class. Once he does, however, he quickly becomes considerably more clever and adaptable in his technique, using his invisibility and telekinesis to great effect for surprise attacks. Since his multipower includes almost all of his powers, he has to be careful about allocating his points— he’ll generally prefer to snipe from a careful distance since he doesn’t have much combat flight left over when he’s firing at full force, for example.

APPEARANCE: Harrison Chase is a tall, well-built man, about 6’1 and 180 lbs, with wavy brown hair that begins to gray before the 1940s even end. He wears a white body suit with red gloves, belt and boots, and a long red cape. A stylized red meteor leaves a trail across his chest. His mask leaves his hair and the lower half of his face bare. His whole body glows with scarlet energy when he uses his powers.

LADY MYSTERY

VAL	CHAR	COST	ROLL	NOTES
8	STR	-2	11-	Lift 75 kg; 1-1/2d6 HTH dam [1]
15	DEX	10	12-	
13	CON	3	12-	
14	INT	4	12-	PER Roll 12-
18	EGO	8	13-	
18	PRE	8	13-	PRE Attack: 3-1/2d6
6	OCV	15		
5	DCV	10		
5	OMCV	6		
5	DMCV	6		
4	SPD	20		PHASES: 3, 6, 9, 12
5	PD	3		TOTAL: 16 PD (11 rPD)
6	ED	4		TOTAL: 17 ED (11 rED)
8	REC	4		
45	END	5		
10	BODY	0		
26	STUN	3		TOTAL CHARACTERISTICS COST: 107

MOVEMENT: Running: 12m/24m
Flight: 20m/40m

COST POWERS

END

33	Spells Of the Red Book: Multipower, 50-point reserve; all slots Gestures (-¼), Incantations (-¼)	
5v	1) Astral Planar Travel: Extra-Dimensional Movement (Single Dimension (Astral Plane), Any Location), x8 Increased Mass; Gestures (-¼), Incantations (-¼)	4
1v	2) Detect Magic: Detect A Single Thing 14- (Unusual Group), Discriminatory; Gestures (-¼), Incantations (-¼)	
7v	3) Dispel Magic: Dispel 11d6, any magical power one at a time (+½); Gestures (-¼), Incantations (-¼)	5
6v	4) Illusions: Sight and Hearing Groups; Area of Effect (16m radius; +¾), +/-3 to PER Rolls; Gestures (-¼), Incantations (-¼)	2
3v	5) Illusory Disguise: Shape Shift (Sight, Hearing, Touch and Smell/Taste Groups, Humanoid Forms Only), Imitation; Gestures (-¼), Incantations (-¼)	3
7v	6) Illusory Fog: Darkness to Sight Group 8m radius, Personal Immunity (+¼); Gestures (-¼), Incantations (-¼)	5
2f	7) Invisibility: Invisibility to Sight Group, No Fringe, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼)	1
7v	8) Mystic Bolts: Energy Blast 10d6; Gestures (-¼), Incantations (-¼)	5
7v	9) Mystic Bonds: Entangle 5d6, 5 PD/5 ED; Gestures (-¼), Incantations (-¼)	5
1f	10) Psychometry: Retrocognitive Clairsentience (Sight Group); Retrocognition Only (-1), Concentration (0 DCV; -½), No Range (-½), Gestures (-¼), Incantations (-¼)	4

7v **11) Restoration:** Healing 4d6, any Reduced Characteristic or power one at a time (+¼); Gestures (-¼), Incantations (-¼) 5

38 **Spells of Protection:** Life Support (Safe in High Pressure; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing), Usable Simultaneously (up to 8 people at once; +1)

10 **Inherent Shields:** Mental Defense (10 points)

10 **Inherent Shields:** Power Defense (10 points)

19 **Cloak of Z'orr Z'ann:** Resistant Protection (8 PD/8 ED); IIF (-¼)

16 **Cloak of Z'orr Z'ann:** Flight 20m; IIF (-¼) 2

PERKS

2 Fringe Benefit: Membership: Trismegistus Council

5 Money: Well Off (\$45,000/year)

5 DOJ Base Contribution

TALENTS

6 Combat Luck (3 PD/ 3 ED)

20 Danger Sense (self only, out of combat) 12-

3 Lovely Brunette: Striking Appearance (+1/+1d6)

SKILLS

15 +3 with Spells

3 Analyze: Magic 12-

3 Bureaucratics 13-

3 Charm 13-

3 Concealment 12-

3 Conversation 13-

3 High Society 13-

3 AK: New York 12-

3 KS: Rune Magic 12-

5 KS: The Book of Z'orr Z'ann 14-

3 KS: The Outer Planes 12-

3 KS: Arcane Lore 12-

1 Language: Ancient Atlantean (basic conversation)

2 Language: French (fluent conversation)

2 Navigation (Astral) 12-

3 Oratory 13-

11 Power: Magic 16-

5 PS: Librarian 14-

3 Shadowing 12-

3 Stealth 12-

3 Trading 13-

TOTAL POWERS & SKILLS COST: 303

TOTAL COST: 410

400 MATCHING COMPLICATIONS (75)

15 **Hunted:** Thaumavores 8- (As Pow, PC has a Public ID or is otherwise very easy to find, Harshly Punish)

15 **Hunted:** The Axis 8- (Mo Pow, Harshly Punish)

15 **Psychological Complication:** Curious About and Fascinated By Magic (Common, Strong)



After The War: After their retirement, Harrison and Cathy rather unintentionally became the elder states-couple of superherodom in the Silver Age, opening their home to countless guests and helping to train them and support them.

- 10 **Psychological Complication:** Loves Old Books and Antiques (Common, Moderate)
- 5 **Psychological Complication:** Loves Meteor Man (Uncommon, Moderate)
- 5 **Social Complication:** Secret Identity (Occasionally, Minor)

- 5 **Social Complication:** Woman In The Golden Age (Frequently, Minor, Not Limiting In Some Cultures)
- 5 Unluck 1d6

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 10



LADY MYSTERY

BACKGROUND/HISTORY: Catherine Hayes was born in 1915 in a small Connecticut town. After graduating from high school, she moved to New York City to put a little distance between herself and her large and loving, but sometimes overbearing family. She took a job as a librarian at Columbia University, and was working there when she drew the attention of two different members of the faculty: Harrison Chase, a dashing astronomy professor, and Eric Ryan, an assistant professor in the Chemistry department. The two men competed for her affections, and after a few months it was clear that she preferred the company of Chase, who she was unaware was secretly the costumed superhero Meteor Man. Ryan, already mentally disturbed and now additionally distraught over her rejection, attempted to commit suicide by locking himself in the super-cooled metallurgic testing freezer- instead, a latent mutation was activated in his body and he became the rampaging supervillain Sub-Zero!

Sub-Zero's first action was to kidnap Catherine and try to take her off to be married, but he was thwarted by Meteor Man, and in the process Cathy learned that her rescuer and boyfriend were the same man. She agreed to marry Harrison instead, and the two were wed in the summer of 1940. She continued to work at the university, helping Harrison maintain his secret identity, and occasionally helping him out on various solo cases.

A few months into their marriage, she was helping him investigate a strange cult of demon-worshippers and found herself in possession of a strange ancient tome whose pages were inscribed in a mysterious alien tongue. The book seemed to speak to her, telling her it was the creation of a powerful ancient Atlantean wizard named Z'orr Z'ann, and that she had been chosen to master the spells inside and become a new champion of Order against the forces of Chaos (like those the cult actually worshipped.) She learned the spells quickly, just in time to rescue the Defenders from the clutches of an evil demigod, and was welcomed into their ranks as an equal member to her husband under the name of Lady Mystery.

Lady Mystery used her spells to fight crime and protect the homefront throughout World War II, and remained a member of the team after the war ended. She and her husband both retired from active adventuring in 1951.

PERSONALITY/MOTIVATION: Catherine left Connecticut as a teen in search of adventure, and found it in considerably larger measures than she ever expected. She's always been expert at slipping into the thick of things without anybody noticing, a skill equally valuable to a quiet girl in a large family as well as to any young woman in the sexist 1940s. She loves Meteor Man for many reasons, not the least of which that he treats her as a respected partner rather than trying to protect her and keep her out of the action (indeed, she wishes some of the other male members of the Defenders would do the same.)

Always a bookish sort, Lady Mystery grows impressively as a mage over the 1940s, learning many occult secrets and studying with several members of the Trismegistus Council after first encountering both them and DEMON in 1942. Over time, she's earned the respect of all of her teammates as their primary resource for arcane lore and expertise.

Despite her action-filled career, Lady Mystery frequently does easily fall into the role of team "den mother," watching out for and worrying about younger members. She and Nightingale become very close after the war, as Catherine certainly envies the ease with which Nightingale charges headlong into dangerous situations without worrying what anyone thinks of her.

QUOTE: "Hang in there, dear. If that demon thinks he's got me beat, he's got some big surprises coming!"

POWERS/TACTICS: Lady Mystery has learned several fairly powerful spells from the Book of Z'orr Z'ann, including mystical senses, powerful bolts of magical energy, binding foes with chains of arcane materials, and even projecting herself directly into the Astral Plane. Her most common spells, however, are illusions, which she uses to disguise herself (or disappear entirely) and to fool her opponents. In combat she likes to use her illusions to distract her enemies, usually hoping to set them up for an attack by one of her teammates. She has created a mystical cloak which allows her to fly and helps protect her from harm, but she's not much of a front-line fighter- if possible, she'll turn invisible when combat breaks out and get to a safe place to snipe from.

APPEARANCE: Lady Mystery wears a blue bodysuit cut like a modest bathing suit, low on the hips but with bare arms and legs. She also has high blue boots and usually wears a purple hairclip supporting her beehive hairdo. Over all of this she wears a purple hooded cloak that falls over her shoulders and down to her knees.

Occasionally they'd even put on their fighting togs for "one last adventure," though Catherine's last appearance in costume was in 1967. She worked with the Trismegistus Council for many years as a researcher and advisor, and passed on the Book of Z'orr Z'ann briefly to the young heroine Hex, though it was later destroyed. She died of cancer in 1990, with her husband at her bedside.



BULLETPROOF

VAL	CHAR	COST	ROLL	NOTES
23	STR	13	14-	Lift 600 kg; 4-1/2d6 HTH dam [2]
21	DEX	22	13-	
23	CON	13	14-	
13	INT	3	12-	PER Roll 12-
13	EGO	3	12-	
15	PRE	5	12-	PRE Attack: 3d6
8	OCV	25		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		PHASES: 3, 5, 8, 10, 12
8	PD	6		TOTAL: 21 PD (13 rPD)
8	ED	6		TOTAL: 21 ED (13 rED)
10	REC	6		
40	END	4		
15	BODY	5		
50	STUN	15		TOTAL CHARACTERISTICS COST: 171

MOVEMENT: Running: 16m/32m
Leaping: 8m/16m

COST POWERS

- 30 **Bullet-Proof Costume:** Resistant Protection (10 PD/10 ED), Hardened (+¼); IIF (-¼)
- 15 **Just Plain Tough:** Physical Damage Reduction, Resistant, 25%
- 5 **Well-Braced:** Knockback Resistance -5m
- 4 **Swift:** Running +4m
- 2 **Super-Leaping:** Leaping +4m
- 10 **In The Right Place At The Right Time:** Luck 2d6
- 7 **Unfazeable:** +10 PRE; Only for Defense (-½)

PERKS

- 2 Reputation: Hero of Brooklyn (A medium-sized group) 11-, +2/+2d6
- 5 DOJ Base Contribution

TALENTS

- 6 Combat Luck (3 PD/ 3 ED)
- 3 Lightsleep
- 5 Resistance (5 points)

SKILLS

- 24 +3 with All HTH Combat
- 10 +2 with Manly Fisticuffs
- 3 Acrobatics 14-
- 2 Animal Handler (Birds) 12-

- 3 Breakfall 14-
- 3 Climbing 14-
- 5 Concealment 13-
- 3 Criminology 12-
- 4 Gambling (Card Games, Sports Betting) 12-
- 3 Interrogation 12-
- 7 AK: Brooklyn 16-
- 2 Language: Polish (fluent conversation)
- 3 Mechanics 12-
- 3 Oratory 12-
- 3 Paramedics 12-
- 2 PS: Bartending 11-
- 3 Shadowing 12-
- 3 Stealth 14-
- 3 Streetwise 12-
- 2 Survival (Urban) 12-
- 3 Tactics 12-
- 3 Teamwork 14-
- 10 TF: Common Motorized Ground Vehicles, Riding Animals, Agricultural & Construction Vehicles, Balloons & Zeppelins, Large Planes, Parachuting, Basic, Small Motorized Boats, Small Planes
- 2 WF: Small Arms

Martial Arts: Manly Fisticuffs

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block, Abort
3 Clinch	-1	-1	Grab Two Limbs, 43 STR for holding on
5 Arm or Ankle Twist	-1	-2	Grab One Limb; HKA 3d6+1, Disable
4 Cross	+0	+2	8 ½d6 Strike
5 Hook	-2	+1	10 ½d6 Strike
5 Jab	+1	+3	6 ½d6 Strike
4 Disarm	-1	+1	Disarm; 43 STR to Disarm
3 Tackle	+2	+1	6 ½d6 Strike; You Fall, Target Falls
8	+2 HTH Damage Class(es)		

TOTAL POWERS & SKILLS COST: 244

TOTAL COST: 415

400 MATCHING COMPLICATIONS (75)

- 15 **Dependent NPC:** Various Brooklyn Shopkeepers and Residents 8- (Incompetent; Useful Noncombat Position or Skills; Group DNPC: x2 DNPCs)
- 15 **Psychological Complication:** Hates Bullies and Oppressors (Common, Strong)
- 15 **Psychological Complication:** Loves Brooklyn (Common, Strong)
- 20 **Psychological Complication:** Overconfident and Fearless (Common, Very Strong)
- 10 **Unluck:** 2d6

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 15



BULLETPROOF

BACKGROUND/HISTORY: Max Wroblewski was born in Brooklyn in 1916, and spent most of his childhood on its poorest streets doing odd jobs and getting into fights. By 1940 he'd grown into a strapping young man who tended bar week-nights and boxed on the weekends. His neighbor, a recently-immigrated Chinese inventor named How-Yang Ping, had fled Peking in 1937, and one day Max came across "the doc" being beaten up by a gang of toughs recruited by agents loyal to Mao who wanted the scientific secrets Ping had taken with him. Max waded in and made short work of them, and in gratitude Ping gave him one of his experiments, a suit woven from an experimental super-durable material he had originally created for use by Chinese soldiers. It was as light as cloth but would protect its wearer from knives and even small-caliber bullets. Max, inspired by the recent debuts of costumed crimefighters like Optimus and Dr. Twilight, decided to create his own masked identity. He became Bulletproof, the hero of Brooklyn.

Though possessing limited education, Max was an excellent hand-to-hand brawler, and for more than a year he patrolled the streets of Brooklyn by night. In mid-1941 he assisted Optimus on a case and was invited to join the Defenders of Justice. Bulletproof soon came to be one of their most steadfast and publicly-popular members. After Pearl Harbor, Bulletproof joined the Freedom Battalion, the nonpowered team working under Optimus' leadership abroad without fear of the Axis' mystical protective fields.

In early 1944, Bulletproof was accidentally plunged into a vat of strange, mystically-charged chemicals in the laboratory of Der Totenkopf, resulting in his acquiring truly superhuman powers. His body became nigh-indestructible, as well as immune to poison, disease, or extremes of temperature. Bulletproof returned to the United States after his rescue and recovery, and stayed with the team there through the end of the war, including the brief post-war reorganization as a crimefighting unit.

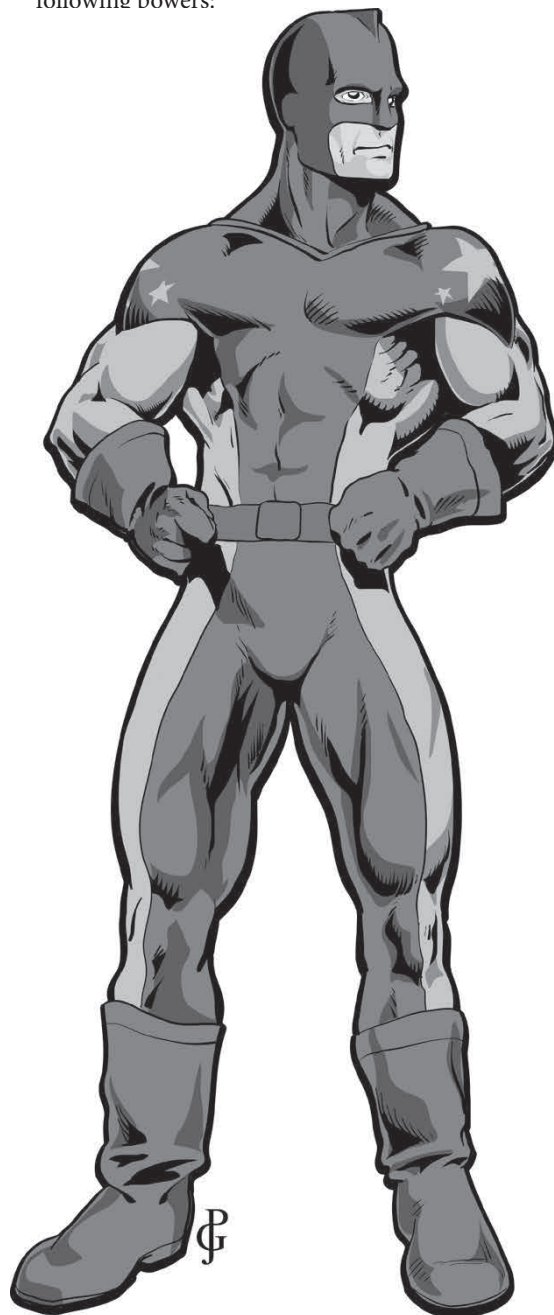
PERSONALITY/MOTIVATION: Bulletproof is considerably smarter than the image he projects—his Brooklyn accent and blunt speech camouflage his cleverness and strength of character. He takes personal pride in being a small-scale "neighborhood hero" who looks out for the "ordinary Joe." He leaps into dangerous situations with no thought for his own safety, since very few weapons can hurt him. He enjoys a good brawl for its own sake, and gets antsy if long periods of time pass with no violence; fortunately for him, this is an uncommon experience. He loves Brooklyn passionately and is absolutely convinced that anything not from that borough may mean well but is fundamentally inferior.

QUOTE: "Now, this is a perplexicatin' predicament!"

POWERS/TACTICS: Until 1944, Bulletproof is simply a talented brawler wearing an anachronistically-advanced suit similar to modern Kevlar. He's already prone to leading charges without thinking and throwing himself around the battlefield without regard to his own safety – indeed, Black Mask once joked that the official battle cry of the Defenders was "Bulletproof, wait!" Once he is subjected to Totenkopf's ministries, these traits are only magnified.

Tactically, Bulletproof prefers the loud and unorthodox. He regularly seems to wind up at the controls of any vehicle he comes in contact with, and has spectacularly crashed more planes, boats, trucks and camels than he can count.

NOTE: This writeup represents Bulletproof before Totenkopf performs his experiments in 1944, transforming Max into a genuine superhuman. To represent Bulletproof after his "power up," add the following powers:



After The War: Bulletproof continued to battle crime and injustice in Brooklyn both solo and with the Defenders until 1947, when he disappeared during a battle with a strange alien energy-being. Believed dead, he was mourned publicly for weeks both in his home town and around the world. Unbeknownst to anyone, he was in fact transported over a thousand years into the future, where he became a member of the Champions of that era. His final fate remains unrecorded.

- 94 **BULLETPROOF BODY:** Resistant Protection (25 PD/ 25 ED), Hardened (+¼)
- 30 **BULLETPROOF BODY:** Damage Reduction (25%, Physical and Energy, Resistant)
- 25 **BULLETPROOF PHYSIOLOGY:** Life Support (Safe Environments: Intense Cold & Heat; Longevity: 200-year Lifespan; Immune to all Disease, Poisons and Biochemical Agents)

And remove the Bullet-proof Costume and Just Plain Tough powers, making his new total 519 pts (523 with his Warrant Officer Rank Perk.)

APPEARANCE: Bullet-proof wears a skintight costume, mostly dark green with gold highlights on the torso, sleeves and trunks, and small lines of yellow stars across the shoulders. His cowl covers the upper half of his head and sports a jaunty and completely unnecessary fin about six inches high. He's broad, tall and muscular. In his secret identity he's bald, with brown eyes and a nose that's been broken more than once.



STREAK I

VAL	CHAR	COST	ROLL	NOTES
14	STR	4	12-	Lift 180 kg; 3d6 HTH damage [1]
28	DEX	36	15-	
20	CON	10	13-	
13	INT	3	12-	PER Roll 12-
12	EGO	2	11-	
15	PRE	5	12-	PRE Attack: 3d6
9	OCV	30		
8	DCV	25		
3	OMCV	0		
3	DMCV	0		
7	SPD	50		PHASES: 2, 4, 6, 7, 9, 11, 12
11	PD	9		TOTAL: 18 PD (15 rPD)
10	ED	8		TOTAL: 17 ED (15 rED)
12	REC	8		
75	END	11		
10	BODY	0		
38	STUN	9		TOTAL CHARACTERISTICS COST: 210

MOVEMENT: Running: 62m/248m/Special

COST POWERS

END

55	Lightning Speed: 55-point Multipower	
5f)	Run Like Lightning: Running +50m, x4 non-combat	
	5	
4f)	Run Like Lightning II: Running 20m, Megascale	
	(1m=100 km) (+1-½)	4
45	Lightning Attacks: 45-point Multipower	
3f)	Dizzying Spin: Drain DEX 4-½d6; No Range (-½)	4
1f)	Wrap It Up: Entangle 4d6, up to 4 PD/ 4 ED; OIF	
	(materials of opportunity; -½), No Range (-½),	
	Extra Time (Full Phase; -½), Defense Depends on	
	Materials Used (-½)	4
3f)	Blunt Object Throwing: Blast 9d6; OIF (blunt objects	
	of opportunity; -½), Range based on STR (-¼)	4
3f)	Sharp Object Throwing: RKA 3d6; OIF (blunt objects	
	of opportunity; -½), Range based on STR (-¼)	4

3f)	Moving Attack: HA +4d6, Area of Effect (Trail; +1);	
	Hand-To-Hand Attack (-¼)	4
3f)	Rapid-Fire Punch: HA +6d6, Autofire (5 shots; +½);	
	Hand-To-Hand Attack (-¼), All Attacks Must Be	
	Directed At The Same Target (-¼)	4
7	Running Up Walls: Clinging 14 STR; Only When	
	Running, Doesn't Resist KB (-½)	0
8	Speedster Toughness: Resistant on 8 PD/8 ED	0
8	Padded Costume: Resistant Protection, 4 PD/ 4 ED	
	(OIF, -½)	0

TALENTS

6 Combat Luck (3 PD/ 3 ED)

PERKS

5 DOJ Base Contribution

SKILLS

15	+5 Levels with Move By and Move Through
3	Acrobatics 15-
3	AK: The United States 12-
4	Animal Handler (Elephants, Equines, Felines) 12-
3	Breakfall 15-
3	Charm 12-
3	Defense Maneuver I
3	KS: Circus World 12-
1	L: French (basic)
4	PS: Circus Performer 16-
10	Rapid Attack
5	Sleight of Hand 16-

Martial Arts: Speedster Martial Arts

Maneuver	OCV	DCV	Notes
5 Flying Grab	-2	-1	Grab 2 Limbs, 24 STR, FMove
4 Martial Dodge	--	+5	Dodge
5 Passing Disarm	-1	-1	Disarm, 24 STR, FMove
5 Passing Strike	+1	0	3d6+ v/10, FMove

TOTAL POWERS & SKILLS COST: 235

TOTAL COST: 445

400 MATCHING COMPLICATIONS (75)

10	DNPC: Other Circus Members (Normal, Infrequent)
15	Hunted (Members of his Rogues' Gallery, As Pow, Frequently)
15	Psychological Complication: Claustrophobia (Uncommon, Total)
15	Psychological Complication: Overconfident (Common, Strong)
5	Rivalry: Other Speedsters
5	Social Limitation: Public Identity (Occasionally, Minor)
10	Vulnerability: Toxins (Uncommon, 2x BOD)

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 45

After The War: The Streak stayed with the Defenders of Justice after the war, serving with them up until the HUAC Hearings that caused the team to formally break up. By 1950 his power levels were already fading, and he spent some time during that period searching for Madame Antonia or some other means of restoring them but was unsuccessful. Eventually he bought out the owners of the Merriweather Brothers Circus and managed it for several years, during which he met first the Fabulous Five and later his Silver Age namesake on a couple of occasions. He married his wife Charity in 1967, and had three children with her. He died in his sleep in 1991.

STREAK I

BACKGROUND/HISTORY: Billy Taylor was an orphan, born in Missouri sometime around 1920. As a young boy he fell in with the crew of the Merriweather Brothers Traveling Circus, doing odd jobs like cleaning stables and repairing equipment, while learning the fine arts of gently fleecing a crowd with card tricks and snappy sideshow patter. One night in 1939 he came across a pack of thugs who were threatening the circus' new fortune teller, Madame Antonia, in her tent. Billy ran in to defend her, managing to give a pretty good account of himself before going down under sheer weight of numbers. The amount of noise the brawl made attracted several other circus workers, though, and the toughs fled.

Madame Antonia was grateful for Billy's help, and tended to the sizable gash on his forehead. "You were very brave, and very quick, mi nino," she said. Billy smiled ruefully, and pointed to his wound. "Not quick enough, I'm afraid."

Antonia gave him an odd, appraising look. "I could help with that, if you like. Wait here," she said, and shuffled off to the back of her tent where a stewpot sat on a small burner. She tossed in several ingredients, herbs and spices from small unmarked containers. Billy watched idly, somewhat curious but mostly content to let his head stop throbbing. When she returned with a small bowl of soup, Billy drank it gratefully. Soon his head felt better and he made his way back to his tent.

That night, he slept fitfully, with odd dreams, and awoke well before dawn to the sounds of people attempting to sneak around the workers' encampment. He peeked outside and saw the same band of ruffians from earlier, back for another try. Without even thinking of the danger, Billy leapt out and attacked them again. This time, however, it seemed as though they were moving in slow motion, as he easily dodged their punches and hit them back several times before they could react. Shortly, he had defeated all of them, standing in their midst as his fellow carnies looked on in awe. "How did you do that?" asked the lion tamer. "Do what?" asked Billy, genuinely confused. "Billy, you knocked out all those men in less than five seconds. You were moving so fast I could barely see you!"

Billy and his friends dashed over to Madame Antonia's tent (well, Billy dashed, and then waited for his friends to catch up), but she was gone, packed up and vanished in the night without anyone seeing her leave.

Billy continued to work for the circus for the next several months, at first keeping his powers secret from the paying public but eventually allowing his love of entertaining the crowds to overwhelm his caution. He also used his powers occasionally to perform good deeds around Missouri, rescuing families from fires and helping the police apprehend a notorious bank robber. He became known as The Streak, and in 1941 he

wound up helping the Defenders of Justice defeat the criminal mastermind known as the Scarlet Scorpion in St. Louis. Inspired by Optimus and Meteor Man, Billy developed a costume and began taking crimefighting more seriously. When the Japanese attacked Pearl Harbor, he volunteered to help out any way he could, and wound up joining the homefront Defenders to help replace the members who'd gone overseas.

PERSONALITY/MOTIVATION: Billy's been in "show biz" all his life, at least on the small scale of circus work, and the idea of playing to the crowds is ingrained pretty deeply; while he's absolutely a good guy who looks out for the helpless and opposes tyrants and bullies, he's also always got one eye on how he looks and whether the audience is getting "their money's worth."

He hates to be confined, and isn't really much for big cities. He's a country boy at heart, happiest when he's either tearing down a dirt road with the wind in his hair and a cloud of dust behind him, or when he's juggling knives in front of a crowd of dozens. Whenever he comes across anybody else with superspeed of any sort, his first instinct is to challenge them to a race.

QUOTE: "Can't hit what you can't see, old boy!"

POWERS/TACTICS: The Streak is one of the fastest men alive, and he takes full advantage of that on the battlefield. He's particularly good at taking out large numbers of henchmen, allowing his teammates to concentrate on their more powerful bosses; on the other hand, he also uses his environment well, grabbing anything at hand to use as either a thrown weapon or bonds applied at superspeed. Though he's almost always the first to react in a dangerous situation, he's neither headstrong nor thoughtless; though he does have a perhaps inflated sense of his own abilities, he is still a team player and in fact enjoys pulling off maneuvers with a teammate.

APPEARANCE: The Streak is a bit short, standing only about 5'6 and weighing 140 lbs. He wears a bodysuit of blue and gold, with "lightning bolt" highlights around the chest, and a blue domino mask. His hair is blonde and a bit long for the period, and frequently gets messed and tangled as he runs. He generally looks handsome but a bit disheveled.

TOY SOLDIER

VAL	CHAR	COST	ROLL	NOTES
8	STR	-2	11-	Lift 75 kg; 1-1/2d6 HTH dam [1]
15	DEX	10	12-	
12	CON	2	11-	
14	INT	4	12-	PER Roll 12-
11	EGO	1	11-	
13	PRE	3	12-	PRE Attack: 2-1/2d6
5	OCV	10		
7	DCV	20		
3	OMCV	0		
5	DMCV	6		
4	SPD	20		PHASES: 3, 6, 9, 12
5	PD	3		TOTAL: 11 PD (6 rPD)
5	ED	3		TOTAL: 11 ED (6 rED)
6	REC	2		
50	END	6		
9	BODY	-1		
28	STUN	4		TOTAL CHARACTERISTICS COST: 91

MOVEMENT: Running: 14m/28m

COST POWERS

70	Toy Army: Multipower, 70 points; All Invisible Power Effects (Source, Sight Group; +¼), IIF (Helmet; -¼)	
6f	1) Toy Infantry Direct: Blast 8d6, IPE (+¼), Indirect (+½); IIF (-¼)	7
6f	2) Toy Infantry Spread: Blast 7d6, AoE 4m radius (+¼), IPE (+¼), Indirect (+½); IIF (-¼)	7

END

6f	3) Toy Flash and Smoke: Flash (Sight & Hearing Group) 6d6, AoE 4m radius (+¼), IPE (+¼), indirect (+½); IIF (-¼)	7
6f	4) Toy Corps Of Engineers: Barrier 5 PD/ 5 ED, 7 BODY (up to 4m high and 8m long); Configurable (+¼), IPE (+¼), Indirect (+½); IIF (-¼)	7
6f	5) Toy Corps Of Engineers II: Entangle 4d6, 4 PD/ 4 ED, IPE (+¼), Indirect (+½); IIF (-¼)	7
4f	6) Toy Spotters: Clairsentience, Sight Group, Mobile Perception Point (24m Move), x4 Range (1200m), IPE (+¼); IIF (-¼)	5
5f	7) Toy Grunts With Trucks: Telekinesis 25 STR, Fine Manipulation, IPE (+¼); IIF (-¼)	5
5	Steel Helmet: Resistant Protection 5 PD/ 5 ED; OIF (-½), Activation Roll 8- (Protects Locations 3-4; -1¾)	
30	Lucky Little Kid: Damage Reduction 25%, Resistant	
10	Lucky Little Kid: Luck 2d6	
2	Quick: Running +2m	1

TALENTS

12	Combat Luck (6 PD/ 6 ED)
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SKILLS

15	+3 Combat Levels with Toy Army
3	Acting 12-
3	Breakfall 12-
3	Charm 12-
3	Climbing 12-
7	Concealment 14-
3	Contortionist 12-
3	Cryptography 12-
3	KS: Kid Knowledge 12-
6	KS: Military History 15-
3	Persuasion 12-
3	Shadowing 12-
5	Stealth 13-
3	Streetwise 12-
3	Tactics 12-

TOTAL POWERS & SKILLS COST: 234

TOTAL COST: 325

300 MATCHING COMPLICATIONS (60)

10	DNPC: Mom (Normal, Infrequent)
10	Distinctive Features: Wears Old Army Helmet Everywhere (Concealable, Noticed)
10	Psychological Complication: Heroic Code Of Honor (Common, Moderate)
15	Psychological Complication: Nosy Kid (Common, Strong)
15	Social Complication: Minor (VF, Minor)

TOTAL COMPLICATIONS POINTS: 60

EXPERIENCE POINTS: 25

After The War: Brian continued to work with the army after the war, as the range of soldiers and equipment he could summon continued to expand; by his late teens, he could produce entire fleets of ships and planes, and even small installations like miniaturized radar bases. He served in Korea as a special intelligence officer, and spent most of 1950 and 1951 searching for Soviet superhumans who were secretly supporting the North Korean military. He was killed in October 1951 during the Battle of Heartbreak Ridge.

TOY SOLDIER

BACKGROUND/HISTORY: Brian Robards was born in 1931 in Harrison, New York, and was raised by his mother Theresa after her divorce from his father Jack. Jack served as a radio operator on the Reuben James, a destroyer escort that protected Atlantic shipping lanes from Newfoundland to Iceland, and was sunk by the U-boat U-552 in October of 1941, weeks before Pearl Harbor.

After that tragedy, Theresa and Brian received a suitcase full of Jack's belongings from the Navy. In it, Brian found an old World War I army helmet that had belonged to his grandfather, Jack's dad. His mother told him to "get rid of that horrible thing," but instead he hid it underneath his bed. Late one night he was reading a comic book while wearing the helmet, and saw an advertisement



for tiny plastic army men toys. He remembered his father's collection (lead, of course), and for a moment the feeling of missing his father swept over him like a powerful wave. When he opened his eyes, he was stunned to see his bedroom floor was covered with tiny soldiers – and these were no toys, as they moved on their own, shouting orders at each other, driving tiny cars and tanks, and firing their tiny rifles.

One of the sergeants saw Brian staring, and ran over and saluted him smartly. Brian hesitantly saluted him back. The little figure gestured at the assembled army, and somehow Brian knew deep inside that this army was his to summon and control. Over the next several days and nights he practiced in secret with them in his room and then the back yard, organizing infantry and artillery units alongside engineers and air support.

On December 7th the Japanese attacked Pearl Harbor, and Brian was as outraged as the rest of America. He snuck away from school and took a bus into New York City, where he walked up to a registration office on Whitehall Street and tried to enlist. A kindly sergeant informed him with a twinkle in his eye that unfortunately ten was too young to serve in the army, though he was sure such a brave little kid could do a lot to volunteer in his home town. Brian insisted he was no ordinary kid, though, and when the sergeant wouldn't believe him, he sighed and summoned a small army of plastic soldiers onto the sidewalk, where they immediately began firing off flashbangs and building a defensive wall. The resulting panic and confusion drew the attention of Meteor Man, who was at the time searching downtown for signs of Electro-Man, who had narrowly escaped the Defenders the night before.

Brian explained how he could summon and command the soldiers, and how badly he just wanted to help his country like his dad had. Meteor Man was touched, but suddenly heard from Optimus that Electro-Man had been sighted in Greenwich Village and had to leave the boy. Stubbornly, Brian pursued the hero (using his air corps as spotters) and wound up helping the Defenders in apprehending the mad criminal.

From that time on, Brian (known now as Toy Soldier) was a junior partner to the Defenders. He and his mother were moved to Haynesville with the homefront team, and Theresa took a job as a secretary to Col. Flanders. There, Brian became close friends with Michael Maven's young daughter Marion, herself a prodigal genius; the two regularly got themselves into humorous scrapes at the Project Rainbow base and frequently helped the adult heroes save the day.

PERSONALITY/MOTIVATION: Brian is a pugnacious, spirited boy who does a lot of growing up over the course of the war. He loves life as a junior superhero, but even more he loves the military: the traditions, the uniforms, even the marching and rote labor. Of course, over the course of the war he also comes to understand the actual toll of death and destruction, but even that can't

diminish his enthusiasm for turning back the tide of evil Hitler represents.

Early in the war, the Defenders (particularly Meteor Man and Lady Mystery) try to protect Toy Soldier from particularly dangerous threats, but his knack for turning up unexpectedly eventually wore down their resistance. By the end of the war he was a full-fledged member of the team, risking his life to bring down Totenkopf in Antarctica while still only fourteen years old.

QUOTE: "What, you didn't really think I was going to hang around back there, did you? I'm here now, let me help!"

POWERS/TACTICS: Toy Soldier can summon small armies of dozens to hundreds of "green plastic army men" (a toy introduced in 1938) along with matching vehicles, artillery pieces, etc. These "soldiers" follow Toy Soldier's commands completely to the best of their ability- he can command them generally to target a particular opponent with various weapons, build a wall or bridge, or follow a fleeing target. The soldiers themselves are silent, but Toy Soldier can communicate with them easily- indeed, they can call him remotely on their "radios" and he (but only he) can hear them perfectly.

The "Invisible Power Effects" advantage on his powers reflects the fact that it's not obvious that Brian himself is the source of the soldiers, allowing him to hide and have his men attack while he's in cover.

APPEARANCE: Toy Soldier is a boy (eleven years old in 1942) wearing a light blue tunic shirt and green pants, and his grandfather's old-fashioned M-1917 "doughboy" steel helmet, too large for him and haphazardly affixed with a chin-strap.

NIGHTINGALE

VAL	CHAR	COST	ROLL	NOTES
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
24	DEX	28	14-	
18	CON	8	13-	
15	INT	5	12-	PER Roll 12-
13	EGO	3	12-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
8	DCV	25		
3	OMCV	0		
4	DMCV	3		
5	SPD	30		PHASES: 3, 5, 8, 10, 12
8	PD	6		TOTAL: 16 PD (7 rPD)
6	ED	4		TOTAL: 14 ED (7 rED)
9	REC	5		
40	END	4		
10	BODY	0		
38	STUN	9		TOTAL CHARACTERISTICS COST: 155

MOVEMENT: Running: 17m/34m
Swinging: 20m/40m

COST	POWERS	END
5	Swift: Running +5m	1
8	Padded Costume: Resistant Protection (4 PD/ 4 ED) (OIF; -½)	0
5	Swingline: Swinging 20m (OAF; -1)	1
8	Mask Lenses: +4 vs. Range Modifier for Sight Group and Nightvision; OAF (-1)	
23	Nighterangs: Multipower (52 points) (All Slots OAF (-1) and Range Based On STR (-¼))	
1f)	Standard Nighterang: Blast 6d6, Indirect (Source Point Always Nightingale, But Changeable Path; +½); OAF (-1), Range Based On STR (-¼), Beam (-¼), 4 Recoverable Charges (-½)	
2f)	Exploding Nighterang: RKA 2d6, Area Of Effect (12m Radius Explosion (+¼), Indirect (Source Point Always Nightingale, But Changeable Path; +½); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)	
2f)	Smoke Nighterang: Darkness to Sight Group 8m Radius; OAF (-1), Range Based On STR (-¼), 6 Continuing Charges lasting 1 Turn each (removed by high winds or rain) (-¼)	
2f)	Screaming Nighterang: Hearing Group Flash 4d6 plus Blast 4d6 (AVAD: Flash Defense); OAF (-1), Range Based On STR (-¼), Beam (-¼), 6 Charges (-¾)	
29	Nightcycle: Vehicle (See Below)	

PERKS

5	Contacts: Various Useful in San Francisco PD
4	Reputation: Popular "Celebrity" Crimefighter (A large group) 11-, +2/+2d6

5	DOJ Base Contribution
TALENTS	
6	Combat Luck (3 PD/ 3 ED)
23	Danger Sense 13- (Sense, Out Of Combat, Immediate Area, Intuitive)
3	Lightsleep
6	Stunningly Vivacious: Striking Appearance +2/+2d6

SKILLS

10	+2 Combat levels with Martial Art
6	Graceful: +2 Levels with Acrobatics, Breakfall and Climbing
3	Acrobatics 14-
3	Acting 13-
3	Breakfall 14-
3	Charm 13-
3	CK: San Francisco 12-
3	Climbing 14-
5	Combat Driving 14-
3	Contortionist 14-
3	Conversation 13-
3	Deduction 12-
3	Disguise 12-
3	High Society 13-
5	Inventor 13-
3	KS: San Francisco Underworld 12-
3	KS: Cop Talk 12-
3	Linguist
6	L: French (CFluent), Mandarin (Fluent), Gaelic (CFluent), Spanish (Fluent)
3	Lockpicking 14-
3	Mechanics 12-
3	Paramedics 12-
3	Persuasion 13-
3	Security Systems 12-
5	Shadowing 13-
3	Stealth 14-
5	Streetwise 14-
3	TF: Common Motorized, Motorcycles
1	WF: Boomerangs

Martial Arts: Comicbook Martial Arts

Maneuver	OCV	DCV	Notes
Martial Disarm	-1	+1	Disarm; 30 STR to Disarm
Martial Dodge	--	+5	Dodge, Affects All Attacks, Abort
Martial Escape	+0	+0	35 STR vs. Grabs
Martial Strike	+0	+2	6d6 Strike
Martial Throw	+0	+1	4d6 +v/5, Target Falls

8 +2 HTH Damage Classes

TOTAL POWERS & SKILLS COST: 265

TOTAL COST: 420



The effective range of Nightingale's Nighterangs is 48m, based on her STR and their weight.

400 MATCHING COMPLICATIONS (75)

- 10 Hunted by West Coast mobsters (Infrequently, Less Pow, Kill)
- 10 Hunted by her Rogues Gallery (Infrequently, As Pow, Kill)
- 20 **Psychological Complication:** Overconfident (VC, Str)

- 20 **Psychological Complication:** Adrenaline Junkie (Com, Tot)
- 10 **Social Complication:** Secret Identity (Infrequent, Major)
- 5 **Social Complication:** Woman in 1940s (Frequent, Minor, Not In Some Cultures)

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 20

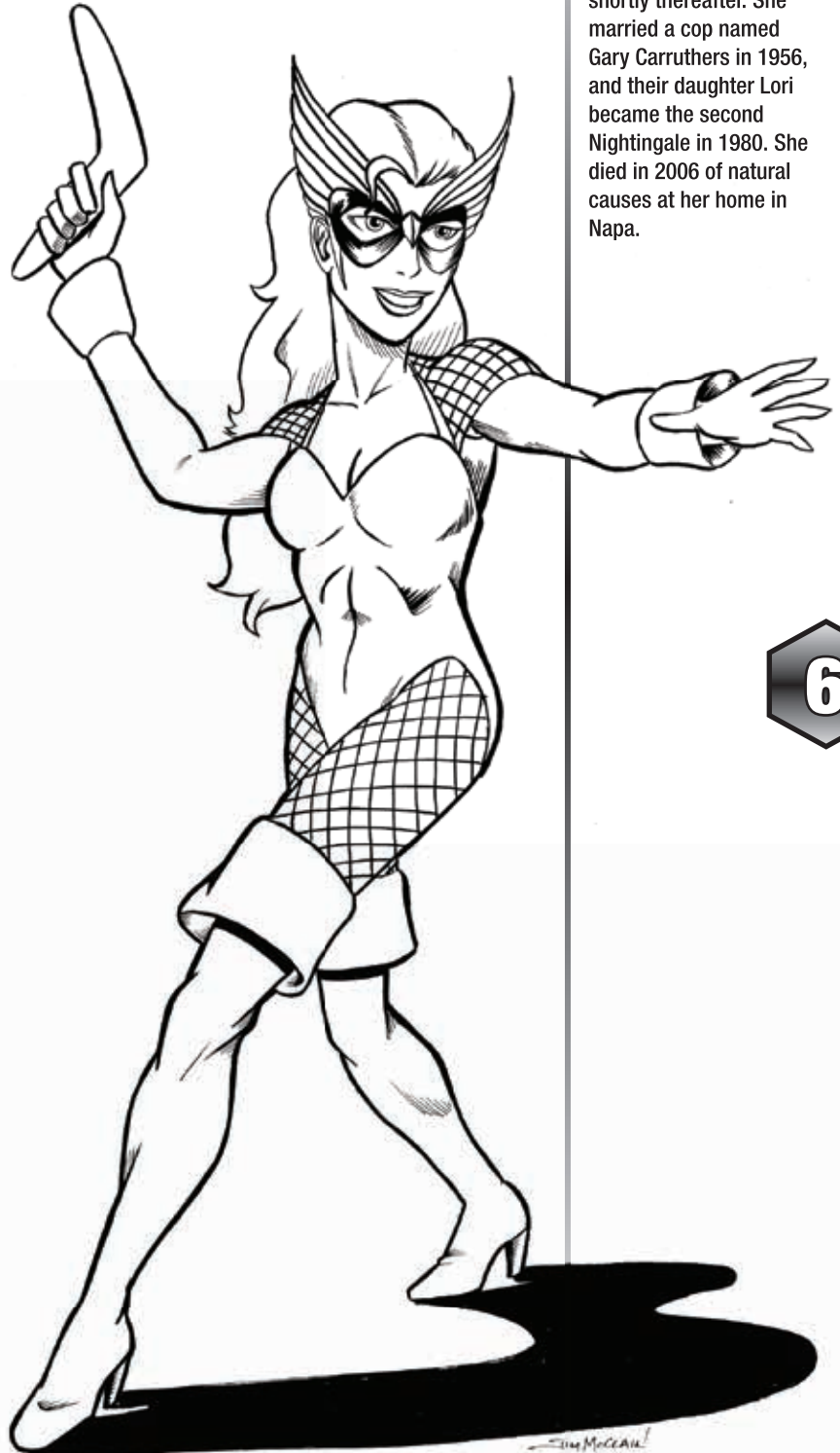
NIGHTINGALE

BACKGROUND/HISTORY: Leticia Henry was born in 1920. Her father had been a policeman in San Francisco, and hoped that his daughter would follow in his crimefighting footsteps. Always athletic, she took to his physical training with gusto, becoming an exceptional gymnast and expert hand-to-hand fighter. Unfortunately, though there were a handful of policewomen working in large cities at the time, the local hiring officers weren't particularly enlightened and Leticia was turned down for the job.

However, Leticia was not going to be denied that easily. She took a job serving drinks at a notorious San Francisco nightclub and began to ingratiate herself with some of the mobsters who caroused there. Inspired by the wartime activities of vigilantes like the Black Mask and Brawler, she adopted the identity of Nightingale and became San Francisco's foremost crimefighter, developing a reputation for her quick wits and fighting skills as well as her stunning looks. Her knowledge of police procedures learned from her father helped her maintain a solid, if unofficial, working relationship with the local cops, and with the help of some local mechanics she added a souped-up motorcycle and some trick boomerangs to her arsenal. Before long, she had become a national celebrity as a masked heroine, and she enjoyed every minute of it. During the war she was well known for signing autographs and posing for pictures with midshipmen preparing to set off into danger from the docks of San Francisco, and there were numerous planes featuring paintings of her on their noses as they went into battle against the Japanese.

In early 1944 she helped Bulletproof and Captain Patriot defeat a team of Nazi ubermenschen operating on the West Coast, and was invited to join the Defenders. She went to Europe to join the Freedom Battalion (replacing Optimus when he left to marry Mara and help rebuild Atlantis) and worked with them abroad for the final year of the war, serving the team with distinction.

PERSONALITY/MOTIVATION: Nightingale is a vivacious and fearless force of nature. She was raised by her father to be "one of the guys," competitive and active and unwilling to be hindered by the era's expectations for her gender. On the other hand, she's stunningly attractive, and perfectly willing to use that fact to her advantage.



After The War: Nightingale remained with the Defenders until they broke up in 1950. As one of the team's younger members, she returned to San Francisco to continue her crime-fighting career, but found the public mood had turned against costumed vigilantism and retired shortly thereafter. She married a cop named Gary Carruthers in 1956, and their daughter Lori became the second Nightingale in 1980. She died in 2006 of natural causes at her home in Napa.

After The War: Kaoru was invited to remain with the Defenders after the war, but chose instead to attend college on the GI Bill and eventually graduated from USC to become a lawyer. In the 1960s he became a state senator for California and remained there until his retirement in 1984. He died of cancer in 1993. He claimed his powers had largely faded over time, but his death was marked by an earthquake registering 7.3 on the Richter scale in Sacramento.

whenever it comes up. She loves the excitement of costumed heroism, the feel of adrenaline racing through her veins, and the attention of handsome young men in uniform of any type (cops, soldiers, superheroes...) She can drink, smoke and fight with the best of the men, and won't let you forget it.

Of course, living that way is exhausting, and Leticia can herself be surprisingly private when not "on stage." She has hundreds of "friends" but is close to few of them- her social defenses are very sturdy and not many people know the young woman underneath the mask and the bravado.

Despite her police background, her sense of ethics is much more nuanced than the letter of the law. She reserves her anger for those who prey on the weak and helpless; more than a few of her friendly acquaintances are "gentleman thieves" and other shady characters.

QUOTE: "Oh, honey, if I had a nickel for every time somebody like you threatened me, well... I'd probably use the cash to buy you a better suit. Seriously, who's your tailor and why?"

POWERS/TACTICS: Nightingale primarily relies on her acrobatic skills and guts when operating solo, as most of the time she's dealing with mobsters and bank robbers. When fighting alongside the Defenders against superhuman opponents, she's perfectly aware she's no powerhouse, and does her best to avoid being pinned down in one place. Instead, she'll dance along the periphery of the battlefield, tossing her "night-erangs" and frequently aborting to Dodge while taunting opponents into wasting actions chasing after her.

APPEARANCE: Nightingale is a stunning, statuesque brunette, wearing a formfitting navy blue "swimsuit"-styled leotard cut high on the legs, with fishnet stockings and high blue buccaneer boots. Her mask is ballroom-style, with towering points that rise several inches above her head but leave her long hair showing.

QUAKE KID

BACKGROUND/HISTORY: Kaoru Nishimoto was born in San Francisco in 1927, a *Nisei* (second generation Japanese-American) whose parents had emigrated from Japan a few years earlier. His father Masuru was a dockworker, and from an early age Kaoru joined him and his uncles in their backbreaking work unloading ships from the city's wharves. Masaru died in a truck accident in 1939, and Kaoru stopped going to school in order to work full-time and help his mother raise his two siblings.

When Japan attacked Pearl Harbor, President Roosevelt issued Executive Order 9066, ordering that people of Japanese heritage on the Pacific coast be moved to "relocation camps" for fear of fifth-column activities. In May of 1942 the entire Nishimoto family was moved to a tar-paper shack at Manzanar in the eastern California desert, which they shared with three other families.

Kaoru was enraged by this treatment, having long considered himself and his family Americans first and foremost, and he fell in with a "gang" of *Nisei* teens in the camp who committed acts of vandalism and generally were disruptive and disrespectful to the military guards. That summer, his metagene activated without his awareness, and whenever he became angry or frustrated (which was frequently) small earthquakes would strike the camp and surrounding desert.

In October, these earthquakes and the energy signatures that accompanied them were discovered by Brains Bentley, who tracked them to Kaoru and had his robots abduct the boy to help power his latest invention, an earthquake generator with global scale that could destroy entire cities. The Defenders got involved at this point and defeated Bentley, freeing Kaoru (and in the process first being exposed to the nature of the camps themselves.) Since Kaoru had helped them, they asked Harry Hopkins for special permission to let Kaoru and his family leave the camp and move to Haynesville.

There, Kaoru trained in controlling his powers, becoming close friends with Toy Soldier and Marion Maven while occasionally working with the Defenders. In 1944 he participated in the D-Day invasion alongside his teammates, but when Totenkopf unleashed the Aesir he was captured and held prisoner in Hitler's Antarctic redoubt until being rescued in May 1945.

PERSONALITY/MOTIVATION: Kaoru has had a tough life from a young age, and his experiences have hardened him into a profound cynic. He admires his fellow heroes and their optimistic outlooks, but finds it very difficult not to assume the worst in a given situation. Nevertheless, he's brave and relentless and willing to fight to the death for his friends and family. He considers himself an American patriot despite his opposition to the relocation camps, and also is proud of his Japanese heritage despite believing they too have gone horribly wrong in the last few years.



NIGHTINGALE'S NIGHTCYCLE

Val	Char	Cost	Notes
1	Size	5	OCV +0, KB -1
20	STR	5	
20	DEX	20	
7	OCV	20	
7	DCV	20	
5	SPD	30	
6	PD	4	DEF does not protect rider(s) -1/2
4	ED	2	DEF does not protect rider(s) -1/2
11	BODY	0	

MOVEMENT: 48m Running (x4 noncom)

POWERS: No Swimming

COST: 145

He's cautious in the use of his powers, as they can be terribly destructive if he loses his concentration even in the slightest; of course, this does nothing to relieve his pessimism.

QUOTE: "Stay back, everybody! It's time to go for broke!"

POWERS/TACTICS: Quake Kid (a name he resisted at first but eventually decided he liked) can cause localized earthquakes in his immediate vicinity.

The more powerful they are, the smaller the radius they affect; he can make ones that shake buildings a mile away but do minimal damage, or he can restrict the effect to a single line or even just to the space right next to himself and do devastating damage. He can also cause the earth to open up small crevasses directly beneath opponents, or to split beneath him to allow him to tunnel through the ground. As long as he's in contact with the earth himself, he can detect even the slightest vibrations

he doesn't create himself, allowing him for example to track people in the dark by their footsteps.

APPEARANCE: Kaoru is a small Japanese man, standing about 5'6 and weighing 140 lbs. As Quake Kid, he wears a skintight black jumpsuit with a yellow jacket, gloves and boots, and stylized sunglasses.



QUAKE KID

VAL	CHAR	COST	ROLL	NOTES
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
17	DEX	14	12-	
15	CON	5	12-	
13	INT	3	12-	PER Roll 12-
15	EGO	5	12-	
13	PRE	3	12-	PRE Attack: 2-1/2d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		PHASES: 3, 6, 9, 12
7	PD	5		TOTAL: 12 PD (5 rPD)
6	ED	4		TOTAL: 11 ED (5 rED)
9	REC	5		
50	END	6		
10	BODY	0		
28	STUN	4		TOTAL CHARACTERISTICS COST: 104

MOVEMENT: Running: 12m/24m
Tunneling: 16m/32m

COST POWERS **END**

- 35 **Create Earthquakes:** Multipower, 70 Active Points; All Slots Have No Range (-½), Only Vs. Targets On Ground (-¼), Unified Power (-¼), Only Does Knock-down (-0)
- 3f **1) Local Quake:** Blast 8d6, AoE (18m Radius Explosion +½), Personal Immunity (+¼) 7
- 3f **2) Straight Line Quake:** Blast 8d6, AoE (32m Line, +½), Personal Immunity (+¼) 7
- 3f **3) Wide-Area Shakes:** Blast 5d6, AoE (125m Radius Explosion +1), Personal Immunity (+¼) 6
- 3f **4) Direct Target Blast:** Blast 12d6 6

- 24 **Pit Trap:** Tunneling 10m through PD 5 Materials, Usable As Attack (not vs. flying characters; +1-¼), Ranged (+½); Only To Form Pits Beneath Targets (-1), Unified Power (-¼) 5
- 26 **Burrowing:** Tunneling, 16m through PD 8 Materials; Unified Power (-¼) 3
- 15 **Sense Vibrations:** Detect Physical Vibrations 15- (Touch Group), Discriminatory, Range, Targeting; Only In Contact With Ground (-¼), Unified Power (-¼) 0
- 4 **Padded Suit:** Resistant Protection (2 PD/ 2 ED), OIF (-½)

TALENTS

- 6 Combat Luck (3 PD/ 3 ED)
- 3 Lightsleep

SKILLS

- 6 +2 Combat Levels with Multipower
- 4 +2 OCV with Pistols
- 3 Acting 12-
- 3 Breakfall 12-
- 3 Bribery 12-
- 3 Combat Piloting 12-
- 3 Concealment 12-
- 5 Demolitions 13-
- 4 Gambling 12- (Card, Board)
- 3 AK: Northern California 11-; Manzanar 8-
- 3 CuK: Asian Neighborhoods 12-
- 6 Languages: English (Fluent/native), Mandarin (Fluent) (Japanese native)
- 3 Mechanics 12-
- 3 Navigation (Marine) 12-
- 5 Power 13-
- 2 PS: Stevedore 11-
- 3 Stealth 12-
- 3 Streetwise 12-
- 3 Survival (Jungle, Desert) 12-
- 3 Trading 12-
- 3 TF: Boats (Rowed, Wind, Small Motor)
- 2 WF: Small Arms

TOTAL POWERS & SKILLS COST: 201

TOTAL COST: 305

300 MATCHING COMPLICATIONS (60)

- 20 **DNPC:** Family (Mom, Grandfather, Brother and Sister) (Inf, Inc)
- 10 **DF:** Asian man in 1940s
- 15 **Watched:** US Army and Intelligence (More Pow, NCI, Freq.)
- 15 **Social Limitation:** Nisei on special parole

TOTAL COMPLICATIONS POINTS: 60

EXPERIENCE POINTS: 0



FUBAR

BACKGROUND/HISTORY: In a corner of the land of Faerie particularly close to our own universe (see The Mystic World) sits the land of Bohica, home of the gremlins. Gremlins are a particularly large and hardy species of faerie, who are extremely skilled in the arts of building and destroying mechanical devices. Since the passage of time within Faerie is... complicated, no one knows how long the gremlins have lived there; however, they first began to travel across the few remaining nexus points to Earth during the Industrial Revolution in 18th-Century Europe, well after other faeries had withdrawn from contact with Humanity. Gremlins would secretly travel around observing human engineers, factories and machines, a subject they found endlessly fascinating. When they found a particularly brilliant piece of design, they would reward the human in question with various whimsical gifts; if they found a machine unattractive, badly built or poorly maintained, they would punish the humans with acts of sabotage, which gremlins consider both an art form and the highest form of humor.

The land of Bohica was ruled by King Janfu, a wise old gremlin with a respectable belly and long white beard. His three sons, Princes Fubar, Tarfu, and Snafu, helped him administer the great city of Bohica with all of its factories and shops. Fubar in particular held the responsibility of patrolling the borders of their lands, noting that the gates leading to other kingdoms were safely closed and no monsters menaced their peaceful land.

On the first of May, 1938 on Earth, the RSvKg performed the occult ritual that drew heightened levels of arcane energies back to our plane of existence, and transformed Erich Hessler into the demonic Totenkopf. As his magical power waxed, Hitler tasked Totenkopf with assisting his weapons designers in creating new armaments for his sweep across Europe. Totenkopf's spells led him to discover the existence of Bohica and the gremlins, and he sent a detachment of soldiers into Faerie to subjugate them. Taken by surprise and unfamiliar with warfare, the gremlins were quickly defeated after Janfu was captured. Totenkopf took Fubar as his personal servant back to Earth, while enslaving the gremlins and putting them to work building the Ubermenschen suits and similar advanced weapons for the Nazis.

Fubar served Totenkopf unwillingly until May of 1940, when the demonic creature had his first face-to-face encounter with the Defenders at the Battle of Dunkirk. There, the American heroes convinced Fubar that the dishonorable Nazi would not hold to any agreement of servitude to protect the gremlins, and that Fubar was better served by defecting to the Allies and working to free them entirely. He joined the team in aiding the evacuation and then returned to New York City, joining the team as their mechanic and technology expert.

Once Project Rainbow was underway in early 1942, Fubar moved to Haynesville and worked

with the scientists there far more than he joined his teammates in the field. He helped Marion Maven build her robot Delilah, and occasionally served as the "adult supervision" for her and Toy Soldier when they got into their solo adventures.

Finally, in August of 1944, Lady Mystery was able to crack the defensive spells that Totenkopf had placed to seal Bohica off from the rest of Faerie, and Fubar and the Defenders were able to attack the soldiers and mechanical monstrosities that kept the gremlins enslaved, defeating the Nazis. Fubar destroyed the factories that had been producing the Ubermenschen armor, signaling the end of that particular weapon in the Nazi arsenal. Janfu was restored to the throne, and Fubar once again took up the mantle of Crown Prince and General Of The Armies, vowing both his eternal friendship with the Defenders and that Bohica would never be enslaved again.

PERSONALITY/MOTIVATION: Fubar spends most of the war with the shadow of his people's fate hanging over him, darkening his usually-sunny mood. When among his own people, or when sufficiently distracted by an entertaining mechanical problem, he is friendly and kind; he will sometimes pretend to be grumpy and impatient, but he can rarely keep up the façade for long. He is fond of elaborate practical jokes, which are usually a sign of affection.

During the war, Fubar is motivated almost entirely by his hatred of the Nazis and desire to reach and free Bohica. Towards that end, he divides his efforts between searching for an arcanomechanical means of penetrating the barriers within Faerie, and helping the US army with their own inventions intended to defeat the Nazis here on Earth (and therefore force Totenkopf himself to take the barriers down.)

QUOTE: "Come on now, you blockheads! You have to admit that was funny." (Usually after a gadget spectacularly malfunctions...)

POWERS/TACTICS: Fubar generally isn't a front-line fighter, particularly in this land of "clumsy oaf giants," and therefore tends to either sneak around the battlefield invisible (which he also doesn't care for) or spend his time building or analyzing gadgets while his teammates provide cover. If he has to, he prefers to smack opponents with his wrench by surprise. He rarely builds simple weapons with his gadget pool, preferring large machines to resolve a plot concern or a vehicle of some sort; that said, he'll build anything that will contribute to a humiliating Nazi defeat.

APPEARANCE: Fubar, like most male gremlins his age, stands about four feet tall with a stocky build. He's completely bald but has prominent eyebrows, and his ears are slightly pointed. When living on Earth he tends to wear work shirts, boots and pants with oversized suspenders, and almost always is brandishing an oversized monkey-wrench. In Bohica he wears the fine purple of royalty, either courtly wear or the more casual pony-riding gear.

After The War: Fubar assumed the crown of Bohica upon his father's death, sometime in the local equivalent of the early 1960s. Humans and gremlins have had occasional encounters since the war, particularly when various superheroes have had occasion to travel to Faerie for some reason. Fubar and both Bravo and Diamond of the Sentinels are frequent drinking buddies.



6

FUBAR

VAL	CHAR	COST	ROLL	NOTES
18	STR	8	13-	Lift 300 kg; 3 1/2d6 HTH dam [1]
13	DEX	6	12-	
15	CON	5	12-	
20	INT	10	13-	PER Roll 13-
13	EGO	3	12-	
15	PRE	5	12-	PRE Attack: 3d6
6	OCV	15		
8	DCV	25		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		PHASES: 3, 6, 9, 12
10	PD	8		TOTAL: 13 PD (3 rPD)
8	ED	6		TOTAL: 11 ED (3 rED)
7	REC	3		
45	END	5		
10	BODY	0		
30	STUN	5		TOTAL CHARACTERISTICS COST: 124

MOVEMENT: Running: 12m/24m

COST POWERS

62 **Gizmos, Widgets and Gadgets:** 50-point Variable Power Pool, 50-point Control Cost (OAF -1 on all)

END

28	Malfunctions: RKA 3d6, AoE 1m Radius; Only vs. Machines and Gadgets (-1)	7
20	Unseen By Men: Invisibility to Sight, No Fringe; x2 END Cost (-½)	6
9	Favorite Wrench: HA +4d6; OAF (-1), HtH (-¼)	2
9	Tough Little Guy: Resistant Protection 3 PD/ 3 ED	0
5	Faerie Lifespan: Life Support: Immortality	0

PERKS

5 FB: Prince of Bohica

TALENTS

4 Supreme Balance (No penalties for narrow/high spaces)
3 Lightning Calculator

SKILLS

9	+3 with Lockpicking, Mechanics, SS: Power Armor
5	Analyze Technology 14-
3	Breakfall 12-
3	Climbing 12-
3	Combat Driving 12-
3	Combat Piloting 12-
3	Concealment 13-
3	Demolitions 13-
3	Electronics 13-
15	Inventor 19-
2	AK: Bohica and nearby lands 11-
4	L: English, German (Gremlin native)
3	Lockpicking 12-
7	Mechanics 15-
3	Oratory 12-
4	SS: Power Armor 14-
3	Shadowing 13-
3	Stealth 12-
3	System Operations 13-
10	TF: Common Motorized Ground Vehicles. Uncommon Motorized Ground Vehicles, Small Planes, Large Planes, Small and Large Motorized Boats, Submarines
6	WF: Small Arms, Uncommon Modern Weapons (all)
3	Weaponsmith 13-

TOTAL POWERS & SKILLS COST: 246

TOTAL COST: 370

300 MATCHING COMPLICATIONS (60)

15	DNPC: King Janfu, Princes Snafu and Tarfu, Princess Fininella and others of Bohica
15	Distinctive Features: Gremlin (bald, green-skinned, 4' tall)
15	Hunted: The Axis 8-
15	Psychological Complication: Impatient and Short-Tempered (VC, Mod)

TOTAL COMPLICATIONS POINTS: 60

EXPERIENCE POINTS: 70

HAYNESVILLE AND PROJECT RAINBOW

THE TOWN OF HAYNESVILLE

Haynesville, Kansas, seems like the archetypal American Midwestern small town. There is, in fact, a Main Street that passes through the center of town, though Kimmell Street a block north is actually the primary thoroughfare for the various small businesses (including Doc's Ice Cream Parlor, home of the tastiest frozen treats in Kansas.) Main Street is home to City Hall, the library and the school, though, as well as a small park visited by almost all of the local residents, of which there are about four thousand outside of the Army base. A small creek called Cottonwood Stream runs through the eastern side of town, and along its banks children play with rope swings and old tire tubes for floating. Citizens of Haynesville not currently employed at Fort McLaughlin are primarily farmers, either maintaining their own farms or employed by one of the larger corn farms in nearby Burgin.

The town was founded in 1868 by a group of settlers led by Frank Haynes, who started his farm a mile north of the Cottonwood Stream. A crafty businessman named William Short built a supply store nearby and was very successful selling goods to settlers who stopped in Haynesville on their way further west. Short tried but failed to get Union Pacific to build a railroad station in town, but instead the station was built in Burgin, which began the two towns' fierce rivalry that Burgin always seems to come out on top in.

The Depression hit Haynesville hard, and the early 1930s saw much of the younger population strike out for the cities to find some form of employment. New Deal farm subsidies improved the financial situation somewhat later in the decade, and by 1938 things were once again looking up for Haynesville.

In May of 1938, a mystical thunderstorm formed over the town as part of the incidental effects of the Walpurgisnacht Working by the RSvKg (see p. 234), producing winds that sent tree limbs crashing into the streets and rain hard enough to sting. Among the people caught in the sudden downpour was high school senior Don Randall, star of the football team. Don was struck by the mystically-charged lightning, and was transformed into a powerhouse, able to lift a tractor and outrun a car. When he became famous for publically stopping escaping bank robbers the next day, he was recruited by President Roosevelt himself to become America's answer to Sturm-vogel (see p. 236) and the first costumed hero of the modern age- Captain Patriot!

PROJECT RAINBOW

Though Randall left Haynesville shortly after getting his superpowers, the Army wasn't done with the town yet. Having heard his story about the strange storm and lightning, Roosevelt gave authorization for a small division of scientists to establish a secret facility at the small nearby Fort McLaughlin (which had originally been a simple armory.) The initial team, called Army OP-H-20 in official documents and referred to by Roosevelt, Hopkins and Grove as "Project Rainbow", included originally several physicists and climatologists, but eventually expanding to include parapsychologists and other "experts" in the paranormal as the complicated nature of superpowers became apparent. The budget for it was hidden within several programs for the Signal Corps that had previously used for researching the applications of radar.

At first, Project Rainbow operated under the highest secrecy and with an absolute minimum of staffing. As one might expect, it accomplished very little; the storm itself never reappeared, and the Army generally was not successful in acquiring advanced technology or actual magical artifacts for study. Studies of superhuman criminals apprehended by heroes were also of limited efficacy, as their abilities regularly violated the known laws of physics and biology.

When the Japanese bombed Pearl Harbor, Roosevelt and Hopkins gave Project Rainbow a new, more vital and active mission. Once the existence of the "anti-powers" barrier around Axis territories was discovered, the Defenders of Justice split their ranks, adding several new superpowered volunteers while sending their nonpowered members into Europe to operate in secret behind enemy lines. The second team moved their headquarters to Fort McLaughlin to work with the scientists and occultists there while protecting the homefront against the various saboteurs, spies and superhuman operatives sent by Totenkopf. Funding was increased dramatically, and soon many of the most brilliant minds in the country had moved to Haynesville to join the war effort.

For three years, the Allied effort to master both the advanced new sciences and the mysterious but undeniable existence of magic was centered at Project Rainbow. Scientists on site like Michael Maven worked hand-in-hand with the Manhattan Project team to develop the atom bomb as well as more peaceful applications of nuclear power. Captured pieces of Eisenmensch armor were reverse-engineered (with the assistance of Fubar the Gremlin, whose people had been subjugated to build the original suits for the Nazis). Crucial steps were taken towards advances that wouldn't fully flower for decades, like artificial intelligence and energy weapons; indeed, Project Perseus (the super-soldier program that eventually created the All-American) was initiated in one of the Rainbow medical labs.

Projects designed to study magic and the occult were considerably less successful, despite the assistance of Lady Mystery and Max Pendragon.

It has been suggested by some modern occultists that agents of DEMON, perhaps even Luther Black himself, helped to mystically sabotage Allied occultists, though no actual evidence has ever been provided for this theory.

Project Rainbow continued to operate after the end of the war, though many of its most talented minds left the facility within a few months of victory over Japan. The Project was finally formally disbanded in late 1946, and Fort McLaughlin was converted to an Air Force base in 1948. However, a top secret military core team was retained, abandoning the public name of Project Rainbow and renaming itself the more anonymous Department 17, keeping offices and labs in the base's underground facilities. Department 17 operates even in the modern day, a division of the Department of Defense under the oversight of the Department of Superhuman and Paranormal Affairs (DOSPA) since that agency's creation in 1986. Their primary function remains the creation of super-soldiers, and the fruits of their labor have included the mixed successes of Project Yeoman (Ameriforce One) and Project Onslaught (the Janissary.)

IMPORTANT NPCs

Adventures taking place in Haynesville might include any of the following interesting NPCs. Lt. General Leslie Groves would frequently be on site in the summer of 1942 getting the facilities for the Project built, but by October he would be consumed by the Manhattan Project and left the actual running of the base to Major Flanders. Harry Hopkins also visited frequently during 1942 and 1943, acting as liaison between the Defenders and President Roosevelt.

MAJOR JAMES FLANDERS: Flanders accompanied Groves from the Construction Division of the Quartermaster Corps, where he had administered several large architectural projects. He was the base commander for Project Rainbow, serving under a succession of Colonels running Fort McLaughlin's other military units but retaining an enormous amount of freedom of operation. Flanders realized very early that he would need to compromise on some aspects of military discipline in order to get the best work out of the scientists and occultists working with him, let alone manage the daily activities of a superhero team tasked with protecting the entire country. He went out of his way to shield the Rainbow workers from interference by other military and government agencies.

MICHAEL MAVEN: Of all of the eccentric scientists working for Project Rainbow, Maven may have been both the most eccentric and most brilliant. A polymath who spanned a wide range of different sciences, Maven regularly invented new weapons and devices while being the first to study examples of Axis technology. After the war, Maven joined Drake Wilson as a consultant at the United Nations, but died from a heart attack in 1957 before UNTIL was formalized.

MARION MAVEN: Perhaps the only rival to Maven's genius in Haynesville was his own daughter, despite her being only nine years old when she moved there in early 1942. Never officially part of the military, Marion nevertheless spent more time in the base's labs than any of the actual scientists. Of course, few on site took her seriously as a genius, at least until she and Fubar built an actual, artificially intelligent robot named Delilah in November 1942. The Defenders were a bit more open-minded, and found plenty of uses for her brilliance, while Toy Soldier became her first real friend her own age. After the war, Marion traveled the world collecting degrees in multiple fields. In 1961, she invented the Mass Belt and used it to become the superhero Dr. Phantom, one of the founders of the Sentinels.

DOCTOR RICHARD PEARSON: An associate of the Defenders since he was the first scientist to become aware of the Sirian invasion in October 1938, cosmologist and astrophysicist Pearson worked for Project Rainbow for the duration of the war. He was particularly close with fellow astronomer Meteor Man.

After The War: Ghost Cabbie continued to protect the streets of New York into the early 1950s, when both Bennie and the cab mysteriously disappeared. They returned briefly in 1992 strangely changed, as Bennie now had a Mohawk, dark sunglasses and a trenchcoat with an unreasonable number of pouches, and Comet was a Corvette with a hood-mounted flamethrower. They never explained what had happened to them in the preceding decades, and everybody was quite relieved when they disappeared again shortly thereafter.

OTHER AMERICAN HEROES

GHOST CABBIE

BACKGROUND/HISTORY: Bennie Meyer was a cabbie on the streets of New York City, a genuine “character” who knew everybody, every street, and every out-of-the-way dive from the Bronx to the Battery. He called his cab “Comet,” and he lavished care on it every day, washing it regularly and tinkering with the engine well into the night. One day in the winter of 1938, Bennie accidentally witnessed a mob hit by Vincent “Mad Dog” Fratianno of the Buoniconte family, and was called to testify in the ensuing trial. Fratianno decided to rid himself of the troublesome cabbie, and had a bomb wired to Comet’s ignition one night while it sat in Bennie’s garage.

What happened next is a matter of some considerable speculation. According to Bennie, Comet was such a good car and their love for each other so strong, that when Bennie was approaching the cab unawares the next morning Comet somehow set off the bomb itself early, exploding into a fireball before his eyes. Bennie, heartbroken, took the wreckage to a junkyard and testified against Fratianno that very day while choking back tears. Fratianno was sentenced to the chair.

After a sleepless night, a bleary-eyed Bennie walked all the way down to his garage the next morning before remembering that Comet wouldn’t be there. To his astonishment, he saw his beloved car sitting right there, good as new! Apparently, the relationship between car and driver was so strong that Comet had returned to “life,” except now with some new features and abilities it had never shown before, including a rather forceful “personality” and a devotion to doing good and helping the unfortunate. Of course, Bennie insists Comet (now considerably better known as “Ghost Cab”) always had personality- “she just couldn’t show it so well before.”

Of course, some of the more rational members of the Defenders (who have come to know Bennie and Ghost Cab quite well) insist that Bennie’s story is absolutely ridiculous; as Meteor Man says, “I refuse to believe in an afterlife for inanimate objects!” Perhaps Bennie himself is the superpowered one, with psychic abilities that have simply manifested in an unusual way. Whatever the real story might be, no one can deny that the streets are much safer with Ghost Cabbie out on patrol. And plenty of people, superheroes and normal Janes and Joes alike, have discovered that when they really need to get somewhere, somehow a dark green cab with a smiling, portly driver appears on the corner ready to pick up a fare, no matter the destination.

PERSONALITY/MOTIVATION: Bennie, himself now better known as “Ghost Cabbie,” has always had a pretty open mind about the supernatural, and now that he has a chance to help people out he’s thrown himself into the job with gusto. He’s not a superhero by any stretch, but he considers his knack for helping to get the right people to the right place at the right time to be an almost sacred calling. Though Ghost Cab does not itself speak, it clearly understands pretty much all spoken languages, answering questions with horn honks and blinking headlights that Bennie at least has no difficulty interpreting.

QUOTE: “Hang on a minnit- this story is giving me a pain in the head-bone.”

POWERS/TACTICS: Bennie Meyer is just a typical two-fisted New York cabbie, perfectly capable of mixing it up with the odd mobster once his dander is up. Ghost Cab, who’s been built as a character instead of a vehicle because of its undeniable intelligence and drive, has the typical powers of a 1932 Ford Model B as well as some unusual abilities, such as being able to drive up walls or straight through them with no harm to its passengers, seal itself off for underwater trips (once even keeping several heroes alive after being shot into space!), or help out in a fight with well-placed oilsprays and suddenly-opening doors.

CAMPAIGN USE: Ghost Cabbie is a fun bit of comic relief when a campaign has gotten too serious, as well as a plot device par excellence when a GM finds herself stumped for a way to get heroes from scene to scene. Despite regularly being played for incredulous laughs, Ghost Cabbie’s a genuine hero through and through and always should be played with a straight face.

APPEARANCE: Ghost Cab is a dark green 1932 Ford Model B four-door sedan with black fenders and a spare tire mounted on the driver’s side of the chassis. Bennie Meyer is a slightly overweight male in his forties, balding, and frequently wears a black vest over a white shirt and dark slacks and a tweed flat cap.

GHOST CAB

VAL	CHAR	COST	ROLL	NOTES
35	STR	25	16-	Lift 3200 kg; 7d6 HTH dam [3]
16	DEX	12	12-	
10	CON	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
10	PRE	0	11-	PRE Attack: 2d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		PHASES: 3, 6, 9, 12
7	PD	18		TOTAL: 7 PD (7 rPD)
7	ED	18		TOTAL: 7 ED (7 rED)
4	REC	0		
60	END	8		
15	BODY	5		
-	STUN	0		TOTAL CHARACTERISTICS COST: 126

MOVEMENT: Running: 60m/240m
Swimming: 12m/24m



COST POWERS

		END
53	Eight Cylinders: Running +48m, x4 Noncombat	[3]
10	Drive Up Walls: Clinging	
60	Ghost Form: Desolidification (not vs. Magic), UBN (Only Those Inside It, +1), Reduced END (Half END, +¼); Takes Extra Time (Full Phase, -½)	[4]
20	Sealed Up Tight: Life Support: Self-Contained Breathing, UBN (Only Those Inside It, +1)	
45	Car Body: Takes No Stun	
15	Car Body: Does Not Bleed	
12	Car Body: Knockback Resistance -4m	
25	Car Body: Life Support: Self-Contained Breathing, Does Not Eat, Does Not Sleep, All Safe Enviro, Immune to Disease and Poison	
10	Radio: Radio Perception/Transmission	
4	Submarine Mode: Swimming +8m	
30	Car Powers: Multipower (30 pts.)	
3f	1) Cloud Of Smoke: Change Environment (-5 to all Sight PER rolls, Area Of Effect (32m Radius +1))	3
3f	2) Oil Slick: Change Environment (-5 to DEX Rolls to move on, Area Of Effect (Surface 16m radius +1))	3
1f	3) Oil Spray: Sight Group Flash 6d6; No Range (-½), Not Vs. Desolid (-¼), 8 charges (-½)	3

PERKS

35 Follower: Ghost Cabbie (175 pts.)

TALENTS

3 Absolute Time Sense
3 Bump Of Direction
41 Danger Sense 15- (Sense, Any Type, General Area)
25 Universal Translator 16-

SKILLS

3 Acrobatics 12-
3 Concealment 11-
5 CK: New York City 14-
4 Navigation (Land) 12-
3 Shadowing 11-
3 Stealth 12-

TOTAL POWERS & SKILLS COST: 419

TOTAL COST: 545

400 MATCHING COMPLICATIONS (75)

15 Distinctive Features (NYC Cab, Not Concealable, Noticed)
10 **Hunted:** General Blut (As Pow, Infreq.)
30 **Physical Complication:** Is A Car (Oversized, No Hands, Etc.) (All The Time, Greatly)
20 **Psychological Complication:** Loves (And Mostly Obeys) Ghost Cabbie (VC, Tot)

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 145

GHOST CABBIE

VAL	CHAR	COST	ROLL	NOTES
13	STR	3	12-	Lift 150 kg; 2-1/2d6 HTH dam [1]
13	DEX	6	12-	
15	CON	5	12-	
10	INT	0	11-	PER Roll 11-
15	EGO	5	12-	
10	PRE	0	11-	PRE Attack: 2d6
5	OCV	10		
4	DCV	5		
3	OMCV	0		
5	DMCV	6		
4	SPD	20		PHASES: 3, 6, 9, 12
7	PD	5		TOTAL: 10 PD (3 rPD)
4	ED	2		TOTAL: 7 ED (3 rED)
6	REC	2		
30	END	2		
11	BODY	1		
30	STUN	5		TOTAL CHARACTERISTICS COST: 77

MOVEMENT: Running: 12m/24m



6

COST POWERS

END

- 5 **Unfazeable:** +10 PRE, Only to defend against PRE Attacks (-1)
- 8 **Sweet Chin Music:** Hand Attack +2d6; Hand Attack (-¼) [1]
- 10 **Right Place At The Right Time:** 2d6 Luck

PERKS

- 10 Contact: Various Useful in Streets of New York City

TALENTS

- 6 Combat Luck (3 PD/ 3 ED)
- 3 Lightsleep

SKILLS

- 8 +1 Level with All HTH Combat
- 3 Bribery 11-
- 3 Bureaucratics 11-
- 7 CK: New York City 16-
- 11 Combat Driving 16-
- 3 Concealment 11-
- 3 Conversation 11-
- 6 Gambling (Cards, Dice, Sports) 11-
- 2 KS: New York Underworld 11-
- 2 KS: New York Politics 11-
- 5 Mechanics 12-
- 3 Navigation (Land) 12- (-½ Only When Driving)
- 3 Paramedics 11-
- 3 PS: Cabbie 12-
- 2 Shadowing 11- (-½ Only When Driving)
- 7 Streetwise 13-
- 0 TF: Small Motorized Ground Vehicles

TOTAL POWERS & SKILLS COST: 113

TOTAL COST: 190

175 MATCHING COMPLICATIONS (50)

- 10 **Hunted:** General Blut (As Pow, Infreq.)
- 15 **Psychological Complication:** Cabbie's Code Of Honor (Com, Str)
- 15 **Psychological Complication:** Loves the Streets and Inhabitants of New York City (Com, Str)
- 10 Unluck 2d6

TOTAL COMPLICATIONS POINTS: 50

EXPERIENCE POINTS: 10

THE KING'S MEN

The King's Men are Great Britain's foremost super-hero team, founded in the fall of 1939 when John Bull made a public call on the radio for heroes to join him in their country's time of need.

SCARLET ARCHER

BACKGROUND/HISTORY: Peter Tanfield was born the 11th Earl of Ollerton, a fairly minor peerage in central Great Britain, in 1912. He lived a life of leisure and relative luxury- Ollerton wasn't the wealthiest estate, but his father had been a wise investor in several shipping companies and Peter would probably never have to work a day in his life if he didn't want to. And mostly, he didn't want to; he didn't take school very seriously and as a young man was far more concerned with the London social scene, dating a succession of young heiresses and partying with his friends.

The only thing Peter took seriously was athletics. He was a fine competitor in a number of sports, but his first love was always archery. He practiced for hours on end until he became one of the finest bowmen in Europe; indeed, he scored very highly in the World Championships first held in Poland in 1931, and continued to represent his country several times afterwards.

All of this frivolity came to an unfortunate end when a band of thieves invaded his home one night in 1938, intending simply to rob some of his father's impressive art collection on behalf of their boss, the British master criminal known only as Macavity. Unexpectedly, Peter's father awoke and heard the burglars, and ran downstairs to confront them. One of the criminals struck his father on the head, and accidentally killed him. Peter, also awoken by the ruckus, arrived in the main hall too late to save his father, who died in his arms. Peter, enraged, grabbed up his bow and pursued the fleeing burglars across the estate grounds, shooting two of them in the leg though the others managed to escape.

Peter vowed to bring his father's killers to justice, and discovered quickly their connection to Macavity and his criminal empire in London. Knowing he'd never be able to pursue him in his civilian identity, Peter called upon his love of swashbuckling adventure stories to create the identity of the Scarlet Archer, and began a one-man war on crime.

When England declared war on Germany in September of 1939, the patriotic hero John Bull made a public call to all of England's costumed adventurers to come and serve the Crown as a combined force. Scarlet Archer was one of the original quartet that responded, and therefore was a founding member of the King's Men, the second organized superhero team after the Defenders of Justice. Peter served with the King's Men until 1942, when he left the group to work with the Freedom Battalion, the team of American non-powered mystery-men that was able to operate

within the sphere of influence of the Axis anti-powers spell. He served with that team until a few weeks after D-Day, when the spell was destroyed in Europe and he was able to re-team with his British compatriots.

PERSONALITY/MOTIVATION: Scarlet Archer draws his inspiration from the great swash-buckling heroes he read about in his youth, and in conscious admiration he tends to ape their behavior as well. He swings from chandeliers, uses his impressive athleticism to humiliate less-agile opponents, takes unnecessarily-difficult shots with his bow, and all the while keeps one eye out for any attractive ladies who might cross his path. He *is* genuinely charming and witty, and so most of the time he manages not to annoy his teammates too badly with his antics; however, he's made a few mistakes before and probably will again.

Oddly, this capering and bravado is really mostly an act; Peter himself out of the mask has become quite serious since his father's death, managing his estates and investments with a sober eye and with great care for his younger relatives. It's as though wearing the Archer's hood and domino mask allows him a certain freedom of spirit that his family tragedy has repressed in his private life.

QUOTE: "One last kiss for a condemned man? No? Suit yourself then! And off we go!"

POWERS/TACTICS: Scarlet Archer is a master with the bow and arrow, and has developed a number of strange "gimmick" arrows and techniques for using them despite their unusual construction. Should he be disarmed from his bow, he is also an excellent shot with other ranged weapons and a skilled hand-to-hand fighter.

APPEARANCE: Scarlet Archer wears a bodysuit in two shades of red, a lighter shade for the top half and a deeper scarlet for the pants. He wears a shapeless, somewhat "pointy" hood that is open at the face, and then a simple domino mask under that. There is a single black arrow stenciled on his left breast above his heart. He wears his quiver on a bandolier over his shoulder.

After The War: Tanfield retired his costumed identity in 1949, returning to Ollerton to manage his estate. He never married, but lived with his "dear friend" Michael for many years. He died from lung disease in 1971. An American named Bradley Winston adopted the name in 1961, and has now himself had two different protégés take on the mantle- at first Tanfield was annoyed by the American upstart, but they met in 1965 and found they hit it off quite well, so Tanfield gave Winston his blessing.



SCARLET ARCHER

VAL	CHAR	COST	ROLL	NOTES
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
21	DEX	22	13-	
15	CON	5	12-	
15	INT	5	12-	PER Roll 12-
13	EGO	3	12-	
18	PRE	8	13-	PRE Attack: 3-1/2d6
10	OCV	35		
8	DCV	25		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		PHASES: 3, 5, 8, 10, 12
7	PD	5		TOTAL: 14 PD (7 rPD)
5	ED	3		TOTAL: 12 ED (5 rED)
5	REC	1		
35	END	3		
12	BODY	2		
36	STUN	8		TOTAL CHARACTERISTICS COST: 160

MOVEMENT: Running: 14m/28m
Swinging: 40m/80m

COST POWERS

END

- 26 **Bow and Trick Arrows:** Multipower, 52-point reserve; all slots OAF (-1)
- 2f **1) Basic Arrow:** RKA 2d6, 12 Recoverable Charges (+¼); OAF (-1), Beam (-¼) [12]
- 1f **2) Acid Arrow:** RKA 1d6+1, Constant (+½), Penetrating (+½), Uncontrolled (+½); 3 Charges (-1 ¼), OAF (-1), Beam (-¼) [3]
- 2f **3) Blunt-Head Arrow:** Blast 10d6; OAF (-1), Beam (-¼), 6 Recoverable Charges (-¼) [6]
- 2f **4) Bolo Arrow:** Entangle 4d6, 4 DEF, Entangle And Character Both Take Damage (+¼); 4 Charges (-1), OAF (-1) [4]
- 1f **5) Boomerang Arrow:** RKA 2d6, Indirect (Originates from character, but can attack from any direction; +½); OAF (-1), 3 Recoverable Charges (-¾), Beam (-¼) [3]
- 2f **6) Firebomb Arrow:** RKA 2d6, Area of Effect (1m Radius; +¼), Armor Piercing (+¼); OAF (-1), 6 Charges (-¾) [6]
- 1f **7) Flare Arrow:** Sight Group Flash 10d6; 3 Charges (-1 ¼), OAF (-1), Beam (-¼) [3]
- 1f **8) Grabber Arrow:** Telekinesis (20 STR); OAF (-1), 3 Recoverable Charges (-¾), Affects Whole Object (-¼), Only Vs. Objects Small Enough To Be "Grabbed" By Pincer (-¼) [3]
- 2f **9) Grenade Arrow:** RKA 2d6+1, Explosion 20m Radius (+½); 4 Charges (-1), OAF (-1) [4]
- 1f **10) Net Arrow:** Entangle 3d6, 3 DEF, Entangle And Character Both Take Damage (+¼), Area Of Effect (2m Radius; +¼); 3 Charges (-1 ¼), OAF (-1) [3]
- 1f **11) Oil Slick Arrow:** Change Environment ; -4 to DEX-based Rolls To Move Through, Area of Effect (Surface 8m Radius +¾); 3 Charges (-1 ¼), OAF (-1), Only Vs. Targets In Contact With A Surface (-0) [3]

- 2f **12) Smoke Arrow:** Darkness to Sight Group, 8m radius; OAF (-1), 4 Continuing Charges lasting 1 Turn each (-½) [4]
- 1f **13) Swingline Arrow:** Swinging 40m; OAF (-1), 6 Charges (-¾) [6]
- 8 **Padded Costume:** Resistant Protection (4 PD/ 4 ED); OIF (-½) 0
- 2 **Swift:** Running +2m 1

PERKS

- 10 Contacts: Various Useful In British Aristocracy
- 6 Money: Wealthy (\$75,000/year)
- 4 Fringe Benefit: Earl of Ollerton
- 1 Reputation (As Tanfield, "minor celebrity peer"), 8-, +1/+1d6
- 2 Reputation (As Scarlet Archer, "swashbuckling hero"), 11-, +2/+2d6

TALENTS

- 3 Absolute Range Sense
- 6 Combat Luck (3 PD/3 ED)
- 4 Rakishly Handsome: Striking Appearance +2/+2d6

SKILLS

- 32 +4 with All Ranged Combat
- 18 +6 vs. Range Penalties
- 3 Acrobatics 13-
- 3 Breakfall 13-
- 3 Charm 13-
- 3 Climbing 13-
- 3 Combat Piloting 13-
- 3 Concealment 12-
- 3 Disguise 12-
- 3 High Society 13-
- 3 AK: England 12-
- 3 KS: British History 12-
- 2 KS: British Business 11-
- 4 Language: German (fluent conversation), French (basic conversation), Gaelic (basic conversation)
- 3 Mechanics 12-
- 3 Oratory 13-
- 3 Paramedics 12-
- 11 Power (Trick Shots) 16-
- 2 PS: Earl 11-
- 5 Rapid Attack (Ranged Multiple Attacks Only, -1)
- 3 Shadowing 12-
- 3 Sleight Of Hand 13-
- 3 Stealth 13-
- 2 TF: Riding Animals, Small Planes
- 2 WF: Common Missile Weapons
- 2 Weaponsmith (Muscle-Powered Ranged) 12-

Martial Arts: Manly Brawling				TOTAL POWERS & SKILLS COST: 240	
Maneuver	OCV	DCV	Notes	TOTAL COST: 400	
3	Grappling Throw	+0	+2	6d6 Strike; Target Falls; Must Follow Grab	400 MATCHING COMPLICATIONS (75)
4	Martial Block	+2	+2	Block, Abort	10 Hunted: Macavity (As Pow, Infrequent)
4	Martial Dodge	--	+5	Dodge, Affects All Attacks, Abort	20 Psychological Complication: British Patriot (Common, Total)
3	Martial Grab	-1	-1	Grab Two Limbs, 30 STR for holding on	20 Psychological Complication: Swashbuckles When He Should Be Paying Attention (Very Common, Strong)
3	Sacrifice Throw	+2	+1	4d6 Strike; You Fall, Target Falls	15 Social Limitation: Secret Identity (Lord Tanfield, Earl of Ollerton) (Frequently, Major)
4	+1 HTH Damage Class				10 Social Limitation: Gay Man In 1940s (Inf, Major)
				TOTAL COMPLICATIONS POINTS: 75	
				EXPERIENCE POINTS: 0	



LADY LIGHTNING

VAL	CHAR	COST	ROLL	NOTES
13	STR	3	12-	Lift 150 kg; 2-1/2d6 HTH dam [1]
20	DEX	20	13-	
15	CON	5	12-	
11	INT	1	11-	PER Roll 11-
14	EGO	4	12-	
13	PRE	3	12-	PRE Attack: 2-1/2d6
9	OCV	30		
7	DCV	20		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		PHASES: 3, 5, 8, 10, 12
5	PD	3		TOTAL: 19 PD (14 rPD)
8	ED	6		TOTAL: 22 ED (14 rED)
10	REC	6		
50	END	6		
10	BODY	0		
26	STUN	3		TOTAL CHARACTERISTICS COST: 140

MOVEMENT: Running: 12m/24m
Flight: 50m/200m

	COST POWERS	END
50	Lightning Bolt: Blast 10d6	5
55	Lightning Flight: Flight 50m, x4 NC	5
21	Electrical Field: Resistant Protection (7 PD/ 7 ED)	
20	Electrical Power: Absorption 15 BODY (Energy, END), Delayed Return Rate (5/minute, +1); Limited Phenomena: Electricity (-½)	
19	Immune To Electricity: Resistant Protection (25 ED); Limited Power: Only Vs. Electricity; (-1)	
23	Electrosense: Detect Electrical Fields 11- (Unusual Group), Discriminatory, Range, Targeting	
8	Padded Uniform: Resistant Protection (4 PD/4 ED); OIF (-½)	

PERKS

2 Reputation (Well Known British Superhuman), 11-, +2/+2d6

TALENTS

6 Combat Luck (3 PD/3 ED)
3 Graceful: Striking Appearance (+1/+1d6)

SKILLS

6 +3 with Lightning Bolt
3 +3 vs. Range Penalties with Lightning Bolt
3 Bureaucratics 12-
7 Cryptography 13-
3 Electronics 11-
2 KS: British Military World 11-
3 KS: Puzzles and Games 12-
3 Linguist
4 L: German (completely fluent), French (fluent), Russian (fluent)
3 Paramedics 11-
7 Power Skill: Lightning 13-
5 PS: Military Cryptographer 14-
3 Stealth 13-
3 Systems Operation 11-
3 Tactics 11-

TOTAL POWERS & SKILLS COST: 265

TOTAL COST: 405

400 MATCHING COMPLICATIONS (75)

15 **Hunted:** Axis Military 8- (As Pow, NCI, Harshly Punish)
15 **Psychological Complication:** Emotionally Reserved (Common, Strong)
15 **Psychological Complication:** British Patriot (Common, Strong)
15 **Psychological Complication:** Fear Of Drowning (Uncommon, Total)
5 **Social Complication:** Public Identity (Occasionally, Minor)
10 **Social Complication:** Woman in 1940s England (Occasionally, Major)

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 5



LADY LIGHTNING

BACKGROUND/HISTORY: Doris Martin was born in London in 1920. Always skilled with puzzles and adept at languages, she took a position at Bletchley Park working as an administrative assistant at the Government Code and Cypher School. As a young woman she was regularly underappreciated for her actual skills, she still managed to become very valuable asset to the cryptanalysts working there. Eventually she was transferred to one of the Y-Stations on the Sussex coast working to intercept radio broadcasts.

One night in the fall of 1939, after many exhausting hours transcribing coded radio messages, Doris's HRO Communication Receiver began to malfunction as a storm began to brew outside. As she worked on rewiring it, the station's antennae were struck by strange lightning that coursed across the room and struck Doris. She was knocked unconscious, and lay out cold for several hours until being found by her relief.

Upon recovering in the hospital, Doris only discovered the experience had given her strange powers to manipulate electricity when she accidentally destroyed the radio in her room by

pointing at it. The army was at a loss for what to do with her, since they were against any women serving in a combat role; however, once John Bull saw what she was capable of, he insisted she be allowed to join his new "King's Men" team.

As Lady Lightning, Doris served with the King's Men for almost four years, usually providing aerial support to her terrestrially-bound teammates. Unfortunately, she was killed in action in October of 1944 in the skies over the Rhine by German anti-aircraft fire aimed at the 1st Airborne Division.

PERSONALITY/MOTIVATION:

Lady Lightning is a brave and intelligent young woman who wants nothing more than to serve her country and make the world a better place. Despite her incredible powers, the sexism of the time is so ingrained that she rarely is given her full due and credit for her accomplishments (though at least her teammates are appropriately impressed by her.) She herself rarely presses for accolades, though she does regularly tire of being better known as "the cute bird in the King's Men." Her powers sometimes seems to be tied to her emotional state; when she's angry, the air crackles with

energy around her. Because of this, she makes a particular point of keeping her emotions in check.

QUOTE: "I don't like it when people point guns at me or my friends. So remember how this felt next time you consider doing it!"

POWERS/TACTICS: Lady Lightning can generate electricity from her body, absorb it to "recharge" herself, and "feel" electrical fields, as well as fly as fast as a plane. With the King's Men she generally looks to fly well above combat, sniping at key targets while moving too quickly to be targeted.

Ironically, Doris herself has more experience with the military than any of the King's Men besides John Bull, and she is entirely comfortable talking to and working with soldiers. She has remarkable skills with languages, including with codes, word puzzles and similar games. She is also a skilled radio operator, which occasionally comes in extremely handy in the field.

APPEARANCE: Doris wears a blue leotard decorated with yellow lightning bolts, with a high collar and boots. She stood about 5'3, with light brown hair, brown eyes and a buxom figure.

After The War: Lady Lightning didn't survive the war. She is fondly remembered as the first British superheroine, and at least two other heroines have used the name since her death.

JOHN BULL

VAL	CHAR	COST	ROLL	NOTES
55	STR	45	20-	Lift 50 tons; 11d6 HTH dam [5]
14	DEX	8	12-	
30	CON	20	15-	
12	INT	2	11-	PER Roll 11-
18	EGO	8	13-	
23	PRE	13	14-	PRE Attack: 4-1/2d6
6	OCV	15		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		PHASES: 3, 6, 9, 12
8	PD	6		TOTAL: 28 PD (20 rPD)
5	ED	3		TOTAL: 25 ED (20 rED)
14	REC	10		
70	END	10		
20	BODY	10		
60	STUN	20		TOTAL CHARACTERISTICS COST: 200

MOVEMENT: Running: 12m/24m
Leaping: 32m/64m

COST POWERS**END**

75	Nigh-Invulnerable: Resistant Protection 20 PD/ 20 ED, Hardened (+¼)	
14	Legs Like Coiled Springs: Leaping +28m	1
37	Feats Of Strength: Multipower (37 pts.)	
1f	1) Mighty Lungs: Life Support (Self-Contained Breathing); Extra Time (1 segment, -¼), Only In Atmosphere (-¼), Stops Working if Character Speaks, Is Stunned or Knocked Out (-½)	
4f	2) Shockwave Punch: Area Of Effect (Explosion (22m Radius (+½), Hole In Middle (1m) +¼)) on 50 STR	4
3f	3) Super-Digging: Tunneling 6m through 10 PD material	2
2f	4) Thunderclap: Hearing Group Flash 7d6, Area of Effect (8m Radius, +½), Hole In Middle (1m, +¼); No Range (-½), Restrained (-½)	
4	Heavy: Knockback Resistance -4m	

PERKS

2	Reputation (Well Known British Superhuman), 11-, +2/+2d6
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SKILLS

4	Throwing: +4 to offset negative OCV modifiers for unbalanced/unaerodynamic objects
24	+3 Levels with HTH Combat
3	Analyze Combat 11-
3	Bureaucrats 14-
3	Combat Driving 12-
3	Demolitions 11-
3	Interrogation 14-
4	KS: British Military 13-
3	Languages: German (fluent), French (basic)
3	Paramedics 11-
3	Tactics 11-
2	TF: Small and Large Motorized Vehicles, Tracked Military Vehicles

TOTAL POWERS & SKILLS COST: 200**TOTAL COST: 400****400 MATCHING COMPLICATIONS (75)**

20	Distinctive Features: Enormous (7', 400 lbs.) (NC, Major)
15	Hunted: Axis Military 8- (As Pow, NCI, Harshly Punish)
15	Psychological Complication: British Patriot (Common, Strong)
15	Psychological Complication: Overconfident (VC, Mod)
5	Social Complication: Public Identity (Occasionally, Minor)
5	Unluck 1d6

TOTAL COMPLICATIONS POINTS: 75**EXPERIENCE POINTS: 0**

JOHN BULL

BACKGROUND/HISTORY: John Dixon was born in Leeds in 1916, son of a trainyard worker and one of eleven children. He joined the British Army in 1932, lying only slightly about his age, and worked as a truck driver and then a military policeman. In 1938 he was assigned to protect Professor Ralph Burke, who was working on the earliest British super-soldier project as a biochemist and nutritionist. German spies infiltrated the base and blew up Burke's lab with the professor and Dixon inside. The professor died, but his latest serum was vaporized by the flames and inhaled by Dixon, who had suffered terrible injuries but survived. He was expected to spend months in the hospital, but by his second day he was in perfect health, having gained over two hundred pounds of muscle (and eight inches in height!)

It became apparent that Great Britain finally had its first superhero, and in the manner of Sturmvogel in Germany and Captain Patriot in America Dixon adopted a patriotic costume and the name "John Bull," a character of British national personification similar to Uncle Sam. He acted as a solo hero briefly under the orders of the army, but in 1939 as war began he made an appearance on a nationwide radio broadcast, calling for other masked mystery men to join him in a formal government superhero team. The heroes who responded were organized as the King's Men, answering directly to King George VI and his Prime Minister.

John Bull became the most well-known British superhero of the era, leading the King's Men into battle against Axis superhumans and soldiers for almost six years. He led the team into Normandy on D-Day, smashed tanks throughout the Ruhr Valley and personally defeated Sturmvogel a week before the fall of Berlin.

PERSONALITY/MOTIVATION: Like his namesake, John Bull is a common Englishman. He's not well-educated, but full of "old-fashioned common sense." He's strong-willed and stubborn, fond of food and drink and a good brawl. He enjoys a good joke but rarely makes them himself. He loves England, the King and the army in approximately that order.

QUOTE: "Come on, you Jerries! Is that all you've got to show for yourselves?"

POWERS/TACTICS: John Bull is one of the strongest men on Earth, able to hoist tanks over his head with only the slightest sign of effort, and nearly indestructible. In battle he's fond of picking up large objects and throwing them around the field- as one military wit said, "You can always tell where he's been." Though he pretends to be dimwitted, he's actually quite bright and capable of clever tactics.

APPEARANCE: John Bull wears a short navy waistcoat over a tabard of the Union Jack, with white riding pants and low boots. He usually wears a short top hat, but he loses these regularly in the field. His hair is brown and unfashionably long, and he has bushy sideburns. He stands seven feet tall, and seems nearly as wide; his shoulders in particular are massive.

After The War: Bull remained a public government superhero in England after the war, with his activities gradually slowing down in the late 1960s as a new generation of British superheroes emerged. He wrote his memoir in 1964, and then went into private business, a celebrity sitting on the board of various companies, charities and schools until truly retiring in 1990. He died in 2004 of liver complications.



THE GHOST

VAL	CHAR	COST	ROLL	NOTES
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
18	DEX	16	13-	
13	CON	3	12-	
20	INT	10	13-	PER Roll 13-
14	EGO	4	12-	
18	PRE	8	13-	PRE Attack: 3-1/2d6
7	OCV	20		
8	DCV	25		
3	OMCV	0		
5	DMCV	6		
5	SPD	30		PHASES: 3, 5, 8, 10, 12
6	PD	4		TOTAL: 13 PD (7 rPD)
6	ED	4		TOTAL: 13 ED (7 rED)
7	REC	3		
40	END	4		
10	BODY	0		
30	STUN	5		TOTAL CHARACTERISTICS COST: 142

MOVEMENT: Running: 12m/24m

COST POWERS

END

- 30 **Erased From Your Senses:** Invisibility to Sight Group, Hearing Group, Smell/Taste Group, Touch Group and Sense-based Detects, No Fringe, Reduced END (Half, +1/4); Only Vs. Targets He's Aware Of (-1/2), Not Vs. Machine Class Of Minds (-1/2) 3
- 4 **Baritsu Fighting Stick:** HA +2d6; OAF (-1), Hand-to-hand Attack (-1/4)
- 5 **Powerful Mind:** Mental Defense (5 points)
- 8 **Padded Uniform:** Resistant Protection (4 PD/4 ED); OIF (-1/2)

PERKS

- 2 **Reputation** (Well Known British Superhuman), 8-, +2/+2d6

TALENTS

- 6 **Combat Luck** (3 PD/3 ED)
- 3 **Lightsleep**

SKILLS

- 10 +2 Levels w/ Baritsu
- 3 **Acrobatics** 13-
- 3 **Acting** 13-
- 3 **AK: Central Asia** 13-
- 3 **Breakfall** 13-
- 3 **Bugging** 13-
- 3 **Climbing** 13-
- 3 **Concealment** 13-
- 3 **Conversation** 13-
- 3 **Cryptography** 13-
- 3 **Electronics** 13-
- 2 **KS: Axis Powers** 11-
- 3 **KS: British Intelligence** 13-
- 4 **KS: Secrets of the Unseen Path** 14-
- 5 **Languages:** Mandarin (fluent), Italian (fluent), German (fluent), Tibetan (completely fluent)
- 3 **Linguist**
- 3 **Lockpicking** 13-
- 3 **Paramedics** 13-
- 3 **PS: Intelligence Agent** 13-
- 3 **Security Systems** 13-
- 3 **Shadowing** 13-
- 3 **Stealth** 13-
- 2 **WF: Small Arms**

Martial Arts: Baritsu

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block/Abort
4 Dodge	--	+5	Dodge/Abort
3 Grapple	-1	-1	Grab Two Limbs, 20 STR to hold on
5 Kick/All-out	-2	+1	6d6 Strike (8d6 w/Stick)
4 Stick Strike	+0	+2	4d6 Strike (6d6 w/Stick)
3 Trip		+2	-13d6 Strike (5d6 w/Stick); Target Falls

TOTAL POWERS & SKILLS COST: 158

TOTAL COST: 300

300 MATCHING COMPLICATIONS (60)

- 15 **Hunted:** Axis Military 8- (As Pow, NCI, Harshly Punish)
- 20 **Psychological Complication:** Honorable (Com, Tot)
- 20 **Psychological Complication:** Incurably Nosy (VC, Str)
- 5 **Social Complication:** British Intelligence Agent (Occasionally, Minor)

TOTAL COMPLICATIONS POINTS: 60

EXPERIENCE POINTS: 0

THE GHOST

BACKGROUND/HISTORY: Alfred Scott was born to a well-off family in Shepperton in 1909. An excellent if occasionally unmotivated student, he was recruited from college into the Secret Intelligence Service in 1929, and sent on a series of assignments in Japan, Mongolia and China under the cover of being a Passport Control Officer. He reported regularly on the Chinese Civil War throughout the 1930s, and was regarded as an up-and-comer in the department who could have his choice of interesting posts.

In the spring of 1938, Scott was a passenger on a small plane traveling from China to India over “the Hump”, the notorious eastern end of the Himalayas, when his pilot suffered a heart attack. The plane crashed into a mountainside, killing everyone on board but Scott, who was terribly injured. He struggled away from the burning wreck, but collapsed into the snow only a quarter of a mile away.

When he awoke, he found himself in a small monastery almost hidden on a small plateau on the side of the mountain. The monks helped him heal from his injuries and recover his strength, but the process was arduous and took months. During that time, Scott became fascinated by the martial arts style practiced by the monks. It was a variation of baritsu, the stickfighting style studied in Japan by Sherlock Holmes himself. He began to incorporate it into his rehabilitation and became quite skilled at it.

The monks took note of both his strength of character and insatiable curiosity about their beliefs and practices, and after several months they took him into their confidence. Along with martial arts, the monks practiced another art, known as the Path of the Unseen Man. Using only the power of their minds, the monks claimed they could “erase” their presence from the perceptions of specific targets. People they concentrated on would simply not register that they were there, making them effectively invisible. Scott was dubious at first, until one of the monks asked him how many of them were currently in the room.

“Um, there are three of you, and I make four.”

“Are you certain?” And then suddenly Scott saw that there were in fact six monks in the room with him. And a moment later, there were four, as two of them simply faded from view.



Scott, astonished, set himself to studying their techniques of meditation and mental training until he too was a master of the Unseen Path. By then, he had recovered entirely, and he left the monastery promising to keep their secrets while using his new talents only for good. He returned to England, where he had long since been believed dead, and offered his services to MI6. When John Bull began recruiting for the King's Men, Scott joined up immediately, taking the nom de guerre of The Ghost.

After The War: The Ghost continued to work for British Intelligence after the war was over as a covert agent, retiring from active field work in 1951. He continued as a consultant on Mid-Asian affairs until retiring in 1968, maintaining a low profile. He died quietly of cancer in 1983.

PERSONALITY/MOTIVATION: The Ghost has the ideal temperament for a spy. He's cool under pressure, adept at blending in to social situations while equally comfortable spending endless hours alone on surveillance missions, and insatiably curious about other people's secrets while perfectly capable of keeping his own. He is quiet, tending to fade into the background and go unnoticed even when he is not using his powers. However, those who do get to know him are frequently surprised at how funny and friendly he is, with a scalpel wit that gets right to the heart of his subject. He dislikes unnecessary violence but is methodical in using it when necessary.

When dealing with Nazis, criminals, or other enemies of England, The Ghost affects a "spooky" tone of voice and a grim demeanor. He has been known to claim to actually be a supernatural being if he thinks that will help him intimidate a credulous opponent.

QUOTE: "You can't see me, but I can see you. Tell me what I need to know and you can still avoid a terrible fate."

POWERS/TACTICS: The Ghost has the ability to erase himself from the perceptions of other people. This is a psychic effect that requires active concentration on his part, and therefore doesn't apply to anyone he's not aware of. He shows up on film, and his powers are ineffective against robots or aliens whose minds he cannot affect.

His usual role with the King's Men is to infiltrate and scout. When combat does break out, he sneaks around the edges of the battlefield in order to use his baritsu most effectively on low-defense targets. Since John Bull, Scarlet Archer and Lady Lightning all are relatively flashy and loud in action, The Ghost regularly goes unnoticed in many situations.

APPEARANCE: The Ghost wore a dark gray cloak with an oversized hood over a gray skintight body suit. Tall and thin, Scott had prematurely silver hair by 1940.

RICK ROYCE

BACKGROUND/HISTORY: Richard "Rick" Royce was born in Surrey, England, in 1924, the son of industrialist Kenneth Royce and his wife Helena. Richard's genius was apparent from an early age, as he learned to read while still a toddler and spent many afternoons tinkering with small gadgets in his father's cottage workshop. However, he received national acclaim in 1936 when he independently invented and built one of the first jet aircraft, the Condor I, in his backyard. (There had been individual jet aircraft built in both England and Germany a few years earlier, but none were nearly as fast or efficient.)

Royce's first efforts to fly the Condor led him to an encounter with German spies and the attention of the British government. For the next several years Royce continued to improve the Condor while simultaneously inventing several other devices, including a "silencer" for jet engines, an electric pistol and a "television wristwatch." He regularly wound up using these devices to defeat foreign spies, criminals and the occasional rampaging killer robot.

In December of 1939 Royce, already working hand in hand with British military intelligence, volunteered his services to the Royal Air Force. Though the Condor itself was far too complex a machine for mass production, Royce's assistance and advice helped produce the latest versions of the Hurricanes and Spitfires that fought so bravely and successfully in the Battle of Britain. At the same time, Royce began his long association with John Bull and the King's Men, regularly providing high-speed transportation for the team to get to distant locations for particular missions (and getting them out again afterwards, frequently the more difficult and dangerous task.) By 1941, he was considered an unofficial "fifth member" of the team despite his youth.

Royce continued to serve the British cause throughout the war, regularly upgrading the Condor with new devices and improved speeds, setting and resetting speed records while outdueling countless Stukas and Messerschmitts. He flew combat sorties on D-Day, and fought several flying Axis superhumans during the Bulge. He also fought alongside the Defenders of Justice in the secret final battle of the war in Antarctica, where Hitler and Totenkopf both met their demises.

PERSONALITY/MOTIVATION: Royce's enthusiasm for anything to do with flying, inventing or adventuring is electric, infectious and occasionally borders on annoying. He's unrelentingly positive, completely sure of his own abilities and those of his friends and allies. He assumes the best of everyone until they prove to be villainous, at which point he mentally "reclassifies" them and will never trust them a second time no matter the circumstances. Everything is black and white with Rick, and subtlety and nuance take him a long time to develop (though by the end of the war, in his early twenties Rick begins to grow out of this.)

RICK ROYCE

VAL	CHAR	COST	ROLL	NOTES
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
15	DEX	10	12-	
14	CON	4	12-	
23	INT	13	14-	PER Roll 14-
13	EGO	3	12-	
12	PRE	2	11-	PRE Attack: 2d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		PHASES: 3, 6, 9, 12
4	PD	2		TOTAL: 10 PD (6 rPD)
3	ED	1		TOTAL: 9 ED (6 rED)
6	REC	2		
30	END	2		
10	BODY	0		
22	STUN	1		TOTAL CHARACTERISTICS COST: 80

MOVEMENT: Running: 12m/24m

COST POWERS

		END
5	Padded Flight Suit: Armor (3 PD/3 ED); Activation Roll 12- (-¼), OIF (-½)	0
61	Useful Inventions: Variable Power Pool (Gadget Pool), 50 base + 25 control cost; Limited Class Of Powers Available (1940s "Super-Tech" Only; -¼); all slots OAF (-1)	
20	Electric Pistol: Blast 8d6; 16 charges (-0), OAF (-1) [16]	
10	My Lucky Day: Luck 2d6	

PERKS

42	Vehicle: "The Condor" (See Below)
10	Contact: Various Useful In British Intelligence (Custom Adder) 11-
10	Money: Wealthy

TALENTS

6	Combat Luck (3 PD/3 ED)
5	Eidetic Memory
3	Lightning Calculator
3	Lightsleep
4	Speed Reading (x10)

SKILLS

4	+2 OCV with Electric Pistol
3	Acrobatics 12-
3	Breakfall 12-
3	Bugging 14-
11	Combat Piloting 16-
3	Cryptography 14-
3	Electronics 14-
3	Inventor 14-
3	AK: British Isles 14-
2	Language: German (fluent)
1	Language: Japanese (basic)
3	Mechanics 14-
4	Navigation (Air, Land, Marine) 14-
3	Scientist
3	SS: Aeronautics 15-
1	SS: Chemistry 11-
1	SS: Early Robotics 11-
2	SS: Physics 14-
3	Stealth 12-
3	Systems Operation 14-
3	TF: Balloons & Zeppelins, Combat Aircraft, Large Planes, Small Planes
2	WF: Small Arms

Martial Arts: Boxing

Maneuver	OCV	DCV	Notes
4	Block	+2 +2	Block/Abort
3	Clinch	-1 -1	Grab 2 Limbs, 20 STR to hold
4	Cross	+0 +2	4d6 Strike
5	Hook	-2 +1	6d6 Strike
3	Jab	+2 +1	2d6 Strike

TOTAL POWERS & SKILLS COST: 265

TOTAL COST: 345

300 MATCHING COMPLICATIONS (60)

15	Hunted: Axis Military 8- (As Pow, NCI, Harshly Punish)
20	Psychological Complication: Almost Unbearably Enthusiastic (Com, Tot)
15	Psychological Complication: Honourable, Won't Fight Dirty (Com, Str)
5	Social Complication: Teenager (Occ, Minor)
5	Social Complication: Public Identity (Occ, Minor)

TOTAL COMPLICATIONS POINTS: 60

EXPERIENCE POINTS: 45

After The War: Rick Royce continued to work with British Intelligence until 1965, splitting his time between inventing gadgets for agents to use in the field, improving the planes of the RAF, and occasionally analyzing recovered tech from Cold War enemies. In 1965 he became the mentor and trainer of a British team of teen superheroes called The Union Jacks, which went through several membership changes over the next decade before breaking up entirely in 1976. After that, Royce partially retired while continuing to putter in his lab inventing new devices. He died in 1991 of pneumonia.

Royce knows deep in his heart that any problem can eventually be overcome with persistence and technology. He hero-worships his father, Churchill, and to a certain extent John Bull, though he thinks the latter should be more careful not to break the gadgets, robots and powersuits they encounter regularly. He has a bit of a crush on Lady Lightning, and her death affects him deeply.

QUOTE: “Well, I sure am glad I thought to install that magnetic projector in my belt buckle before leaving! Otherwise, things might have gotten a little hot!”

POWERS/TACTICS:

Royce is one of the best pilots in the United Kingdom, and a brilliant, largely intuitive inventor. He's particularly skilled with vehicle designs, but has also invented a large number of weapons, personal defense items, and other high-tech gizmos that are usually far too complex to mass produce in this period. He has a particular knack for digging a useful gadget out of his pockets right when he needs it.

Royce is a scrappy fighter, with some basic skills in boxing, but definitely no match for most superhumans when out of his jet. He usually serves as support and transportation for the King's Men, but as the war continues he more frequently actually fights by their side with his Electric Pistol.



APPEARANCE: Rick Royce is a handsome young man, slightly shorter than average (about 5'7" when he finishes growing in 1942 or so) with short brown hair and brown eyes. He doesn't have a "costume" as such- when he's piloting the Condor, he usually wears an old-fashioned leather pilot's cap, goggles and a fur-lined jacket, along with nondescript clothing and work boots.

ALBION

VAL	CHAR	COST	ROLL	NOTES
50	STR	40	19-	Lift 25 tons; 10d6 HTH dam [5]
18	DEX	16	13-	
25	CON	15	14-	
20	INT	10	13-	PER Roll 13-
25	EGO	15	14-	
30	PRE	20	15-	PRE Attack: 6d6
7	OCV	20		
7	DCV	20		
7	OMCV	12		
7	DMCV	12		
5	SPD	30		PHASES: 3, 5, 8, 10, 12
20	PD	18		TOTAL: 20 PD (15 rPD)
20	ED	18		TOTAL: 20 ED (15 rED)
20	REC	16		
60	END	8		
20	BODY	10		
60	STUN	20		TOTAL CHARACTERISTICS COST: 300

MOVEMENT:

Running:	12m/24m
Flight:	35m/140m
Teleport:	10m/Special

COST POWERS**END**

65	Defender Of Britain: Multipower, 65-point reserve	
6f	1) Bring Me My Bow Of Burning Gold: RKA 4d6+1	6
6f	2) Bring Me My Spear, O Clouds Unfold!: HKA 4d6+1 (7-½d6 w/STR)	6
4f	3) From Every Latent Foe: Desolidification (affected by magic)	4
4f	4) A Pride That Dares, And Heeds Not Praise: Aid PRE 6d6	3
40	More Majestic Shalt Thou Rise: Flight 35m, x4 N-C	
23	Nor Shall My Sword Sleep In My Hand: Detect Threats To Britain 17- (Class Of Things, Telescopic +18 vs. Range Penalties)	0
15	Spirit Form: Resistant (+½) on 15 PD/ED	0
10	Spirit Form: Mental Defense (10 pts.)	0
10	Spirit Form: Power Defense (10 pts.)	0
10	Root Thy Native Oak: Knockback Resistance -10m 0	
40	Which Time Shall Ne'er Destroy: Life Support (Including Longevity: Immortal)	
12	Nor Bounds Confine: Teleport 10m (Megascale 1m = 100 km, +1-½), Only To Locations Where Britain Is In Danger (-1)	2

PERKS

10	Positive Reputation (Hero Of Britain, 11-) +5/+5d6
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SKILLS

36	+3 Overall Levels
3	Analyze Magic 13-
7	AK: Great Britain 17-
3	Breakfall 13-
3	KS: The British People 13-
3	KS: British History 13-
3	Oratory 15-
2	WF: Common Melee Weapons

TOTAL POWERS & SKILLS COST: 315**TOTAL COST: 615****400 MATCHING COMPLICATIONS (75)**

25	Distinctive Features: Being of White Energy, With Aura of Ancient Power (NC, Extreme Reaction (Inspired To Bravery and Battle))
15	Hunted: Enemies Of Britain (Freq, As Pow)
30	Physical Complication: The Actual Manifestation of British Nobility And Heroism (All The Time, Greatly)

TOTAL COMPLICATIONS POINTS: 70**EXPERIENCE POINTS: 215**

After The War: Albion reappeared sporadically after the war, always at times when Britain was in terrible danger from supervillain activity, alien invasion or terrible dark gods of the underworld. He seemed to become more powerful over time, perhaps as a reflection of the ambient magic level of our dimension. He was apparently “killed” by a Viceroy of Tyrannon during a mystical battle in 1984, and wasn’t seen again until 1993, when he was apparently completely healed and claimed not to even remember the encounter.

ALBION

BACKGROUND/HISTORY: The exact nature and background of the mysterious being who calls himself Albion has been difficult to determine. He claims to be “the living embodiment of the nobility and heroic nature of the British people,” and claimed to be immortal and to have appeared many times over Britain’s history, at “the times of her greatest need.” At various times he claimed to have been present during King Arthur’s reign at Camelot, at the Battle of Hastings in 1066, at Waterloo and Somme and countless other major battles. During World War II he rarely encountered other mystics directly, and the Trismegistus Council in particular tried several times to contact or summon him with no success.

His first appearance during the Golden Age was during the Battle of Britain, when he assisted RAF pilots in battling German bombers and fought ubermenschen in the skies over London alongside the King’s Men. He appeared

sporadically throughout the war after that, usually when Britain itself faced some sort of existential threat (such as when General Blut attacked London in his giant airship form.) Notably, he appeared when the Aesir became active at the end of 1944, and was defeated by several of them (including Freyr and Tyr) working together. He was apparently captured and imprisoned by them, as he did not appear again until the Aesir were themselves defeated (see the Golden Age Secret Files) months later. After that appearance, he vanished again and was not seen for years after the war.

PERSONALITY/MOTIVATION: Albion claims to exist only to support and inspire British warriors, and only appears during times of battle and great danger. Therefore, opportunities to discuss motivation and philosophy with him have been quite limited. He is fearless in battle, and prone to epic speeches and rousing battle cries. He quotes poetry and historic texts frequently, and occasionally suggests that he was there when particularly inspiring or patriotic passages were written. When the crisis he has manifested for passes, he tends to disappear precisely when somebody looks for a concrete answer from him.

QUOTE: “Now rise up, you brave heroes of Britain! The true battle is yet to come, and our mettle shall be tested once again as it has been before. I know we shall not fail!”

POWERS/TACTICS: Albion is a supernatural being who appears as either a mysterious spectral “ghost” or a fully material warrior of incredible power. He is strong enough to lift a small tank or wrestle a plane in the sky. He can manifest two different weapons, which “resolve” from glowing balls of energy in his hands; one is a bow that fires “arrows” of white energy, the other a spear he uses in hand-to-hand combat that can pierce the strongest armor. He can also inspire great bravery or fear in others; many soldiers say a moment spent with Albion provided them with sufficient courage to attempt incredibly hazardous feats, while others report seeing enemy soldiers fainting dead away when Albion turned the force of his presence on them.

Albion generally doesn’t work with a team unless it’s his own idea; in those cases he’ll bark sharp orders and expect unquestioning cooperation. He does always seem to have Britain’s best interests at heart, and so the King’s Men in particular usually welcome his arrival on the scene of a difficult battle despite his mysterious and high-handed tactics.

APPEARANCE: Albion is a tall white humanoid being with white hair and a short beard, usually wearing a long white cloak over a suit of armor. He glows with a brilliant energy, as do his hand weapons.



HEROES AROUND THE WORLD

AUREOLE

BACKGROUND/HISTORY: There is a land within the Northern Lights, the Aurora Borealis that modern people claim is created by charged magnetic particles in the upper atmosphere but that the Inuit have always known were the spirits and ghosts of their beloved ancestors dancing in the next world. The land is a corner of Faerie that is simply called The North, and the spirits who live there are very old and very wise.

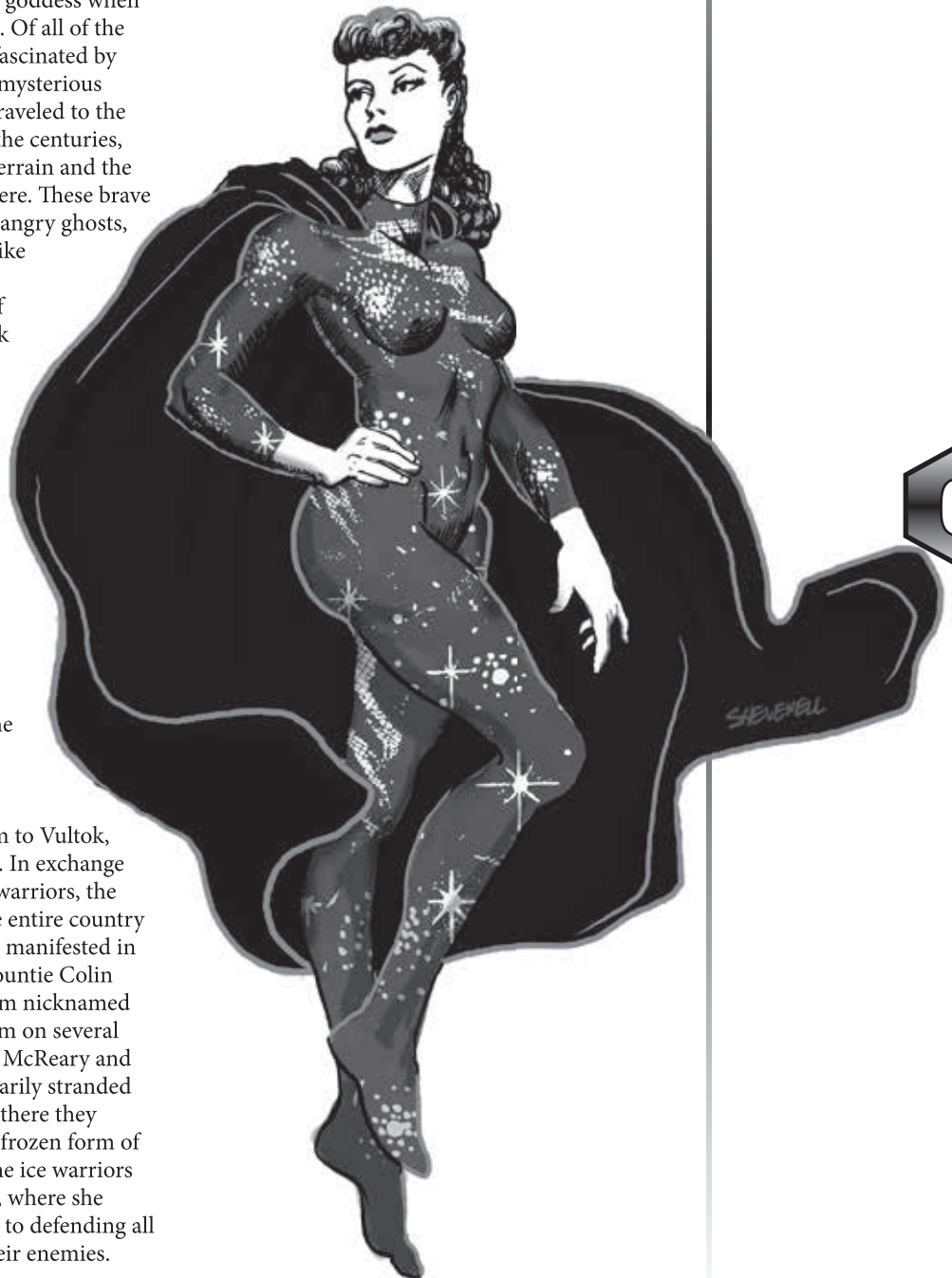
Aureole is a Daughter of The North, “born” from the frozen tears of an ancient goddess when she discovered that she was barren. Of all of the spirits in The North, Aureole was fascinated by our world on the other side of the mysterious glowing bridge of the Lights. She traveled to the land of the Inuit many times over the centuries, and she loved both the harsh, icy terrain and the fierce and noble Inuit who lived there. These brave people were regularly menaced by angry ghosts, horrible monsters and evil spirits like Akhlut the land orca, and Aureole protected the Inuit with the help of her dear friends, such as Kenalogak the great flying whale.

The greatest of these menaces was King Vultok, ruler of the Land of Ice, another world found within the Northern Lights. The Land of Ice is a bleak and dangerous place, inhospitable to humans, and Vultok longed to conquer Earth and cover it in silent glaciers. Approximately two hundred years ago, Aureole thwarted one of his periodic attempts at conquest, but in turn fell prey to one of Vultok’s traps; she was frozen into a massive block of ice where she slept undreaming.

In 1941, Totenkopf’s search for mystical allies for the Nazis led him to Vultok, and the two came to an agreement. In exchange for the use of some of Vultok’s ice warriors, the Reich would grant the Ice King the entire country of Canada. When his warriors first manifested in northern Labrador, the famous Mountie Colin McReary and his special forces team nicknamed the “Canadian Wolves” battled them on several occasions. In one of these clashes, McReary and his team found themselves temporarily stranded in the Land of Ice themselves, and there they found (and accidentally freed) the frozen form of Aureole. She helped them defeat the ice warriors and returned the humans to Earth, where she pledged her renewed commitment to defending all of the people of Canada against their enemies.

She fought both Vultok and the Axis powers throughout the war, frequently teaming with another RCMP agent named Steve Stevens, AKA the Spysmasher, and the two began a slow, shy romance. In April of 1945, as the impending defeat of Germany became obvious, Vultok abandoned his erstwhile allies and had his creatures steal a prototype atomic bomb, which he intended to set off in San Francisco during the initial United Nations conference being held there. Aureole and Stevens teamed with fellow Canadian heroes Dr. Cerebro (reputed by some to be “the world’s smartest man”) and Rex Sterling (see p. 218) to thwart that plan, and pursued the ice monsters and their bomb back to the Land of Ice. They confronted Vultok in his domed castle, and during the battle he accidentally detonated the bomb. The

After The War: Aureole did not return from the Northern Lights until 2008, when Vultok himself returned from the dead and allied himself with the demon Tillingkoot, plunging most of the heroes and villains of Canada into a massive “crisis.” Since then, she has served as a member of the re-established Mighty Canadiens.



AUREOLE

VAL	CHAR	COST	ROLL	NOTES
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
18	DEX	16	13-	
20	CON	10	13-	
15	INT	5	12-	PER Roll 12-
25	EGO	15	14-	
23	PRE	13	14-	PRE Attack: 4-1/2d6
8	OCV	25		
7	DCV	20		
3	OMCV	0		
5	DMCV	6		
5	SPD	30		PHASES: 3, 5, 8, 10, 12
5	PD	3		TOTAL: 13 PD (8 rPD)
5	ED	3		TOTAL: 13 ED (8 rED)
8	REC	4		
60	END	8		
10	BODY	0		
30	STUN	5		TOTAL CHARACTERISTICS COST: 168

MOVEMENT: Running: 12m/24m
Flight: 30m/120m

COST POWERS **END**

- 60 **Summon The Northern Lights:** Multipower, 60 pts.
- 6f **1) Dazzling Flare:** Sight Group Flash 12d6 6

- 4f **2) Melting Heat:** RKA 2d6, Penetrating (+½) 4
- 6f **3) Hypnotic Lights:** Mind Control 12d6 6
- 6f **4) Lightburst:** Blast 12d6 6
- 2f **5) Create Light:** Images to Sight Group, +4 PER, AoE (32m Radius, +1); Only to Create Light (-1) 4
- 4f **6) Stunning Light:** Blast 4d6, AVAD (Sight Flash Defense) 4
- 35 **Take Another Form:** Shape Shift (Sight, Hearing and Touch groups, any shape), Costs END Only To Change (+¼) 2
- 30 **Light Absorption:** Invisibility to Sight Group, No Fringe 3
- 35 **Flight:** Flight 30m, x4 Noncom 3
- 24 **Godly Form:** Resistant Protection 8 PD/ 8 ED
- 10 **Godly Form:** Regeneration, 1 BODY per 20 minutes
- 37 **Godly Form:** Life Support (Self-contained Breathing, Diminished Sleep, All Safe Enviro, Immortal, Immune to Disease and Poisons)

PERKS

- 2 Positive Reputation (Protector of the Inuits) 11-, +2/+2d6
- 6 Contact: Steve Stevens, RCMP, 11- (Good Relation, Very Useful, Major Institutions)
- 67 Follower: Kenalogak the Flying Whale (See Bestiary, p. 493, with INT and EGO 10 and 20m/160m of Flight)

TALENTS

- 6 Exotic Beauty: Striking Appearance, +2/+2d6
- 20 Animal Friendship

SKILLS

- 10 +2 Levels with Northern Lights
- 3 Acting 14-
- 3 AK: Northern Canada 12-
- 3 Charm 14-
- 3 Conversation 14-
- 3 KS: The Inuit 12-
- 3 KS: The Gods and Monsters of the Inuit 12-
- 4 Language (Inuit, Idiomatic)
- 3 Navigation (Land, Air) 12-
- 2 Survival (Arctic/Subarctic) 12-

TOTAL POWERS & SKILLS COST: 397

TOTAL COST: 565

400 MATCHING COMPLICATIONS (75)

- 15 **Distinctive Features:** Inuit "Goddess" (Mystical Being) (Conc, Always Noticed)
- 15 **Hunted:** King Vultok (Inf, Mo Pow)
- 25 **Psychological Complication:** Protects Canada in General and The Inuit In Particular (VC, Tot)
- 10 **Psychological Complication:** Loves Steve Stevens (Com, Mod)
- 10 **Social Complication:** Public Identity (Inf, Maj)

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 165



resulting explosion killed Vultok and laid waste to his realm. The heroes narrowly escaped, but Aureole was badly injured. She returned to the Northern Lights to heal, but vowed that someday she would return and resume her role as guardian of the Canadian people.

PERSONALITY/MOTIVATION: Aureole is generally a kind and loving guardian of the lands, people and creatures of northern Canada, particularly but not exclusively the Inuit who have lived in her lands the longest. She loves the harsh beauty of the Arctic, and admires the people who live there. Her temper is generally held in check, but when she is sufficiently provoked her wrath is frightening, as she firmly believes in “an eye for an eye, at least.”

Little is known about the other members of her “pantheon,” but she has claimed to have family members who also live within the Northern Lights, and some of them were seen briefly helping her when she was injured by Vultok’s bomb.

She knows very little about the modern world of humans, and during the war she spends most of her time working with (and for) various members of the Royal Canadian Mounted Police, particularly Spysmasher. She generally follows his advice and defers to authority figures, but gives an air that this deference is simply for convenience and quickly abandoned when the time for real battle comes.

QUOTE: “May the lights grant me power and courage. There are darker menaces yet we must face before the day is over.”

POWERS/TACTICS: Aureole’s powers come from her heritage as an ancient “goddess” of light, a mystical being with ties to a subdimension of Faerie. She can generate light from her body, and manipulate it in various ways to blind, stun or burn opponents. She can use light to dazzle mortals, placing them into a highly suggestible state. She can also bend light around her body to make herself invisible. She can fly well over a hundred miles in an hour. Like her fellow “gods,” she is apparently immortal and immune to environmental effects, aging, and disease.

APPEARANCE: Aureole has pale ivory skin and shoulder-length raven-black hair. Her eyes are large, and her pupils are flat black. She wears a black bodysuit decorated with stars and light-bursts, and her cloak is the vivid green of the Aurora Borealis against a night sky.

RED ENSIGN

BACKGROUND/HISTORY: Tommy Brock was born in Ontario in 1918, a distant relation of the War of 1812 hero Isaac Brock. He joined the Canadian Permanent Active Militia in 1935, and was soon recruited into Division V, a secret military intelligence department within the Canadian Corps of Signals that trained commando and ranger units. When Great Britain (and therefore Canada) entered the war in September of 1939, the Army decided it needed a costumed patriotic hero like Captain Patriot, John Bull and Sturm-vogel. After a series of strenuous tests, Brock was selected and given the identity of the Red Ensign. Other members of Division V were recruited into a special forces unit that worked under Brock’s command, known informally as the Canuck Commandos. They spent 1940 and 1941 fighting Bundists and enemy agents across Canada.

The Red Ensign went to France in January of 1942, operating mostly solo behind enemy lines but occasionally in concert with the American heroes of the Freedom Brigade when they arrived a few months later. He led dozens of raids and sabotage missions, including multiple direct encounters with Otto Skorzeny. He was in Italy for a large part of 1943, including the assault on Sicily in July. On D-Day he helped lead Canada’s charge onto Juno Beach, and was also on the front lines when his countrymen entered the Netherlands.

At the end of 1944, he and the Canuck Commandos assaulted the “Molecular Fortress” of Baron Ernst Von Niehl. Unfortunately, Red Ensign was struck directly by a blast from Von Niehl’s Annihilation Ray, and was vaporized instantly. (Von Niehl’s own dimensional escape device malfunctioned as well – see p. 256.)

PERSONALITY/MOTIVATION: Tommy Brock was a Canadian patriot long before anybody asked him to wear a flagsuit, and he believes strongly in freedom and justice. He hated bullies with a passion as a young man, and applies that same passion to tyrants and dictators today. He’s proud to have been asked to serve as a costumed hero, though he personally might have chosen a slightly less brightly-colored uniform; he thinks that his exploits and reputation help provide inspiration to his fellow Canadians, and he wouldn’t think of ever betraying that trust.

Like Captain Patriot, he never considered a secret identity and has accepted a life in the public eye. Despite working regularly behind enemy lines, he’s a terrible liar and comically bad at maintaining a disguise; he relies on other members of the Canuck Commandos to do any talking necessary on a mission while he sticks to the action.

QUOTE: “Believe in yourself, kids. Nobody’s too small to help out. Everyone can be a hero.”

POWERS/TACTICS: Red Ensign is a soldier first and foremost, and as a costumed adventurer still tends to act like a soldier. He believes in gathering all of the available intelligence on a situation,

AFTER THE WAR:

There have been three additional Red Ensigns after Tommy. His nephew Jim Brock took up the name in 1964, retiring in 1980 after helping to found the Northern Guard. Jim’s son David took the job in 1989, but was also killed by Von Niehl (now known as Baron Nihil) in 2001. The fourth Red Ensign, an unrelated man named Jeffrey Mackintosh, began his career in 2012.

RED ENSIGN

VAL	CHAR	COST	ROLL	NOTES
18	STR	8	13-	Lift 300 kg; 2-1/2d6 HTH dam [1]
16	DEX	12	12-	
20	CON	10	13-	
15	INT	5	12-	PER Roll 12-
18	EGO	8	13-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		PHASES: 3, 6, 9, 12
8	PD	6		TOTAL: 16 PD (8 rPD)
7	ED	5		TOTAL: 15 ED (8 rED)
8	REC	4		
50	END	6		
15	BODY	5		
40	STUN	10		TOTAL CHARACTERISTICS COST: 149

MOVEMENT: Running: 18m/36m

COST POWERS**END**

- 10 **Tough Guy:** Physical Damage Reduction, Resistant, 25%; Requires CON Roll (-¼), Must Be Aware Of Attack (-¼)
- 10 **Padded Flapsuit:** Resistant Protection (5 PD/ 5 ED) (OIF -½)
- 6 **Swift Runner:** Running +6m
- 12 **Inglis "Hi-Power" Semi Pistol:** RKA 1d6+1, 8 clips of 13 ch (+¼); OAF (-1) [13]

PERKS

- 4 Positive Reputation (Hero Of Canada) +2/+2d6
- 5 Various useful contacts in Canadian Military Intelligence
- 3 **Fringe Benefit:** Special Agent of Canadian Intelligence Services

TALENTS

- 6 Combat Luck 3 PD/ 3 ED

SKILLS

- 10 +2 with Jujutsu
- 3 Acrobatics 12-
- 3 Acting 13-
- 3 Aerobatics 12-
- 3 AK: Canada 12-
- 3 Breakfall 12-
- 3 Climbing 12-
- 9 Combat Piloting 15-
- 3 Concealment 12-
- 3 Deduction 12-
- 5 Fast Draw 13-
- 2 KS: The Military World 11-
- 2 KS: The Canadian Army 11-
- 4 L: French (fluent w/ accent), Cree (basic)
- 3 Mechanics 12-
- 2 Navigation (Air) 12-
- 3 Oratory 13-
- 3 Paramedics 12-
- 2 PS: Soldier 11-
- 3 Riding 12-
- 5 Stealth 13-
- 7 Survival (Arctic/Subarctic, Mountains, Temperate, Marine (Surface)) 12-
- 3 Tactics 12-
- 3 Tracking 12-
- 3 TF: Equines, Common Motorized Ground Vehicles, Motorcycles, Small Planes
- 5 WF: Knives, Small Arms, Plane Weapons, Flamethrowers, Heavy Machine Guns, Shoulder-Fired Weapons
- Martial Arts:** Jujutsu
- | Maneuver | OCV | DCV | Notes |
|--------------|-----|-----|-----------------------------------|
| 5 Block | +1 | +3 | Block, Abort |
| 4 Disarm | -1 | +1 | 33 STR to Disarm |
| 3 Joint Lock | +0 | +1 | Grab 1 Limb, 33 STR to Hold |
| 3 Legsweep | +2 | -1 | 5-½d6 Strike, Target Falls |
| 4 Strike | +0 | +2 | 6-½d6 Strike |
| 3 Throw | +0 | +1 | 4-½d6 + v/10 Strike, Target Falls |
| 4 +1 DC | | | |

TOTAL POWERS & SKILLS COST: 181

TOTAL COST: 330

300 MATCHING COMPLICATIONS (60)

- 15 **Hunted:** Axis Military 8- (As Pow, NCI, Harshly Punish)
- 20 **Psychological Complication:** Canadian Patriot (Com, Tot)
- 10 **Psychological Complication:** Hates Bullies (Com, Mod)
- 15 **Social Complication:** Public Identity (Tommy Brock – Freq, Maj)

TOTAL COMPLICATIONS POINTS: 60

EXPERIENCE POINTS: 30

making a plan and sticking to it, improvising only when necessary. His motto is to strike fast and hard, and then get out. He's worked with fellow commandos more often than with superhumans, though he did meet Aureole on a couple of occasions. He doesn't like to kill, but is willing to do so when he feels it's necessary.

APPEARANCE: Tommy Brock stands about 6'4", with a muscular build. He has blond hair and brown eyes. Red Ensign wears a red-and-white skintight costume, with a "union jack" symbol on his upper left chest and the Canadian Coat of Arms on the lower right. He has a holstered pistol and a combat knife on his belt. He does not wear a mask.



REX STERLING, THE HOUND OF TOMORROW

VAL	CHAR	COST	ROLL	NOTES
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
18	DEX	16	13-	
13	CON	3	12-	
15	INT	5	12-	PER Roll 15-
13	EGO	3	12-	
18	PRE	8	13-	PRE Attack: 3-1/2d6
6	OCV	15		
5	DCV	10		
3	OMCV	0		
5	DMCV	6		
4	SPD	20		PHASES: 3, 6, 9, 12
6	PD	4		TOTAL: 15 PD (9 rPD)
4	ED	2		TOTAL: 13 ED (9 rED)
5	REC	1		
30	END	2		
10	BODY	0		
24	STUN	2		TOTAL CHARACTERISTICS COST: 97

MOVEMENT: Running: 16m/32m

COST POWERS		END
42	Minor Magic Spells: Variable Power Pool (Magic Pool), 30 Pool +30 Control Cost; Magic Only (-1/4)	
20	Bite: HKA 1d6+1 (2d6 w/ STR)	2



4	Fast: Running +4m (16m total)	1
9	Canine Senses: +3 PER with all Sense Groups	0
5	Canine Nose: Tracking for Normal Smell	0
3	Canine Ears: Ultrasonic Hearing	0
5	Good Eyes: Nightvision	0
4	Growl: +10 PRE, Only For Fear-Based PRE Attacks (-1), Incantations (-1/4)	0
8	Iron Will: Mental Defense (8 points)	0
20	The Sight: Dimensional (Astral Plane) on Sight and Hearing Groups	0
2	Long-Lived: Life Support: Longevity (400 year lifespan)	0
12	Protective Talisman: Resistant Protection (6 PD/ 6 ED); IAF (Charm on collar, -1/2)	0

PERKS

10	Contacts: Various useful in Canadian Government
1	FB: Member, the Trismegistus Council
2	Reputation: +2/+2d6 within the Mystic World

TALENTS

20	Animal Friendship
6	Combat Luck (3 PD/ 3 ED)
3	Lightsleep
23	Gift Of Tongues: Universal Translator, 15-

SKILLS

16	+2 with All HTH Combat
2	AK: Canada 11-
2	AK: Earth 11-
3	AK: The Malkuth Dimensions 12-
3	Breakfall 13-
3	Charm 13-
3	Concealment 12-
3	Deduction 12-
3	KS: The Mystic World 12-
5	KS: Occult Theory 14-
3	Navigation (Land, Astral) 12-
5	Power: Magic 13-
5	Shadowing 13-
3	Stealth 13-

TOTAL POWERS & SKILLS COST: 258

TOTAL COST: 355

300 MATCHING COMPLICATIONS (60)

10	Physical Complication: Small (About 1m, +4m KB) (Infreq, Slightly)
20	Physical Complication: Limited Manipulation (Freq, Greatly)
15	Psychological Complication: Unfailingly Loyal (Com, Str)
15	Social Complication: Dog (Freq, Major)

TOTAL COMPLICATIONS POINTS: 60

EXPERIENCE POINTS: 55

REX STERLING, THE HOUND OF TOMORROW

BACKGROUND/HISTORY: “So, are we in agreement, then?”

The assembled Council of Wizards looked at each other, then slowly nodded in turn. Their leader turned to Rex Sterling as he stood before the dais.

“All of our seers and diviners say the same thing, in their own ways. The multiverse faces a series of crises over the next two centuries, and in each of them this world Earth is the crux. The tides of magic flow very strongly there, and what passes on that world ripples throughout the cosmos. We must know why, and we must know what the future holds for our own world.” He fixed a solemn but sympathetic gaze on young Rex.

“Are you ready to accept this task, my boy? Are you ready to journey to Earth and learn what you can about it?”

Rex nodded, with a bit of a grin. “I am, Sire Of Us All. I will not let you down.”

The dais exploded with cries of “Good boy! Who’s a good boy? You are!” and Rex wagged his tail as he accepted the accolades.

And so, the Council of Wizards of the Malkuth-world called Argos sent their bravest and brightest, Rex Sterling, through the dimensional void to Earth. He arrived in the fall of 1939, arriving not far from the city of Toronto in a land called Canada. Dogs on this world were a less intelligent species, though still brave and loyal, and he took full advantage of most humans’ inability to recognize him as a puissant warrior and explorer. He made contact with several remarkable beings, including members of the Trismegistus Council, a group of human sorcerers dedicated to the common good who were also studying the change in magical power levels across dimensions, and joined their number. He also came to understand the evil nature of the humans called Nazis, and worked with several human heroes who opposed them as a sort of sidekick and occasional advisor. He helped defeat several terrible monsters, and in the end was able to help reveal the existence and true nature of Totenkopf and the magical rituals he had enacted in the Walpurgisnacht Working, and was there when the assembled Allied heroes brought Totenkopf to his final defeat in Antarctica in May of 1945.

There was, of course, no easy means of reversing what the Nazis had done, and after all in many ways they had contributed to their own defeat by helping create the very heroes that eventually helped defeat them. Rex contacted his superiors back on Argos and informed them of what he had learned. They offered to return him home, but he declined, saying there remained a great deal to learn about this world which was the center of so many conflicts on so many different planes. And so, here he stayed, the greatest dog hero of a world he never made.

PERSONALITY/MOTIVATION: Rex is the epitome of bravery, loyalty, and courage. Indeed, he is recognized in many places by those with eyes to see and open minds as a true hero. The fact that to all mundane appearances he seems to be an ordinary black Labrador Retriever simply allows him to pass unrecognized in most settings. Some heroes find it difficult to adjust to talking to a dog as a fellow warrior for justice and light, but Rex is unfailingly patient and good-natured. He has a charming sense of humor, with a quick wit that turns to jolly insults with people he knows well, but he is also capable of remarkable empathy and kindness towards those that need it, and many heroes have found his bits of wisdom and assurance incredibly helpful during moments of despair and fear. Like all dogs, Rex is quick to make friends and slow to make enemies, but once someone has become that enemy he will find Rex a formidable and unshakeable foe. He also, of course, is tremendously fond of snacks, games of tug-of-war and ball-throwing, and is a complete sucker for bellyrubs and ear scratches, though he will apologize in polite company for his reactions to them afterwards.

QUOTE: “Solving this mystery will be a piece of cake! Mmm, cake... never mind! Cake later, justice now!”

POWERS/TACTICS: Rex is far from the most powerful sorcerer around, but he is clever and flexible in using the wide range of minor spells he knows to their best effect. He tends not to use magic offensively except in the direst circumstances, preferring to rely on speed and bites in a fight while using his spells for misdirection and information-gathering.

He is careful not to let most people know either that he’s intelligent, or once that’s been revealed that he also has magical powers. His sociable nature and limited ability to get around without revealing his secrets leads him to frequently team up with other heroes who have earned his trust – in many cases, this has led him to become briefly known as a “sidekick” to several different heroes.

APPEARANCE: Rex Sterling appears to be a healthy young Labrador Retriever, with a glossy black coat, brown eyes and pronounced eyebrows. He stands slightly more than two feet high at the shoulder and weighs about 40 kg. His collar is brown leather, with a silver clasp and a mystical silver charm shaped like the Tree of Life hanging from it.

After The War: Rex continued his heroic activities on Earth throughout the Golden and Silver Ages, regularly working with the Trismegistus Council and various mystical superheroes to protect this and other worlds. Unfortunately, he disappeared in the horrible and chaotic climax to the Secret Crisis of Infinite Wars, and hasn’t been seen in this dimension for decades. Many still hold out hope that he’s simply traveling among the stars, or perhaps retired to a farm somewhere in Faerie.

LA CHASSEUSE

VAL	CHAR	COST	ROLL	NOTES
13	STR	3	12-	Lift 150 kg; 2-1/2d6 HTH dam [1]
20	DEX	20	13-	
15	CON	5	12-	
15	INT	5	12-	PER Roll 12-
15	EGO	5	12-	
18	PRE	8	13-	PRE Attack: 3-1/2d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
4	DMCV	3		
4	SPD	20		PHASES: 3, 6, 9, 12
6	PD	4		TOTAL: 12 PD (6 rPD)
6	ED	4		TOTAL: 12 ED (6 rED)
8	REC	4		
40	END	4		
10	BODY	0		
32	STUN	6		TOTAL CHARACTERISTICS COST: 141

MOVEMENT: Running: 12m/24m

COST POWERS

- 17 **Fusil MAS Sniper Rifle:** RKA 2d6+1, +1 OCV, +1 RMod, 2 clips of 5 shots (-½) OAF (-1)
- 9 **MAS Model 1935 Semi Pistol:** RKA 1d+1, 2 clips of 8ch. (-¼); OAF (-1)
- 7 **Hunting Knife:** HKA 1d6 (1-½d6 w/STR); (OAF -1)
- 6 **Padded Gear:** Resistant Protection (3 PD/ 3 ED); (OIF -½)

END

[5]
[8]

PERKS

- 15 Various Useful Contacts In The French Underground
- 30 Les Bandits: Followers, 16x 50-point followers

TALENTS

- 6 Combat Luck (3 PD/ 3 ED)
- 3 Lightsleep
- 6 Coldly Beautiful: Striking Appearance +2/+2d6

SKILLS

- 9 France's Greatest Agent: +3 with Acting, Disguise and Stealth
- 10 +2 with Martial Art
- 6 +3 OCV w/ Sniper Rifle
- 3 Acting 13-
- 4 Animal Handler (Equines) 14-
- 4 AK: France 13-

- 3 Bribery 13-
- 3 Charm 13-
- 4 CK: Paris 13-
- 3 Climbing 13-
- 3 Combat Driving 13-
- 3 Concealment 12-
- 3 Conversation 13-
- 5 Cramming 8-
- 3 Cryptography 12-
- 3 Deduction 12-
- 5 Defense Manuever I-II
- 3 Demolitions 12-
- 5 Disguise 13-
- 5 Forgery (Documents, Paper Money) 13-
- 3 Gambling (Card Games, Dominoes) 13-
- 3 High Society 13-
- 3 Interrogation 13-
- 2 KS: French Wildlife 11-
- 3 KS: Vichy Forces 12-
- 3 KS: The French Resistance 12-
- 3 Linguist
- 4 L: English (Fluent w/accnt), German (Fluent), Italian (fluent) (French native)
- 3 Lipreading 12-
- 3 Lockpicking 13-
- 2 Navigation (Land) 12-
- 3 Paramedics 12-
- 3 PS: Tradecraft 12-
- 3 Riding 13-
- 3 Security Systems 12-
- 5 Shadowing 13-
- 3 Sleight of Hand 13-
- 3 Stealth 13-
- 3 Streetwise 13-
- 4 Survival (Temperate) 13-
- 3 Tactics 12-
- 3 Tracking 12-
- 3 TF: Equines, Common Motorized, Motorcycles, Small Planes
- 4 WF: Common Melee, Small Arms

Martial Arts: Commando Training

Maneuver	OCV	DCV	Notes
4 Choke	-2	+0	Grab One Limb, 2-½d6 NND
4 Cross	+0	+2	5-½d6 Strike
4 Disarm	-1	+1	28 STR to Disarm
4 Escape	+0	+0	33 STR vs. Grabs
3 Throw	+0	+1	3-½d6 +v/10, Target Falls
4 +1 DC			

TOTAL POWERS & SKILLS COST: 284

TOTAL COST: 425



400 MATCHING COMPLICATIONS (75)

- 15 **DNPC:** Various Supporters of Les Bandits (Nor, Inf)
 25 **Hunted:** Axis Forces (MP, Freq)
 20 **Psychological Complication:** Dedicated to a Free France (Com, Tot)

- 10 **Psychological Complication:** As Good As Any Man (Com, Mod)
 5 **Social Complication:** Woman

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 20

LA CHASSEUSE

BACKGROUND/HISTORY: Madeline Deprez was regarded by almost everyone as the greatest huntress in all of Brittany. Born in 1917, she was tall and beautiful, skilled with weapons and a master tracker while still only in her teens. Countless men pursued and wooed her, but Maddie was only interested in adventure; if she wasn't hunting game in the deep woods, she was off in the nearby towns racing motorcycles, drinking and fighting with the men in bars, and even occasionally treasure-hunting with a couple of disreputable archaeologist friends.

When France fell in May of 1940, she joined the Maquis, rural guerilla bands of farmers and resistance fighters who fled into the woods to avoid conscription. She led one of the most effective unofficial bands, known as Les Bandits, on many missions to harass the milice and police and sabotage the efforts of the Vichy army, and eventually was contacted by agents of the British Special Operations Executive (SOE) to help coordinate their activities behind enemy lines. With the SOE's support, Les Bandits were able to destroy millions of francs worth of weapons and vehicles, rescue dozens of prisoners and get countless people through and out of France while avoiding the Axis agents, from Jewish refugees to downed Allied airmen.

In the spring of 1942 Maddie, now known as La Chasseuse ("The Huntress") and her Bandits were tapped to assist the Freedom Battalion of masked mystery men from America and England in their efforts to thwart the Axis. The Battalion used the Bandits' hidden mountain caves as a headquarters, and Maddie herself joined the team on several of their missions while working solo at other times. She proved to be an invaluable team member, risking her life as an operative while providing expertise in forest survival and countless useful contacts throughout the Resistance. After the liberation of Paris, she formally joined De Gaulle's army as an intelligence specialist.

PERSONALITY/MOTIVATION: La Chasseuse is a French patriot, and during the war freeing her country from the hated Germans is her all-consuming goal. Her bravery, determination and beauty make her a living symbol of La Resistance, though she seemingly takes little notice of the elevated regard her "followers" hold her in. She's cold and hard in action, willing to take lives where necessary (though certainly willing to seek alternatives, particularly if she's working with heroes

who might have a non-military code of ethics.) There is a fiery passion underneath, though, that she might be willing to share with a hero or heroine that truly impresses her.

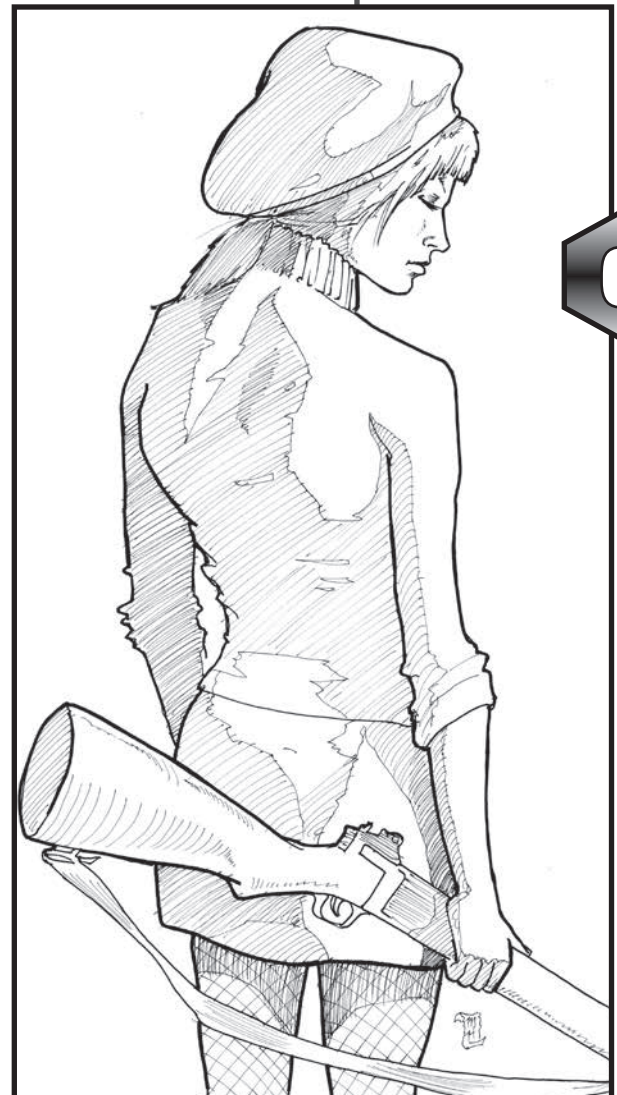
QUOTE: "This isn't a romance, monsieur. It's war! Now are you a soldier, or not?"

POWERS/TACTICS: La Chasseuse has no super-powers, though she'd certainly volunteer to get them if there was any opportunity to help liberate her beloved France. Instead, she uses her wide range of natural skills and SOE training as one of the most feared intelligence agents, saboteurs and assassins in France, regularly topping the Nazis' "Most Wanted" lists. She's a skilled actress and mistress of disguise, equally at home playing a role at a Parisian party if it gets her closer to a Vichy target.

APPEARANCE:

Maddie Deprez is tall and a bit thin, with short brown hair, piercing blue eyes and perfect cheekbones. She carries herself with remarkable physical grace whether she is ball-room dancing or climbing under a barbed-wire fence. In the field she favors the basque-style beret of the maquis and simple farm-worker's clothes.

After The War: Maddie Deprez continued to work for French military intelligence (the SDECE) as a field agent. In 1958 she retired from the field and was recruited by her old friend Drake Wilson to come work at the United Nations, where she helped him set up UNTIL and served as one of that agency's first European Regional Commanders from 1966 until her retirement in 1981. She died of cancer in 1997.



GENERAL ZIMA (GENERAL WINTER)

VAL	CHAR	COST	ROLL	NOTES
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
14	DEX	8	12-	
23	CON	13	14-	
18	INT	8	13-	PER Roll 13-
20	EGO	10	13-	
23	PRE	13	13-	PRE Attack: 4-1/2d6
6	OCV	15		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		PHASES: 3, 5, 8, 10, 12
5	PD	3		TOTAL: 18 PD (13 rPD)
5	ED	3		TOTAL: 18 ED (13 rED)
12	REC	8		
60	END	8		
15	BODY	5		
50	STUN	15		TOTAL CHARACTERISTICS COST: 164

MOVEMENT: Running: 12m/24m

COST POWERS

- 75 **Cold and Storm Creation:** Multipower, 75-point Reserve
- 13v **1) Create Blizzard:** Change Environment 8m radius (+½) -3 to Sight Group PER Rolls, -1 to DEX Roll, -5 Temperature Level Adjustment, MegaScale (1m = 1 km; +1)
- 15v **2) Arctic Blast:** Blast 5d6, No Normal Defense (Life Support: Intense Cold) (+1), Does BODY (+1)
- 7v **3) Block of Ice:** Entangle 5d6, 5 PD/5 ED, Area Of Effect (8m Radius; +½); Vulnerable (Fire/Heat; -1)
- 11v **4) Ice Shards:** Killing Attack - Ranged 3d6-1, Armor Piercing (+¼), Autofire (5 shots; +½); Reduced By Range (-¼)
- 11v **5) Wall Of Ice:** Barrier (8 PD/6 ED, 8 BOD; 10m long, 3m high and 1m thick) (Opaque to Infrared Perception and Normal Sight)

END

- 6
- 7
- 6
- 5
- 5

- 2 **Laughs At The Cold:** Life Support (Safe in Intense Cold)
- 1 **Slow Aging:** Life Support (Extended Lifespan, 200 years)0
- 30 **Inhumanly Tough:** Resistant Protection (10 PD/10 ED)
- 6 **Padded Uniform:** Resistant Protection (3 PD/3 ED); OIF (-½)

PERKS

- 10 Fringe Benefit: Podpolkovnik
- 6 Reputation: National Military Hero of Soviet Union (A large group) 11-, +3/+3d6
- 10 Contact: Various In Soviet Military 11-

TALENTS

- 2 Environmental Movement (no penalties on moving over ice/snow)

SKILLS

- 15 +3 with Cold And Storm Powers
- 3 Bureaucratics 14-
- 3 Climbing 12-
- 3 Combat Driving 12-
- 3 AK: Russia 13-
- 3 KS: Soviet Military World 13-
- 2 KS: Soviet Superhumans 11-
- 2 Language: English (basic), German (basic) (Russian native)
- 3 Paramedics 13-
- 11 Power 17-
- 3 PS: Soldier 13-
- 3 Riding 12-
- 2 Survival (Arctic/Subarctic) 13-
- 3 Tactics 13-
- 3 TF: Common Motorized Ground Vehicles, Equines, Tracked and Wheeled Military Vehicles
- 5 WF: Small Arms, Artillery, General Purpose/Heavy Machine Guns, Mortars

TOTAL POWERS & SKILLS COST: 266

TOTAL COST: 430

400 MATCHING COMPLICATIONS (75)

- 10 **Distinctive Features:** Pure White Skin and Hair (Concealable, Noticed and Recognizable)
- 10 **Enraged:** When Innocent Russians Harmed (Common), go 8-, recover 14-
- 20 **Hunted:** Axis Military (As Pow, Freq, Public ID)
- 20 **Psychological Limitation:** Soviet Patriot (Com, Str)
- 5 **Social Limitation:** Public Identity (**Occasionally, Minor**)
- 15 **Vulnerability:** 1 ½ x STUN Heat/Fire (Very Common)

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 30





GENERAL ZIMA

BACKGROUND/HISTORY: Kiril Lenskii was born in Rostov in 1907, and joined the Red Army as a teenager. In the winter of 1939 he was a Captain, leading an infantry company in the 104th Division of the 14th Army in the Winter War against Finland. His division was ordered to take the Arctic port of Petsamo, which they did a week before Christmas. At that point, the undermanned Finns took to the woods, where they began a campaign of sabotage and guerilla raids. Lenskii's unit was assigned to guard one of the city's main access roads deep in the Finnish woods. There, they were attacked by Finnish raiders one frozen night in early January, and his entire unit was wiped out. Badly injured, Lenskii escaped into the woods, but frostbite and exhaustion overtook him, and he lost consciousness near a small frozen stream.

As he slept, strange gasses from the deep caves beneath the stream entered Lenskii's lungs,

and his body began to change. His hair and skin turned deathly white, and his muscles became thick and dense. His eyes became entirely black. He was surprised to actually awaken the next morning, and doubly so to find that not only was he still alive, but apparently could call upon and command the very forces of winter that had not killed him. He returned to his unit, and led them on a raid that wiped out an entire Finnish artillery battery while using his newfound powers to call down a tiny blizzard that only affected the enemy.

The Red Army was overjoyed to finally have a genuine superhuman to counter national heroes like Sturmvogel and Captain Patriot, and they wasted no time promoting Lenskii to the rank of Podpolkovnik (approximately Lieutenant Colonel) while giving him the code name of General Zima, (Winter or Frost), the mythical ally to Russian soldiers whose familiarity with arctic conditions has given them a military advantage over invading armies since medieval times.

General Zima served at various fronts during the long war against Germany, from the summer

After The War: General Zima continued to serve as the top military superhero, and led the People's Legion once that team was formed in 1961. He married after the war, and all seven of his children developed superpowered mutations by the time they were teenagers; by the early twenty-first century, there are more than two dozen various descendants of Zima operating in Russia. Zima himself died in battle during the first invasion by the Gadroon in 1977.

of 1941 through 1945. He frequently was assigned various additional superhuman soldiers in efforts to build a true national team, but unfortunately few of these young men survived for extended periods of time under the horrifying conditions of the Front and the concentrated efforts of Nazi *ubermenschen* to assassinate them and maintain their superiority in the area of superhumanity. Despite their best attempts, however, the Germans were never able to kill or even capture General Winter, who remained a constant threat to their forces. In April of 1945, Zima's own army division was the first into Berlin, and Zima defeated several of the last *Urbemensch* himself in single combat. He made it to Hitler's bunker only hours after the Fuhrer's apparent suicide.

PERSONALITY/MOTIVATION: Lenskii loves the army and Mother Russia, in pretty much that order. The military life suits him perfectly, as he likes order, fighting and physical privation, and does not bore easily. He's an excellent officer, though after his transformation he is rarely given the opportunity to lead ordinary troops. He's fond of reading about great battles of history, and will frequently make reference to tactics used by Alexander, Julius Caesar or Genghis Khan. He's at best indifferent about politics and communism; he accepts the latter as the status quo, though he frequently complains about the institutional corruption he sees around him.

QUOTE: "Your bravery does Mother Russia proud, my comrades. Now stand aside a moment, so that the winter that has always been our ally can finish this battle."

POWERS/TACTICS: Zima can generate and control cold and ice. He can generate mini-storms of freezing winds and blowing snow, or shoot blasts of cold air. He can also create ice, either as deadly flying weapons or walls and blocks. He is immune to cold, and physically slightly superhuman in his strength and durability. He has extensive military training and will try to take full advantage of the environment in his tactics, and generally prefers to have extensive additional military support to back up both himself and any superhuman allies he's working with. He's happy to outwit an opponent, but he generally will object to dishonorable tactics like taking innocent hostages.

APPEARANCE: General Zima dresses in a standard Red Army military uniform. However, after his transformation, he stands nearly 7 feet tall and weighs over 150 kg, and his skin is tinged pale blue. His hair (including his short beard) is bright white, and his eyes are dark as pitch.

TYANNA THE JUNGLE GIRL

BACKGROUND/HISTORY: Tyanna was born in the jungles of French Equatorial Africa, what is now Gabon, in 1920. Her father was chief of a small tribe called the Owatu, who lived deep in the jungles and had little contact with other tribes of the area, which are mostly Bantu and related only distantly to the Owatu. Like her father and many of his ancestors, Tyanna possessed the ability to speak to animals, which was considered in her tribe a sign of their divine right to rule. She was also a remarkable athlete, and her tribesmen considered her the greatest of their warriors. When her father passed away in 1936, she became chieftain of the tribe herself by general acclimation.

In 1939 a British explorer named Bob Martin was betrayed by criminals and left to die in the jungle, but Tyanna and her tribe rescued the young man and nursed him back to health. Tyanna was fascinated by the handsome and adventurous young man, and the young couple fell in love. When he was ready to return to civilization, she agreed to travel with him to see the outside world for the first time. The two had several adventures in Libreville and Brazzaville, but Tyanna did not care much for what she saw of the civilized world, and eventually decided to return to the Owatu. Bob was heartbroken, but promised to visit her often.

American "explorers" came to Gabon the next year, and stole from the Owatu a set of five gemstones called the Skyhearts, which were pieces of a meteorite that had crashed nearby generations ago and considered sacred gifts from the gods. Tyanna took it upon herself to pursue the thieves, and chased them to America, where the set had been broken up and sold to various collectors. Though the great cities of the United States were even more foreign and mysterious to her than those of Africa, she adapted quickly, and gathered two of the stones with relative ease.

In her efforts to steal back the third, she came into contact with the villain known as the Blue Pharaoh, who was robbing the same museum. Deceiving her, he convinced Tyanna to join forces with him and work with his Alliance of Evil to bring the set together. They made several attempts to steal the other stones, and eventually came into conflict with the Defenders of Justice several times. After a couple of encounters, Bulletproof was able to convince her she was on the wrong side, and she helped defeat the villains in their final confrontation.

She returned to the Owatu and resumed her role as chief, and her romance with Bob. She later met the Justice Squadron and helped the Drifter defeat a demon that had taken control of an ancient Atlantean temple.

PERSONALITY/MOTIVATION: Tyanna is a chief first and a warrior second, and her first interest is always her people and her land. She notoriously has very little sense of humor, and while she is

TYANNA THE JUNGLE GIRL

VAL	CHAR	COST	ROLL	NOTES
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
20	DEX	20	13-	
20	CON	10	13-	
13	INT	3	12-	PER Roll 15-
18	EGO	8	13-	
18	PRE	8	13-	PRE Attack: 3-1/2d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		PHASES: 3, 5, 8, 10, 12
8	PD	6		TOTAL: 14 PD (6 rPD)
4	ED	2		TOTAL: 10 ED (6 rED)
9	REC	5		
45	END	5		
13	BODY	3		
38	STUN	9		TOTAL CHARACTERISTICS COST: 154

MOVEMENT: Running: 18m/36m
Swimming: 10m/20m

COST POWERS

		END
11	Speak With Animals: Telepathy 5d6 (Animal class of minds); No Range (-1/2), Communication Only (-1/4), Incantations (-1/4), Perceivable (-1/4)	2
20	Call The Wild: Summon one 100-pt. Animal, Expanded Class (any animal +1/2), Loyal (+1/2); Arrives Under Own Power (-1/2), Must Inhabit Locale (-1/2)	3
9	Keen Senses: +3 PER (All Senses)	
6	Cheetah Swift: Running +6m	1
3	Swims Like A Carp: Swimming +6m	1
5	Jungle Vines: Swinging 16m, OIF (Vines/Ropes of Opportunity; -1/2)	2
9	Staff: HA +4d6; OAF (-1), HTH Attack (-1/4)	1
5	Knife: HKA 1d6-1 (2d6-1 w/STR); OAF (-1)	1

PERKS

3	Reputation: Considered A Goddess By Local Tribes, 11-, +3/+3d6
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TALENTS

20	Animal Friendship
12	Combat Luck (6 PD/ 6 ED)
23	Danger Sense, 15-, Out Of Combat, Immediate Vicinity, Intuitional
4	Environmental Movement (Jungles & Forests)
3	Lightsleep
6	Stunner: Striking Appearance +2/+2d6

SKILLS

10	+2 with Staff Fighting
3	Acrobatics 13-
3	AK: The Komo River and Jungles 12-
3	Breakfall 13-
5	Climbing 14-
3	Concealment 12-
3	Contortionist 13-
5	Defensive Maneuver I-II
3	KS: Jungle Flora and Fauna 12-
2	L: English (Fluent) (Owatu native)
3	Mimicry 12-
2	Navigation (Land) 12-
3	Paramedics 12-
3	Riding 13-
3	Shadowing 12-
3	Stealth 13-
2	Survival (Tropical) 12-
5	Tracking 13-
3	TF: Riding Animals, Rowed Boats
5	WF: Knife, Nets, Staffs, Bows, Blowguns
3	Weaponsmith (Muscle-powered) 12-

Martial Arts: Staff Fighting

	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Abort
4	Disarm	-1	+1	25 STR to Disarm
5	Jab	+1	+3	7d6 Strike
3	Legsweep	+2	-1	8d6 Strike, Target Falls
5	Smash	-2	+1	11d6 Strike
1	Use Art w/ HTH (staff)			

TOTAL POWERS & SKILLS COST: 236

TOTAL COST: 390

300 MATCHING COMPLICATIONS (60)

15	DNPC: Boyfriend (Bob Martin, Normal, Freq)
10	Hunted: German Great White Hunter (As Pow, Inf)
15	Psychological Complication: Protects The Owatu And The Jungle (Com, Str)
10	Psychological Complication: Night Owl (Com, Mod)
10	Social Complication: Seen As A Freak In Civilized Society (Freq, Min)

TOTAL COMPLICATIONS POINTS: 60

EXPERIENCE POINTS: 90

After The War: Tyanna continued to lead her tribe peacefully in the depths of the Gabon jungles for decades. She occasionally met other Western superheroes when their adventures would take them to Africa, but rarely left her home for any length of time again. She passed away in her sleep in 1989, and her grandson continues to be the current chief of the Owatu today.



remarkably intelligent the behavior of “civilized” people is frequently a mystery to her. That said, she admires boldness and bravery, and finds both Bob and Bulletproof to be quite attractive and worthy husband material if either (or both!) would only agree to settle down in the jungle. She hates deception of any sort, and if she discovers she’s been lied to regaining her trust is nearly impossible. She is quite at ease with the worship and support of her people, and rules them with an easy noblesse oblige that comes directly from her own belief that her family is descended from ancient gods.

QUOTE: “Ki-yaii! To me, my sister!” (Followed by the sudden emergence of a lioness from the jungle.)

POWERS/TACTICS: Tyanna has the ability to communicate with animals. She speaks out

loud to do this, but the actual contact happens on a psychic level. Most animals will follow her directions and behave loyally, but they are not “controlled” in any way and she usually will not ask them to risk their lives for her.

She is also a phenomenal athlete, and her senses are incredibly keen. She is an expert at hand-to-hand combat, and usually fights with a wooden staff that makes her a match for most masked mystery-men.

APPEARANCE: Tyanna is a stunningly attractive African woman, standing about 5’6 and weighing 55 kg. She has long black hair and grey eyes, and wears various dresses made of animal skins that are somehow cut not to interfere with her acrobatic proclivities.

BAI HU, THE WHITE TIGER

VAL	CHAR	COST	ROLL	NOTES
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
16	DEX	12	12-	
15	CON	5	12-	
13	INT	3	12-	PER Roll 12-
15	EGO	5	12-	
18	PRE	8	13-	PRE Attack: 3-1/2d6
7	OCV	20		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		PHASES: 3, 6, 9, 12
6	PD	4		TOTAL: 13 PD (7 rPD)
8	ED	6		TOTAL: 15 ED (7 rED)
8	REC	4		
50	END	6		
10	BODY	0		
34	STUN	7		TOTAL CHARACTERISTICS COST: 120

MOVEMENT: Running: 12m/24m
Flight: 30m/120m

COST POWERS

55	The Heavenly Light of the White Tiger Constellation: Multipower (55 points)	
5f	1) Flare Blast: Sight Group Flash 11d6	5
5f	2) Field of Flares: Sight Group Flash 7d6 (Area of Effect 8m Radius, +½)	5

END

5f	3) Heat of the Western Stars: RKA 2-½d6 (Autofire 3 shots, +¼)	5
5f	4) Stunning Light Of Stars: Blast 11d6	5
5f	5) Overwhelming Light Of Stars: Darkness to Sight Group, 8m Radius, Pers Immunity (+¼)	5
2f	6) Illumination: Images to Sight Group, +4 to PER Rolls, Area of Effect (32m Radius, +1); Only To Create Light (-1)	4
35	A Star In The Sky: Flight 30m, x4 n-c	3
5	Night Aspected: Night Vision	
8	Padded Suit: Resistant Protection (4 PD/ 4 ED); OIF (-½)	

PERKS

5	Contacts (Various In The Chinese Resistance)
3	Reputation: Hero of the Chinese Under Japanese Occupation, 11-, +3/+3d6

TALENTS

6	Combat Luck (3 PD/ 3 ED)
3	Lightsleep

SKILLS

15	+3 with Heavenly Light Multipower
2	AK: Manchuria 11-
3	Breakfall 12-
3	Climbing 12-
3	Concealment 12-
3	Demolitions 12-
2	KS: Agriculture 11-
2	KS: Chinese Folk Astronomy 11-
3	L: Russian (fluent), Japanese (Basic) (Mandarin Chinese native)
3	Mechanics 12-
7	Power: Light Tricks 14-
3	PS: Farmer 12-
3	Stealth 12-
3	Streetwise 13-
1	Survival: Temperate Forests 12-
3	Tracking 12-
2	TF: Equines, Carts & Carriages
2	WF: Small Arms

TOTAL POWERS & SKILLS COST: 210

TOTAL COST: 330

300 MATCHING COMPLICATIONS (60)

15	Dependent NPCs: Various members of the Manchurian Underground and villagers (Normal, Inf, Group)
20	Hunted: Japanese Army (More Pow, Freq)
15	Psychological Complication: Chinese Patriot (Com, Str)
10	Psychological Complication: Loner, Rarely Shares Feelings (Com, Mod)

TOTAL COMPLICATIONS POINTS: 60

EXPERIENCE POINTS: 30



6

After The War: Bai Hu suffered severe injuries in early 1945 at the hands of several Japanese opponents. He retired his costumed identity and returned to his private life as a farmer outside of Harbin.

BAI HU, THE WHITE TIGER

BACKGROUND/HISTORY: Wang Duan was born in a small farming village near Harbin, the largest city in northern Manchuria in China in 1918. He worked long hours in the fields of soy and barley even as a small boy, and spent many nights lingering outdoors watching the movements of the stars. His happy, quiet life was turned upside down in 1931 when the Japanese army invaded Manchuria, and his town was put to the torch. His father died in combat, and his mother “disappeared” in the chaos, while Duan was put to work building a new army barracks. Two weeks after the occupation began, Duan slipped away from the guards and headed for the hilly forests outside of town to join the Chinese resistance.

Duan learned the art of soldiering over the next several years, making guerilla strikes with his band but never hitting them hard enough to seriously hurt. His fellow resistors had little in the way of weapons or ammunition, and frequently barely had enough food or shelter to make it through the harsh winters despite the covert assistance from the villagers, who risked beatings and arrests to flaunt the brutal Japanese regime.

In November of 1939, Duan had fallen in with a small band of rebels near Chengde. He and

his fellow soldiers were ambushed by a Japanese patrol, and Duan was only narrowly able to escape by fleeing deep into a small, dark cave near a coal mine worked by Chinese slave labor. He collapsed onto the dirty cave floor, tired and weak and nearly starved. There was a small pool of collected rain water towards the back of the cave, and he drank deeply from it, not noticing the slight glow it gave off in the near darkness.

As he slept, he dreamed of his old village and the faces of his parents, and swore yet again that someday he would avenge their deaths and help free his people. He awoke to the sounds of the patrolling soldiers searching for him, shouting and poking their weapons into each small cave. Realizing he was about to be caught, he leapt out of the cave with a yell, intending to take as many of the invaders with him. He was just as surprised as they were when bolts of pure light shot out from his eyes and fingertips, burning the Japanese soldiers where they stood. He killed several of them, and the others fled back into the forest. Duan stared at his hands, then again at the bodies of the dead Japanese. And then, slowly, he smiled.

Wang Duan became a symbol of the Chinese resistance against the Japanese forces, living in the jungle and striking at their bases and convoys from the night sky. He became known as Bai Hu, the White Tiger, one of the four symbols of the Chinese constellations, because he seemed to strike from out of the starry night sky.

PERSONALITY/MOTIVATION: Bai Hu is a soldier more than a hero, but he knows that his activities inspire his fellow Chinese to resist and rise up against their Japanese oppressors, and therefore he is very careful with his appearances in public, acting mysterious and speaking with an ominous, almost pretentious voice as he repeats patriotic platitudes. He rarely allows anyone to become close to him, including even the fellow resistance fighters he occasionally works with. He hates the Japanese for what they have done to his country, and until they are driven out he refuses to rest or return to his previous life.

QUOTE: “I bring you vengeance, from the stars themselves!”

POWERS/TACTICS: Bai Hu can generate light from his body, which manifests in various forms from a soft shining glow, to a blinding glare, to a tightly-focused beam or shower of small burning flares. He can also fly. He usually fights ordinary soldiers, and regularly tries to attack by surprise from above, taking advantage of their confusion and fear. It’s not until late in the war that he meets his first superhuman opponent, but after only a small number of fights he developed tactics against them as well.

APPEARANCE: Bai Hu wears a tailored white bodysuit his friends in the resistance made for him, with a spray of golden stars across the chest and a dark long cape. He wears a thick domino-style mask, and his hair is long and thick for the period.

NAZIS

ADOLF HITLER

BACKGROUND/HISTORY: Adolf Hitler was born in Austria in 1889, the fourth of six children and the first to survive past infancy. His father worked at several farms, causing the family to move frequently during Hitler's childhood. He was a morose and headstrong child, who often fought with his equally stubborn father, and claimed later that he intentionally did poorly in school so that he'd be allowed to pursue a career as an artist. He moved to Vienna at sixteen, but was rejected by several art schools and took jobs as a laborer while painting watercolors and selling them on the sidewalks. It was in Vienna where he became an avowed anti-Semite, which was unfortunately common in Austria at the time.

Hitler moved back to Germany in 1913, and enlisted in the Bavarian Army after failing the physical for the German Army. He served as a dispatch runner, mostly carrying messages to and from regimental headquarters for the first two years, but did see considerable combat time after 1916 and was injured twice, catching shell shrapnel in his thigh at the Battle of the Somme in 1916 and being temporarily blinded by mustard gas in 1918. He was still in the hospital recovering when Germany surrendered.

Hitler remained in the army after the war, serving in the Reichswehr military intelligence in Munich. Assigned to investigate the activities of the German Workers' Party, Hitler instead became sympathetic to their views, blaming the loss of the war and subsequent humiliation of the Versailles Treaty on the civilian leaders and Marxists in the government. He joined the party, who changed their name to the National Socialist German Workers Party (NSDAP, or "Nazis") in 1920, and helped design their swastika logo. By the summer of 1921, he had become the party's chairman, leading small rallies and meetings while demonstrating his remarkable skill with passionate, populist speeches about German nationalism, Jewish conspiracies, and the evils of Bolshevism.

In 1923 Hitler and his followers staged the Beer Hall Putsch, a failed attempt at a military coup in Munich which led to his arrest for high treason. He spent about a year in prison, during which he wrote the first volume of his autobiography and manifesto, *Mein Kampf* (My Struggle). Upon his release, Hitler kept a lower profile for a few years, continuing to lead the NSDAP (which had been banned in Bavaria after the Putsch, but was reinstated as a legitimate party in 1925.) When the Great Depression reached Germany in 1930, Hitler and the Nazis re-emerged as a political force, becoming the second-largest party in the German parliament with 18% of the vote thanks to their political attacks on the unpopular Brüning government and promises to restore the shattered economy.

In 1932 Hitler ran for President of Germany against Paul Von Hindenburg and finished second. Hindenburg became Chancellor thanks to a majority government formed only by a compromise between politicians like Franz Von Papen and the major industrialists who supported Hitler. When the Reichstag was set on fire in February of 1933 (perhaps ordered by Hitler himself), Hitler and his ally Hermann Goering blamed Communists and other enemies of the Nazis, and Hindenburg declared martial law and ordered over 4,000 Communists arrested. In the election that followed, the Nazis gained a majority of seats in Parliament and began effectively taking over the German government. By July the Nazis were the only legal party in the country, and Hitler began rounding up all of his enemies via both the military police and the violent street gangs who supported him. While many both in and out of Germany were horrified by his purge, others believed Hitler when he claimed to be "restoring order."

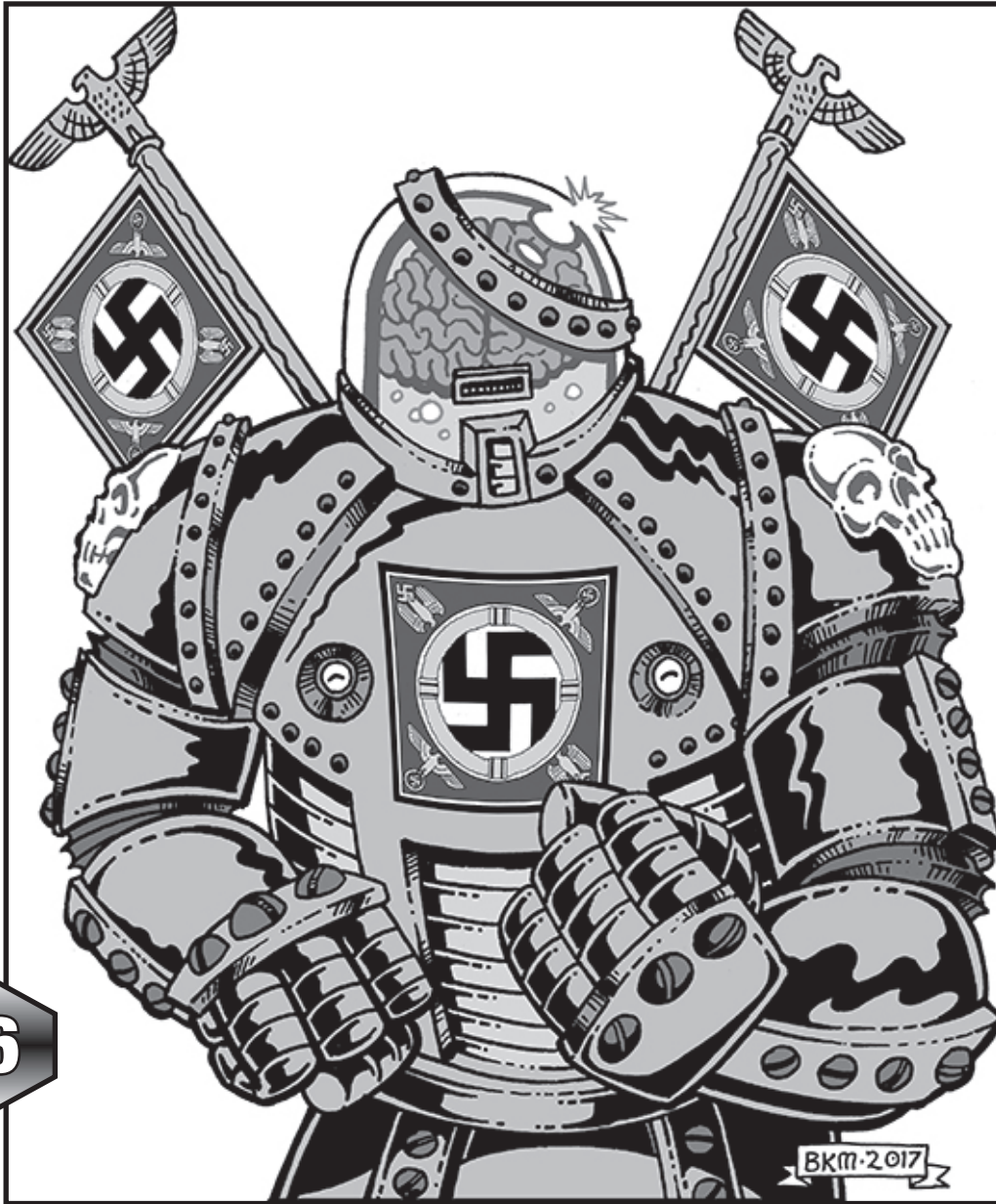
By 1934 Hitler had secured his position as Führer and turned his attention to his war plans for the rest of Europe, always publicly in search of "lebensraum" (living space) for the German people. He ignored the limitations of the Treaty of Versailles and expanded the army, building weapons and defying the rest of Europe to stop him. He sent troops to fight for Franco in Spain, and made alliances with Italy and Japan while unifying with Austria and annexing German-populated territories in Czechoslovakia. While an alarmed Europe declared their opposition, in the end Hitler got his way over and over again, most notably in the 1938 Munich Agreement, which Chamberlain trumpeted as "peace for our time."

PERSONALITY/MOTIVATION: Hitler was a true megalomaniac, convinced of his own brilliance and grand destiny to lead the German people to dominate the world in "a Reich that would last a thousand years." He was almost entirely defined by his hatreds, be they Jews, Bolsheviks, Slavs, gypsies, or any of a dozen other groups of untermenschen, subhumans who were constantly plotting to weaken and destroy the Aryan people who rightfully should rule. His mad policies led directly to the deaths of over ten million people, not including the soldiers who fought for and against him in the war. The suffering he inflicted on the world was unprecedented in scale.

Hitler's rule was completely autocratic, demanding complete loyalty from followers to their superiors in every area and therefore utter loyalty to himself. He regularly pitted his generals, admirals and other advisors against each other politically, battling for his favor and attention and therefore theoretically too busy protecting themselves from each other to consider attacking him. (This didn't work as well as he hoped, of course, as he was the object of well over a dozen assassination attempts.)

Personally, Hitler was probably atheist, though he felt that the church was a positive conservative

After The War: In the Champions Universe, Hitler battled the Defenders of Justice and several of their allies in a final conflict on the launching field of the Nazi flying saucer Lebensraum in May of 1945. Knocked out of the ship after it launched, he continued to fight several heroes on the ground until another group of heroes were able to sabotage the ship's engines, resulting in it crashing directly on Hitler himself and obliterating him in the resulting explosion. Or... did he somehow manage to survive?



influence on the populace and therefore tried to manipulate it for his own ends. He was a vegetarian, often criticizing his friends for eating meat, and publicly eschewed smoking and drinking (though he smoked as a young man, and continued to occasionally drink beer and wine in private.) He maintained a relationship with Eva Braun from 1929 until their deaths, and though he may have had a few affairs as a younger man he projected an image of proper celibacy and complete devotion to his work.

QUOTE: “Truly, this earth is a trophy cup for the industrious man. And this rightly so, in the service of natural selection. He who does not possess the force to secure his Lebensraum in this world, and, if necessary, to enlarge it, does not deserve to possess the necessities of life. He must step aside and allow stronger peoples to pass him by.”

body, allowing him complete control of all of its functions; he complains bitterly of the clumsiness of his new “hands” at first, but others assure him it will only be a matter of time before he masters them.

APPEARANCE: Adolf Hitler stood about 5’8 and weighed about 160 lbs., perhaps ten pounds more at his death. His hair was dark brown, and his mustache was one of the most famous examples of facial hair in history. His robot form stood about seven feet tall and weighed about five hundred pounds, and was mostly grey steel except for the transparent unbreakable plastic dome on his head that revealed his brain in its protective fluid bath. An enormous black swastika surrounded by eagles, Hitler’s personal standard, was painted on the chest; Hitler noted his eventual intention to come up with a better design, but probably never had the chance.

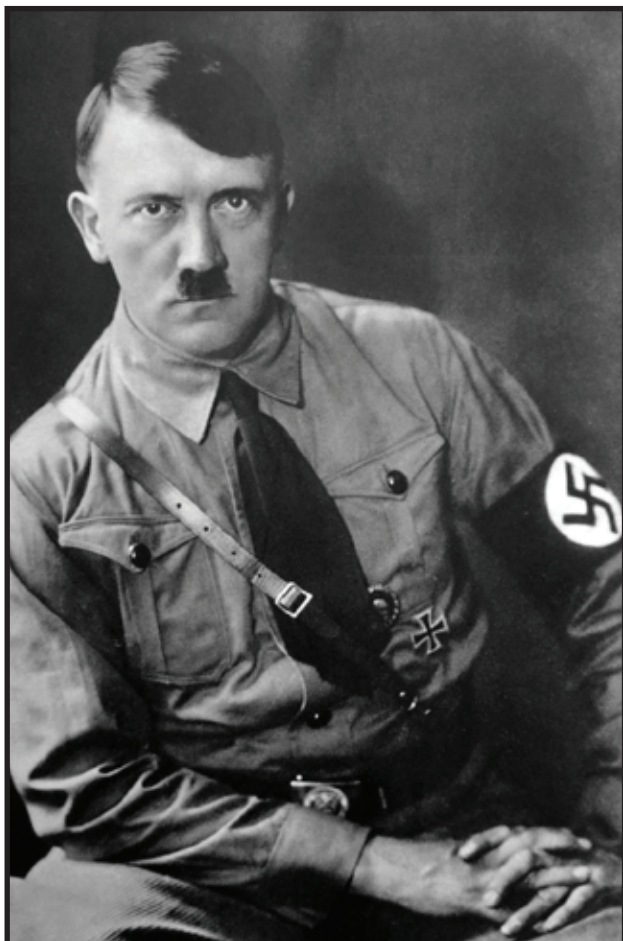
POWERS/TACTICS: Before his “death,” Hitler is a generally infirm man in his fifties with a powerful will and remarkable charisma, particularly on the stage in front of massive crowds. He is physically addicted to methamphetamines and several other drugs by 1942, and these take a toll on him both physically and psychologically. He is clearly no match for any of the flag-suited heroes who very much want to punch him in the face throughout the war, and these stats are only presented in case you decide as GM to give them that opportunity.

The second sheet is for Hitler after his brain has been transplanted into a robotic form created for him by the gremlins before their liberation, so that he can continue to inspire the Germans of the Fourth Reich (and be manipulated from behind the throne by Totenkopf.) The ultimate manifestation of the Eisenmensch armor, his new robot body is sturdy enough to largely ignore small-arms fire and the blows of all but the most powerful Allied bricks, while his wrist-cannons fire the very latest in explosive shells. His brain has been wired directly into the control circuits of his new

ADOLF HITLER

VAL	CHAR	COST	ROLL	NOTES
8	STR	-2	11-	Lift 75 kg; 1-1/2d6 HTH dam [1]
9	DEX	-2	11-	
8	CON	-2	11-	
15	INT	5	12-	PER Roll 12-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6
3	OCV	0		
3	DCV	0		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		PHASES: 4, 8, 12
3	PD	1		TOTAL: 6 PD (3 rPD)
2	ED	0		TOTAL: 5 ED (3 rED)
4	REC	0		
24	END	2		
10	BODY	0		
20	STUN	0		TOTAL CHARACTERISTICS COST: 27

MOVEMENT: Running: 12m/24m



COST POWERS

END

10 **Preposterously Lucky:** Luck 2d6

PERKS

10 **FB:** German Fuhrer (Head of State)
 15 **FB:** Commander In Chief, German Army
 15 **Money:** Filthy Rich
 9 **Reputation:** Our Leader (Nazis) +3, 14-

TALENTS

6 **Combat Luck** (3 PD / 3 ED)
 22 **Danger Sense** (Sense, OOC) 12-

SKILLS

3 **Bureaucratics** 13-
 3 **Charm** 13-
 1 **Electronics** 8-
 3 **High Society** 13-
 5 **Interrogation** 14-
 3 **KS:** The German Government and Military 13-
 2 **KS:** Military History 11-
 2 **KS:** The Allies 11-
 2 **KS:** The Occult 13-
 0 **L:** German (native)
 2 **Navigation** (Land) 12-
 9 **Oratory** 16-
 5 **Persuasion** 14-
 2 **PS:** Artist 11-
 3 **PS:** Soldier 12-
 3 **Tactics** 12-
 2 **TF:** Common Motorized Ground Vehicles
 2 **WF:** Small Arms
 3 **Traveler**
 2 **AK:** Germany 12-
 1 **AK:** Eastern Europe 11-
 1 **CK:** Berlin 11-
 1 **CK:** Vienna 11-

TOTAL POWERS & SKILLS COST: 148

TOTAL COST: 175

100 MATCHING COMPLICATIONS (30)

5 **Dependence:** Various drugs, including painkillers and amphetamines, 6 hours (VC, Addiction, Incompetence)
 5 **Distinctive Features:** Haircut and mustache
 20 **Hunted:** Enemies of the Axis (As Pow, Freq, Public ID)
 25 **Psychological Complication:** Megalomaniacal Fanatic Nazi (VC, Tot)
 15 **Psychological Complication:** Paranoid (Com, Str)
 20 **Social Complication:** Hated Public Identity (Freq, Sev)

TOTAL COMPLICATIONS POINTS: 90

EXPERIENCE POINTS: 15

ADOLF HITLER (ROBOT FORM)

VAL	CHAR	COST	ROLL	NOTES
50	STR	40	19-	Lift 25 tons; 10d6 HTH dam [x]
12	DEX	4	11-	
10	CON	0	11-	
15	INT	5	12-	PER Roll 12-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
4	DCV	5		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		PHASES: 3, 6, 9, 12
11	PD	27		TOTAL: 14 PD (14 rPD)
11	ED	27		TOTAL: 14 ED (14 rED)
4	REC	0		
0	END	0		
20	BODY	10		
--	STUN	0		TOTAL CHARACTERISTICS COST: 173

MOVEMENT: Running: 12m/24m
Flight: 25m/100m

COST POWERS

- 10 **Robot Body:** No Hit Locations
- 45 **Robot Body:** Takes No Stun
- 30 **Tireless:** Reduced END (0 END; +½) on 60 STR
- 6 **Tireless:** Reduced END (0 END; +½) on 12m Running
- 40 **Wrist-Mounted Machine Gun:** RKA 2d6, Autofire (5 shots; +½), 64 Charges (+½); OIF (-½)
- 40 **Wrist-Mounted Cannon:** RKA 4d6, Explosion (+½); 6 Charges (-¾), OIF (-½)
- 20 **Rockets:** Flight 25m, x4 NC, 1 Fuel Charge lasting 1 Hour (-0); OIF (-½)
- 10 **Internal Radio:** Radio Perception/Transmission (Radio Group)

END

- 15 **Suit Radar System:** Radar (Radio Group)
- 10 **Polarized Lenses:** Sight Group Flash Defense (10 points)
- 8 **Heavy:** -8m KB Resistance
- 10 **Preposterously Lucky:** Luck 2d6

PERKS

- 10 FB: German Fuhrer (Head of State)
- 15 FB: Commander In Chief, German Army
- 15 Money: Filthy Rich
- 9 Reputation: Our Leader (Nazis) +3, 14-

TALENTS

- 6 Combat Luck (3 PD / 3 ED)
- 22 Danger Sense (Sense, OOC) 12-

SKILLS

- 3 Bureaucratics 13-
- 3 Charm 13-
- 1 Electronics 8-
- 3 High Society 13-
- 5 Interrogation 14-
- 3 KS: The German Government and Military 13-
- 2 KS: Military History 11-
- 2 KS: The Allies 11-
- 3 KS: The Occult 13-
- 0 L: German (native)
- 2 Navigation (Land) 12-
- 9 Oratory 16-
- 5 Persuasion 14-
- 2 PS: Artist 11-
- 3 PS: Soldier 12-
- 3 Tactics 12-
- 2 TF: Common Motorized Ground Vehicles
- 2 WF: Small Arms
- 3 Traveler
- 2 AK: Germany 12-
- 1 AK: Eastern Europe 11-
- 1 CK: Berlin 11-
- 1 CK: Vienna 11-

TOTAL POWERS & SKILLS COST: 382**TOTAL COST:** 555

- 400 Matching Complications (75)
- 20 **Distinctive Features:** Giant Robot
- 20 **Hunted:** Enemies of the Axis (As Pow, Freq, Public ID)
- 15 **Physical Complication:** Clumsy Mechanical "Hands" (Freq, Slight)
- 25 **Psychological Complication:** Megalomaniacal Fanatic Nazi (VC, Tot)
- 15 **Psychological Complication:** Paranoid (Com, Str)
- 15 **Social Complication:** Hated Public Identity (Inf, Sev)

TOTAL COMPLICATIONS POINTS: 110**EXPERIENCE POINTS:** 45

TOTENKOPF (DEATH'S HEAD)

VAL	CHAR	COST	ROLL	NOTES
45	STR	35	18-	Lift 12800 kg; 9d6 HTH dam [4]
21	DEX	22	13-	
30	CON	20	15-	
25	INT	15	14-	PER Roll 14-
23	EGO	13	14-	
30	PRE	20	15-	PRE Attack: 6d6
9	OCV	30		
10	DCV	35		
7	OMCV	12		
7	DMCV	12		
6	SPD	40		PHASES: 2, 4, 6, 8, 10, 12
25	PD	23		TOTAL: 25 PD (10 rPD)
25	ED	23		TOTAL: 25 ED (10 rED)
10	REC	6		
60	END	8		
15	BODY	5		
60	STUN	20		TOTAL CHARACTERISTICS COST: 339

MOVEMENT: Running: 12m/24m
Teleport: 40m/1280m

COST POWERS

		END
75	Improvised Magic: Variable Power Pool (Magic), 50 Pool and 50 Control Cost	
70	Gates Of Hell: Multipower, 70-pt. Reserve	
7f	1) Hellfire Blast I: Blast 14d6	7
7f	2) Hellfire Blast II: Blast 11d6, AoE (1m Radius, +¼)	7
7f	3) Hellfire Blast III: Blast 11d6, Armor Piercing (+¼)	7
7f	4) Hellfire Blast IV: Blast 9d6, Affects Desolid (+½)	7
7f	5) Hellgate: Teleport 40m, x32 Noncombat, x4 Mass	7
4f	6) Hellfire Shield: Resistant Protection (12 PD/ 12 ED)	0
10	Inhuman Resilience: Resistant for 10 PD/10 ED	
60	Inhuman Resilience: Damage Reduction 50%, Resistant, Physical and Energy	
10	Mental Wards: Mental Defense 10 pts.	
24	Demonic: Life Support (All Safe Enviro, Longevity: Immortal, Immunity to Disease and Poison)	
10	Demonic: Power Defense 10 pts.	

PERKS

15	Various Contacts In Axis Governments and Mystical World
15	Fringe Benefit: Effectively Running Much of Germany
15	Filthy Rich

TALENTS

15	Combat Sense 14-
3	Lightsleep
9	Terrifying Skeleton: Striking Appearance +3/+3d6

SKILLS

30	+3 All Attacks
4	+2 OCV with Hellfire Blast I
3	Acting 15-
3	Analyze Magic 14-
3	Breakfall 13-
3	Bureaucratics 15-
3	Conversation 15-
3	Disguise 14-
3	Interrogation 15-
3	KS: Nazi Germany 14-
3	KS: Demons 14-
3	KS: The Mystic World 14-
9	KS: Occultism 20-
3	Linguist
12	L: English, French, Russian, Japanese, Latin, Italian (all completely fluent) (German native)
4	Navigation (Land, Air, Astral) 14-
3	Oratory 15-
9	Power 17-
3	Riding 13-
3	Stealth 13-
3	Tactics 14-
3	TF: Horses, Balloons & Zeppelins, Small Planes, Submarines
6	WF: Common Melee, Whips, Small Arms, Aircraft Weapons

Martial Arts: Boxing

	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block/Abort
3	Clinch	-1	-1	Grab 2 Limbs, 55 STR to hold
4	Cross	+0	+2	11d6 Strike
5	Hook	-2	+1	13d6 Strike
3	Jab	+2	+1	9d6 Strike

TOTAL POWERS & SKILLS COST: 511

TOTAL COST: 850

400 MATCHING COMPLICATIONS (75)

25	Distinctive Features: Fiery Skeleton (NC, Extreme)
15	Hunted (Allied Forces & Superheroes, As Pow, NCI, Capture)
20	Psychological Complication: Megalomaniac (Com, Tot)
15	Psychological Complication: Nazi (Com, Str)

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 450

TOTENKOPF

BACKGROUND/HISTORY: In the spring of 1938, as Hitler planned his conquest of Europe, his Minister of Propaganda Joseph Goebbels secretly assembled a team of powerful mystics that would report directly to him (since Hitler himself was a skeptic on matters mystical, at least at that point.) Hiding in plain sight within the layers of German bureaucracy, the organization was called the Reichsamt für die Sicherung volkischer Kulturgüter (Reich's Office for the Safety and Security of National Culture Items, or RSvKg.) And to lead this secret den of warlocks and mad scientists, Goebbels selected Erich Hessler.

Hessler, born in 1886 in Salzburg, Austria, had been part of Goebbels and Himmler's inner occult circle for more than a decade. He had been a member of several quasi-Masonic lodges since moving to Berlin as a young man, and had studied Aryan history, runic religions and mysticism under the likes of Karl Maria Wiligut, Lanz von Liebenfels, and Rudolf von Sebottendorf. He joined the occult Thule Society in 1919, and spent much of the 1920s trying to prove the existence of "vril," a latent mystical energy source that masters could manipulate for various effects. Indeed, by 1938 Hessler claimed to have partially mastered vril himself, and was intent on finding greater sources of it in "realms beyond Earth" where such energy was more common, as he claimed early Aryans had themselves discovered in ancient times but had forgotten.

Goebbels gave Hessler's group the funding they requested, and put them up in a small castle in Wewelsburg that had been occupied by the Order of Teutonic Knights in the 17th Century. They spent weeks preparing for their first major working, which was intended to be a spell that penetrated a higher-vril-rich dimension and was set for Walpurgisnacht (the night of April 30th to May 1st, historically reported to be a favorable night for witchcraft.) They carved magical runes on the walls and floor, painted symbols on the windows and wove them into their ceremonial robes. They sang runic songs, burned specially-harvested plants, and drank from chalices full of hideous serums of wine, blood and hallucinogens. And sometime around midnight, they were partly, horribly successful.

The RSvKg warlocks that night somehow created a portal connected to the very depths of the Netherworld, the imaginal realm of Yesod that was built from mortal ideas of evil and home of the beings called demons. Demons are the living incarnations of evil or negative thoughts and emotions: hate, fear, rage, contempt, guilt. And during that brief connection, lasting only perhaps a few minutes and certainly less than an hour, the entire universe Earth existed in changed. The chaotic, creative magic that flows inherently through every aspect of Yesod passed by ancient pseudophysical laws to the lower-magic realm of our reality, and charged it with magic both obvious and Inobvious. Spells became more

potent. Creatures who once shunned our world because of the inimical laws of science found existence here easier and more appealing. Even within the domains of biology, chemistry and physics, the likelihood of unexplainable miracles and manifestations of bent rules and laws increased exponentially, allowing the presence of superpowers that violated all previous understandings.

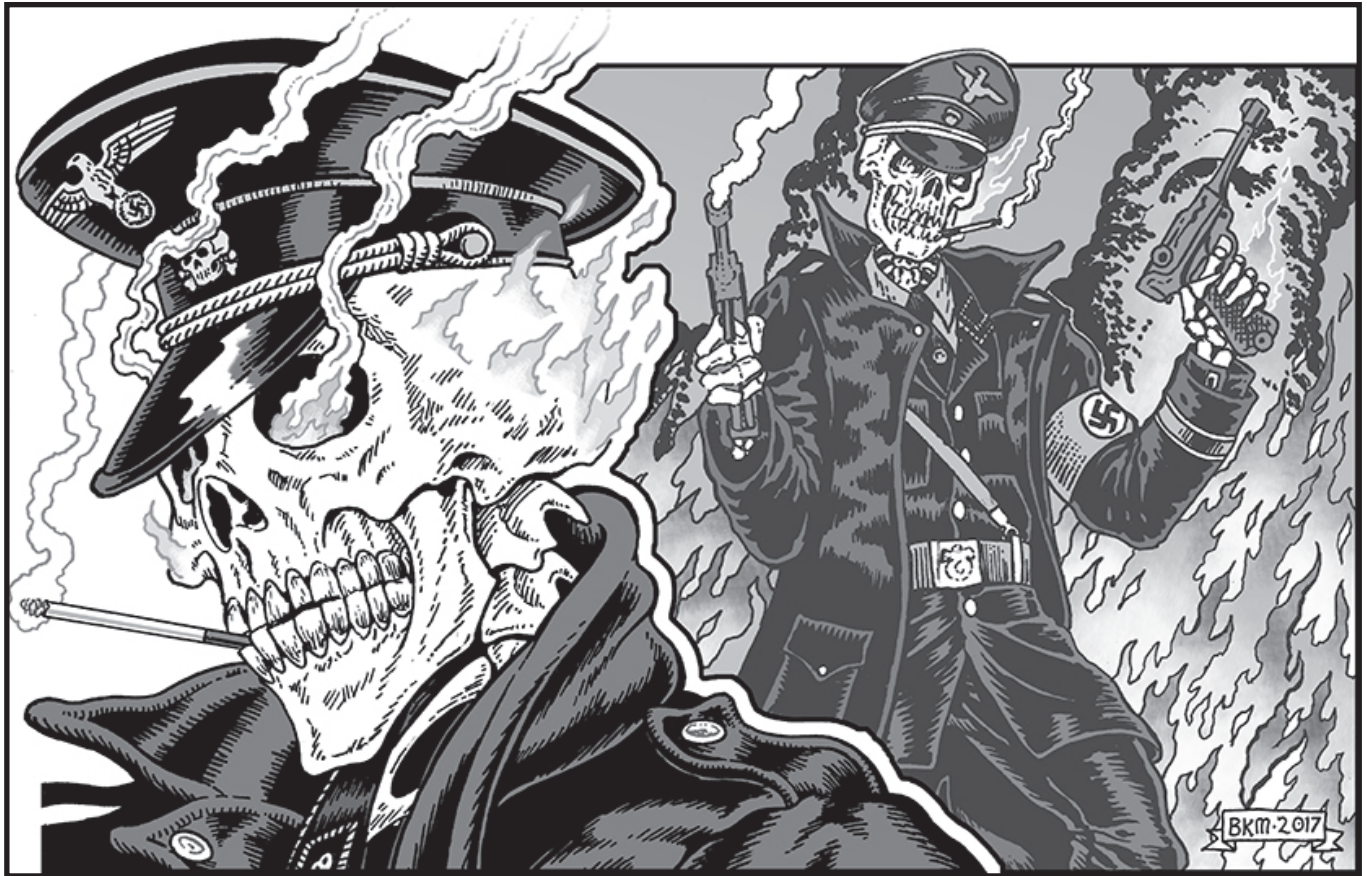
Also, the being known as Erich Hessler technically ceased to exist. His body, which had inadvertently served as the focus of the ritual, was hollowed out by terrible magics, and as his soul was shredded it was replaced by a demon. That demon, whose name remains unknown if it ever had one, changes its own essence to fill Hessler's form, becoming more humanlike than it had previously been; it shared Hessler's memories, passions, and personality, but increased his capacity both for command and for cruelty, becoming the true epitome of evil for evil's sake. It understood the horrific beliefs of Nazism well enough, and yet also know that even that evil was small compared to the truly elemental evil of its birthplace.

Nevertheless, the being that was once Erich Hessler and now only answered to the name Totenkopf (the Death's Head, already a symbol of the SS), was willing to bide its time serving Goebbels and Hitler as it came to understand the new world it lived in. He seized control of the RSvKg as his own seat of power in the German government, and presented himself to Hitler as the first in a new generation of *ubermenschen* who would lead the Aryan people in a new world conquest.

Over the next seven years, Totenkopf worked largely behind the scenes as the secret master of the Axis paranormal operations, controlling the activities of dozens of superhuman military assets as well as the activities of legions of mad scientists and magicians. Indeed, he spent much of his time in the early years of the war creating new superhumans by various magical and scientific means, usually involving cruel experiments and countless failures along the way.

Totenkopf rarely confronted superhumans on the Allied side directly, preferring to throw legions of subordinates at them, but occasionally was forced to show his own hand. He was first encountered by the Defenders disguised as a German scientist in Tibet who arrived in Shamballah slightly before them; in that case, he reached the monstrous island of Agharti and stole the secrets of creating tulpas before abandoning his fellow soldiers and fleeing. He also kidnapped Bulletproof for one of his experimental facilities, but in that case he inadvertently gave the hero new superpowers that enabled him to escape.

In late 1944 Totenkopf used the tulpa secrets he had acquired to "create" the Aesir, beings of incredible power who believed they were the Norse gods of legend and who briefly turned the tides of war against the Allies one last time. The eventual failure of that effort caused Totenkopf to lose faith in the war effort, and he turned his attention to creating a new Reich on another



world (with the eventual intention of returning to Earth and conquering it eventually.) His Antarctic redoubt became the new center of activity as Berlin was abandoned in April 1945, as the Nazi high command (including Hitler's insane brain in its new robotic body) prepared to travel by spaceship to Jupiter's moon Ganymede, which had been discovered by Nazis a few years before. However, the Defenders engaged what was left of Nazi forces there in an epic battle, and Totenkopf himself was finally killed by Meteor Man in direct combat.

PERSONALITY/MOTIVATION: Totenkopf is a demon living in a human, mortal body. He knows that he is incomplete, but is not made uncomfortable by that knowledge. The experience of living in such small, limited circumstances is new and fascinating to him, and he knows that as his current form is mortal he will eventually "die" and return to his previous infinite existence (even though his currently mortal mind can't quite grasp precisely what that means anymore.) In the meantime, he intends to sample every experience of cruelty and evil he can on this plane, and his current employment in Hitler's inner circle gives him complete freedom to do so. Though he pays lip service to Nazi ideology and the Fuehrer in public, he honestly doesn't care about either; one mortal life is equally as insignificant as any other.

One of his fascinations is superhuman power, and he spends a great deal of time experimenting on humans to see if he can create more superhumans. The fact that the majority of his "subjects" don't survive his efforts affects him not in the

slightest. He also spends a great deal of time between 1940 and 1944 learning Tibetan tulpa magic, and that effort is finally rewarded with his creation of an entire pantheon of "gods" in his service.

QUOTE: "I am the darkness beyond the edge of the light. I am eternal, and this world will be mine."

POWERS/TACTICS: Totenkopf wields powerful demonic fire-magic. Its most powerful manifestation is simple hellfire, which appears to be "gated in" through portals he creates in space to a location filled with fire; he can also use these gates to teleport himself. He also knows a wide range of other spells he can use to more subtle effect.

In combat he enjoys terrifying opponents more than the actual act of hurting them, though the latter is an excellent means of getting the former. If at any point the tide of battle turns against him he'll teleport away, with no concern about abandoning any of his fellows. Opponents who actually hurt him will be singled out later for particular study and torment; Totenkopf is nothing if not patient.

APPEARANCE: After his transformation into a demon, Totenkopf appears as an animated skeleton. The dark recesses of his eye sockets glow with tiny fires, and when he uses his powers he is frequently surrounded by sheets of hellish flame. He wears an SS uniform, usually covered by a jet black trenchcoat, and wears a black cap with a skull-and-crossbones insignia.

STURMVOGEL (STORMBIRD)

VAL	CHAR	COST	ROLL	NOTES
50	STR	40	19-	Lift 25 tons; 10d6 HTH dam [5]
21	DEX	22	13-	
30	CON	20	15-	
15	INT	5	12-	PER Roll 12-
15	EGO	5	12-	
18	PRE	8	13-	PRE Attack: 3-1/2d6
8	OCV	25		
7	DCV	20		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		PHASES: 3, 5, 8, 10, 12
7	PD	5		TOTAL: 22 PD (15 rPD)
7	ED	5		TOTAL: 22 ED (15 rED)
14	REC	10		
70	END	10		
14	BODY	4		
54	STUN	17		TOTAL CHARACTERISTICS COST: 226

MOVEMENT: Running: 12m/24m
Flight: 24m/96m

COST POWERS

		END
50	"Lightning Vision": Blast 10d6	5
29	Stormbird's Flight: Flight 24m, x4 Noncombat	3
8	Resistant: Knockback Resistance -8m	
6	Sharp Senses: +2 PER with all Sense Groups	
3	Eagle's Eyes: +6 versus Range Modifier for Normal Sight	
30	Tough Skin: Resistant Protection (10 PD/10 ED)	
10	Armored Costume: Resistant Protection (5 PD/5 ED); OIF (-½)	
60	Mystical Toughness: Physical and Energy Damage Reduction, Resistant, 50%	

PERKS

9	Fringe Benefit: Captain
3	Contact: Totenkopf, 8-
9	Contact: Hitler, 12-
6	Reputation: Hero Of The German People 14-, +2/+2d6

SKILLS

8	+1 with HTH Combat
4	+2 OCV with Lightning Vision
3	Breakfall 13-
3	Interrogation 13-
3	KS: German Military And Intelligence 12-
2	L: English (fluent) (German native)
5	Mechanics 13-
3	Navigation (Air, Marine) 12-
5	Oratory 14-
4	PS: Soldier 13-
2	Survival (Temperate/Subtropical) 12-
3	Tactics 12-
4	WF: Small Arms, Artillery, Blades
2	Weaponsmith (Missiles & Rockets) 12-

TOTAL POWERS & SKILLS COST: 274

TOTAL COST: 500

400 MATCHING COMPLICATIONS (75)

20	Hunted: Allied Forces 14- (As Pow, Harshly Punish)
20	Psychological Complication: Fervent Nazi (Common, Total)
15	Reputation: Most Famous Nazi Superhuman, 14-
20	Social Complication: Subject To Orders (Very Frequently, Major)

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 90



STURMVOGEL

BACKGROUND/HISTORY: Walther Flenner was born in Berlin in 1916 to a blacksmith, one of seven children. Early on he was a supporter of the Nazi party and lied about his age to join the SS in 1934. In 1936 he transferred over to the Kripo (Kriminalpolizei), who had been placed under the control of the SS when the police forces were nationalized, and was assigned to the anti-burglary bureau. In mid-May of 1938 he was on uniformed patrol in Berlin when a sudden thunderstorm of remarkable intensity struck on what had been a perfectly clear spring day. Flenner was struck by lightning on a sidewalk in front of dozens of witnesses. He was taken to a hospital, where doctors were astonished that although his uniform was badly burned, he seemed to be unharmed. Thanking his good luck, Flenner returned to duty the next day.

The next day, Flenner was on an investigation in one of the rougher neighborhoods, and he and his partners were assigned to search the basement of a tenement house where several robbery suspects were rumored to be hiding. When he entered the darkened basement, a nervous burglar hiding there opened fire on Flenner at point blank range. They both stared at each other for a moment, and then Flenner looked down at his own chest, expecting to see a bloody wound. He was astonished that he was unharmed, and even more surprised that his assailant was himself wounded, having been hit by the ricochet of the bullet bouncing off of the young policeman. Flenner reached out, confused, and grabbed the gun from the staggering thief, who screamed as Flenner accidentally broke two of his fingers.

Flenner's superiors doubted his story, at least until he lifted his commander's large oak desk with one hand in front of him. After that, the Nazi High Command became involved, and Flenner was called to perform his feats of strength in front of first Hermann Goering and then Hitler himself. Over the next week, Flenner was tested and studied by various scientists, and discovered his other superhuman abilities (including the ability to fly and fire bolts of electricity from his eyes.) When Flenner was brought before Totenkopf, he immediately identified the young soldier as a beneficiary of the same magics as himself, and told Hitler that Flenner would be his "Eagle of the Storm," leading Germany to its ultimate destiny. Hitler assigned Goebbels to create a public image of a mystical warrior for Germany and the world to be inspired by.

As Sturmvogel, Flenner became the living symbol of Aryan superiority that Totenkopf himself (with his terrifying appearance) could never be. Films of him flying, lifting tanks and blasting targets with lightning spread like wildfire as Germany introduced the world to the "New Overman." It was only a matter of a couple of weeks before America responded with images and films of their own new superhero, Captain Patriot.

Sturmvogel was used more as a publicity object than an actual superhuman operative in the early

days of the war, as Hitler considered him too valuable to put at risk. He accompanied infantry units into Poland and Belgium, but only after most of the fighting had died down. Once America entered the war in 1942, Sturmvogel began to be used to his full potential, battling his counterpart Captain Patriot on several occasions as well as both the Defenders and the Justice Squadron on several occasions. After D-Day, he helped fight alongside German troops in the Battle of the Bulge, and finally was captured by Meteor Man in February of 1945. He was transferred to a special facility in Scotland under personal guard of the King's Men, but had by that time decided that the German cause was lost and made no effort to escape.

PERSONALITY/MOTIVATION: Sturmvogel is a good Nazi, who naturally prefers to follow orders and have as few actual responsibilities as possible. He is quite charming in a bland way, reasonably brave, and completely unimaginative. He fully accepts that both Hitler and Totenkopf are brilliant leaders who deserve unquestioning loyalty, and will pursue any task either of them gives him to the best of his ability. The years between 1938 and 1942 where he is treated as a celebrity makes him a bit soft and lazy, but when the war begins to turn against Germany he does his best for the country he loves.

He doesn't think very deeply about Nazism as a philosophy; if Hitler tells him something is so (like that Jews are evil and responsible for Germany's failures), well, then it's simply so. His concern for law and order and his obvious respect and consideration for his fellow soldiers may at times make him seem like not such a bad guy; then, of course, he will say something casually racist or cruel that reminds heroes that he's completely comfortable with Germany under Nazi rule.

QUOTE: <While signing an autograph.> "It's true that I've been gifted, but I'm simply doing my best for the Fatherland and the Fuhrer, the same as any good German would."

POWERS/TACTICS: Sturmvogel's body has been charged with mystical energy, giving him superhuman strength, the power of flight, and the ability to generate bolts of lightning that flash from his eyes. He is incredibly durable, and his vision has been enhanced (which enables him to use his powers from tremendous heights to support troops on the ground.) He's not particularly creative on his own, generally choosing obvious frontal attacks, but he follows orders well and can carry out strategies competently.

APPEARANCE: Walther Flenner was a handsome young man, tall and well built, with blonde hair, blue eyes and a prominent Adam's apple. As Sturmvogel he wore a blue tunic embossed with a swastika over the "matched lightning bolts" of the SS, military-style loose pants, heavy leather gloves and boots. When making promotional appearances he would frequently include a long cloak, but he rarely wore it if he expected actual combat.

After The War: Sturmvogel spent the last few months of the war in a specially-reinforced cell in a Scottish castle. After the war he was tried at Nuremberg (well after the first trial, which concentrated on the top Nazis and members of the High Command), found guilty of several comparably minor crimes, and sentenced to seven years in prison. He was released in a general amnesty in 1950, and returned to his home in West Berlin. He offered his services to the West German military and was denied. He wrote his memoirs, which were published in 1963 and became a modest sales success. He died of cancer in 1983.

ERNST VON STAHLER

VAL	CHAR	COST	ROLL	NOTES
15/30	STR	5	12-/15-	Lift 200 kg/1600 kg; 3d6/6d6 HTH damage [1/3]
15	DEX	10	12-	
18	CON	8	13-	
15	INT	5	12-	PER Roll 12-
18	EGO	8	13-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		PHASES: 3, 6, 9, 12
8	PD	6		TOTAL: 21 PD (10 rPD)
6	ED	4		TOTAL: 19 ED (10 rED)
8	REC	4		
40	END	4		
15	BODY	5		
30	STUN	5		TOTAL CHARACTERISTICS COST: 129

MOVEMENT: Running: 12m/24m
Flight: 25m/100m

COST POWERS END

37	Prototype Modules: Variable Power Pool, 30 Pool + 30 Control Cost; Armor Gadgets/Weapons Only (-1)	
10	Muscular Enhancement System: +15 STR; OIF: Armor (-½)	1
20	Fine German Steel: Resistant Protection (10 PD/10 ED); OIF (-½)	2
20	Rockets: Flight 25m, x4 NC; OIF (-½)2	
7	Internal Air Tanks: Life Support (Self-Contained Breathing), 1 Continuing Fuel Charge lasting 1 Hour (+0); OIF (-½)	
4	Suit Radio: Radio Perception/Transmission (Radio Group); OIF (-½), Sense Affected As More Than One Sense: Hearing (-½), Costs END To Activate (-¼)	
6	Suit Radar System: Radar (Radio Group); OAF Fragile (-1 ¼), Costs Endurance (-½)	1
3	Polarized Lenses: Sight Group Flash Defense (5 points); OIF (-½)	

10	Chest-Mounted Spotlight: Sight Group Images: AoE (4m radius; +¼), +4 to PER Rolls; Only To Create Light (-1), OIF (-½), Limited Range (60m) (-¼)	2
40	Wrist-Mounted Machine Gun: RKA 2d6, Autofire (5 shots; +½), 64 Charges (+½); OIF (-½)	
30	Wrist-Mounted Cannon: RKA 3d6, 20m Explosion (+½); 6 Charges (-¾), OIF (-½)	
20	Internal Batteries: Endurance Reserve, 60 END, 12 REC; IIF (-¼)	
5	Heavy: Knockback Resistance -8m; OIF (-½)	

PERKS

10	Rank: Sturmabfuhrer
4	Well Off (\$35,000/year)
8	Contact: Hitler 12-
5	Other Useful Contacts In Military

TALENTS

6	Combat Luck (3 PD/ 3 ED)
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SKILLS

10	+2 Levels with Eisenmensch Armor
4	+2 OCV w/ Wrist-Mounted Machine Gun
3	Climbing 11-
3	Combat Piloting 12-
3	Electronics 12-
2	KS: German Military 11-
4	KS: Eisenmensch Tactics 13-
2	L: English (basic), Italian (basic) (German native)
5	Mechanics 13-
3	PS: Eisenmensch 12-
3	SS: Powersuit Engineering 12-
3	Stealth 12-
5	Tactics 13-
0	TF: Small Planes
2	WF: Small Arms
4	Weaponsmith (Firearms, Missiles & Rockets, Incendiaries) 12-

TOTAL POWERS & SKILLS COST: 301

TOTAL COST: 430

400 MATCHING COMPLICATIONS (75)

15	Distinctive Features: Giant Clunky Armor (Concealable; Major Reaction)
20	Hunted: Allied Forces 14- (As Pow, Harshly Punish)
15	Psychological Complication: Thinks Hitler's Insane, Would Sell Out In A Minute (Com, Str)
10	Reputation: Famous Nazi Weapons Designer, 11-
15	Social Complication: Secret: Hiding The Importance of Gremlin Technology (Frequently, Major)

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 20

ERNST VON STAHLER

BACKGROUND/HISTORY: Ernst Von Stahler was born in 1895, and established himself at a young age as an engineering prodigy. During World War I he worked as a designer for Graf Zeppelin making airships, and after the war turned his attention to commercial airplanes. He knew Himmler as a young man, and followed him into the Nazi Party in 1924, though he was never particularly interested in politics.

In the mid-1930s he became fascinated by early work on robots, and then on powered armor suits for soldiers. His early efforts in design were moderately successful, though terribly dangerous for the suits' pilots; though they did in fact enhance the wearer's strength and allow them short bursts of flight, they had a disturbing tendency to malfunction and cripple or kill the humans inside them. Totenkopf was made aware of his program, and secretly brought him to Bohica, where he was introduced to gremlin magical technology. The brilliant little creatures solved all of his design flaws, and before long their factories were churning out the new Eisenmenschen suits weekly. Von Stahler took most of the credit for the improvements in front of Hitler and the High Command, of course, and Totenkopf allowed it as the petty politics of the Nazis had ceased to interest him.

For several years the Eisenmenschen provided support to Axis operations in Europe, and Von Stahler frequently led entire units himself at the front lines, becoming a hero within the German military. When the Defenders finally liberated Bohica from German occupation, Von Stahler was of course unable to duplicate their technological brilliance, and the suits they did have slowly fell into disrepair or were destroyed in the field and not replaced. By April of 1945 Von Stahler and his last few Eisenmenschen were pinned down in

the Black Forest, and chose to surrender to Allied forces to avoid the treatment they feared they were likely to suffer if the Russians captured them instead.

PERSONALITY/MOTIVATION: Von Stahler is no true believer, in Nazism, Germany or Hitler, though he does respect and fear Totenkopf personally. Mostly he's interested in engineering, and for several years the gremlins provide him an opportunity to gain status and wealth for providing Germany with productive weapons and the thrill of fighting at the front while wearing a suit that makes him an unstoppable war machine. Once he starts encountering superhumans on a regular basis, of course, he no longer feels quite so invulnerable and begins searching for a safe way out of the mess he's gotten himself into.

QUOTE: "Look at them down there, like ants. This is the life!"

POWERS/TACTICS: Von Stahler is a solid amateur tactician, and when put in charge of the Eisenmenschen units in the field responds with some reasonably impressive decisions. He'll divide his forces carefully, providing support in the flanks and rear while making sure the main line is capable of overwhelming speed and firepower. He generally leads from the back if he's unsure of a situation, but he'll make sure that he's right up front once victory is assured.

APPEARANCE: Von Stahler is a slightly portly man, muscular but carrying a bit too much weight. He is balding but still has some black hair, and a nose that's been broken more than once. He favors well-tailored suits when he's not in armor. If he's going into action, he wears a standard Eisenmenschen armored suit that is only differentiated from lower-ranking soldiers by his shoulder insignia, as he doesn't want to be singled out by enemy artillery.

After The War: Von Stahler was captured in May of 1945 by American forces, was tried at Nuremburg, and sentenced to twenty years in prison (primarily for his use of slave labor in building the Eisenmensch suits.) He was released in 1966, and died of natural causes in 1971.



TYPICAL EISENMENSCH**VAL CHAR COST ROLL NOTES**

13/28 **STR** 3 12-/15- Lift 150/1200 kg; 2-1/2d6/5-1/2d6
HTH damage [1/2]

11 **DEX** 2 11-

13 **CON** 3 12-

10 **INT** 0 11- PER Roll 11-

10 **EGO** 0 11-

13 **PRE** 3 12- PRE Attack: 2-1/2d6

5 **OCV** 10

4 **DCV** 5

3 **OMCV** 0

3 **DMCV** 0

3 **SPD** 10

PHASES: 4, 8, 12

5 **PD** 3 **TOTAL:** 15 PD (10 rPD)

4 **ED** 2 **TOTAL:** 15 ED (10 rED)

5 **REC** 1

25 **END** 1

11 **BODY** 1

26 **STUN** 3 **TOTAL CHARACTERISTICS COST: 47**

MOVEMENT: Running: 12m/24m
Flight: 20m/40m

COST POWERS**END**

10 **Muscular Enhancement System:** +15 STR; OIF:
Armor (-1/2) 1

20 **Fine German Steel:** Resistant Protection (10 PD/
10 ED); OIF (-1/2)

13 **Rockets:** Flight 20m; OIF (-1/2) 2

7 **Internal Air Tanks:** Life Support (Self-Contained
Breathing), 1 Continuing Fuel Charge lasting
1 Hour (+0); OIF (-1/2) [1]

4 **Suit Radio:** Radio Perception/Transmission (Radio
Group); OIF (-1/2), Sense Affected As More Than
One Sense: Hearing (-1/2), Costs END To Activate
(-1/4)

5 **Suit Radar System:** Radar (Radio Group); OAF
Fragile (-1 1/4), Costs Endurance (-1/2) 1

3 **Polarized Lenses:** Sight Group Flash Defense (5
points); OIF (-1/2)

10 **Chest-Mounted Spotlight:** Sight Group Images:
AoE (4m radius; +1/4), +4 to PER Rolls; Only To
Create Light (-1), OIF (-1/2), Limited Range
(60m) (-1/4) 2

40 **Wrist-Mounted Machine Gun:** RKA 2d6, Autofire
(5 shots; +1/2), 64 Charges (+1/2); OIF (-1/2) [64]

30 **Wrist-Mounted Cannon:** RKA 3d6, 20m Explosion
(+1/2); 6 Charges (-3/4), OIF (-1/2) [6]

20 **Internal Batteries:** Endurance Reserve, 60 END, 12
REC; IIF (-1/4)

5 **Heavy:** Knockback Resistance -8m; OIF (-1/2)

PERKS

7 Fringe Benefit: Leutnant (or better)

4 Contact: Von Stahler, 11-

SKILLS

4 +2 OCV w/ Wrist-Mounted Machine Gun

3 Climbing 11-

2 KS: German Military 11-

3 KS: Eisenmenschen Tactics 12-

1 L: One additional (basic), German native

2 PS: Eisenmensch 11-

3 Stealth 11-

3 Tactics 11-

1 TF: Small Planes

3 WF: Small Arms, Plane Weapons

TOTAL POWERS & SKILLS COST: 203

TOTAL COST: 250

200 MATCHING COMPLICATIONS (50)

15 **Distinctive Features:** Giant Clunky Armor (Concealable;
Major Reaction)

15 **Hunted:** Allied Forces 11- (As Pow)

20 **Social Complication:** Subject To Orders (Very Frequently,
Major)

TOTAL COMPLICATIONS POINTS: 50

EXPERIENCE POINTS: 50

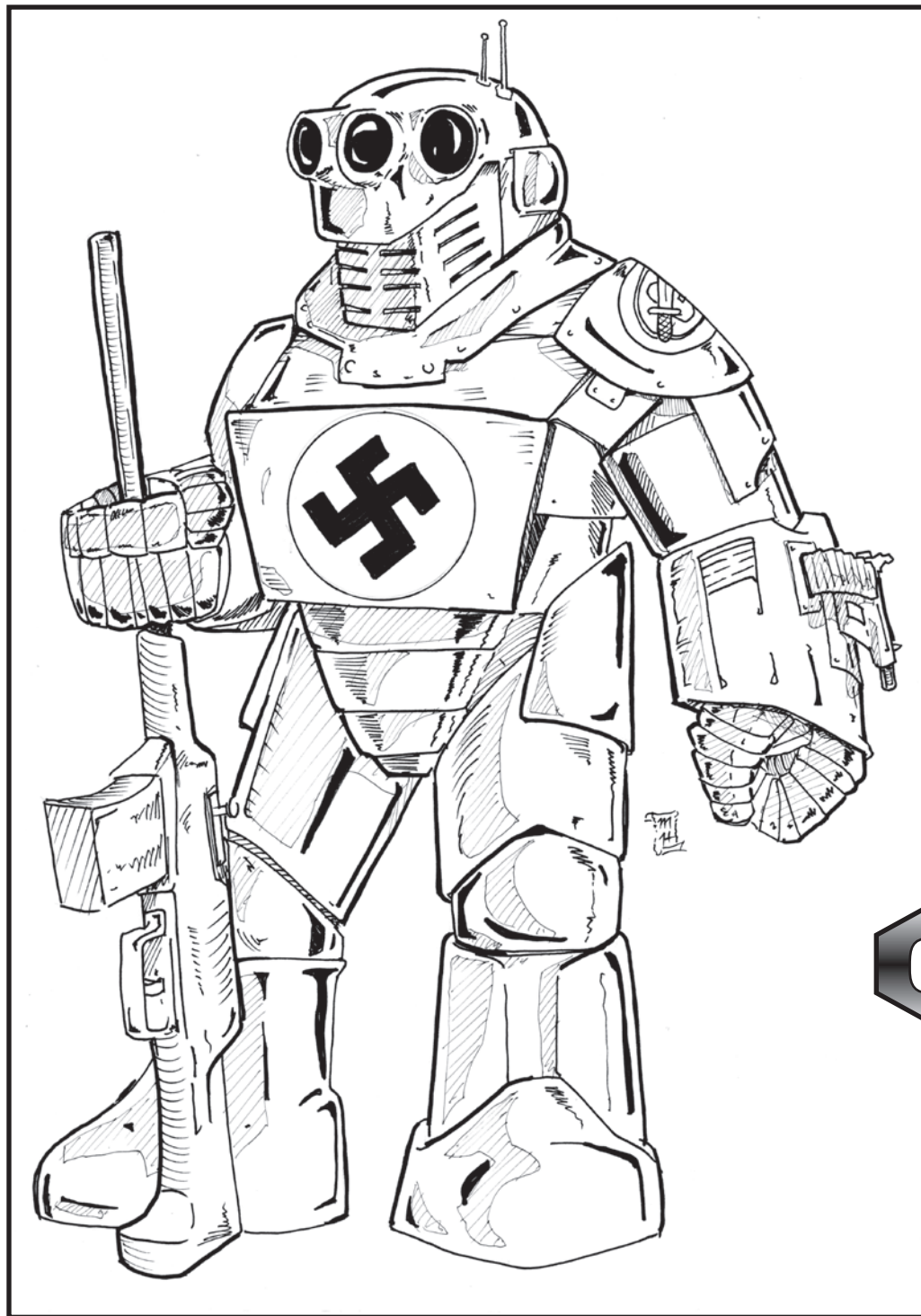
TYPICAL EISENMENSCH

BACKGROUND/HISTORY:

This is a typical Eisenmensch, using the baseline armor set that Germany begins to mass produce after conquering Bohica in late 1939. Individual soldiers might at any time be testing out new additional weapons units or other experimental upgrades. In the Champions Universe, after 1944 the Nazis are not able to manufacture any more of the Eisenmensch suits, and so the handful they are able to maintain are hoarded carefully and repaired as best they can, leading to increasingly “beaten-up” appearances (and greater hazard to the pilots) in the final efforts to defend Germany from Allied invaders.

POWERS/TACTICS: Early in the war the Eisenmensch are terror weapons, intended to break the morale of ordinary infantry or civilians; therefore, their tactics are violent, flashy and noisy. As they encounter superhumans and special forces, they develop considerably better tactics, attacking in waves and concentrating their fire on individual targets. After 1941 or so, many Eisenmensch pilots should include Teamwork among their skills, with high rolls common among elite units.

APPEARANCE: The typical Eisenmensch armored suit stands about 7-1/2 feet high and weighs about 220 kg empty. Soldiers “wear” the suit by stepping directly up into it, and therefore cannot be more than about 6’1” tall or less than 5’9”. The limbs and head are a glossy steel grey, with oversized “goggle” eyepieces, while the torso is painted dark blue or black with red highlights, including an oversized red swastika on the chest and unit badges painted on the shoulders. The arms are disproportionately thick, and contain “pop-up” guns and other weapons from the forearms.



OTTO SKORZENY

VAL	CHAR	COST	ROLL	NOTES
16	STR	6	12-	Lift 225 kg; 3d6 HTH damage [1]
15	DEX	10	12-	
15	CON	5	12-	
18	INT	8	13-	PER Roll 13-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
5	DCV	10		
3	OMCV	0		
4	DMCV	3		
4	SPD	20		PHASES: 3, 6, 9, 12
7	PD	5		TOTAL: 10 PD (3 rPD)
4	ED	2		TOTAL: 7 ED (3 rED)
5	REC	1		
30	END	2		
13	BODY	3		
30	STUN	5		TOTAL CHARACTERISTICS COST: 110

MOVEMENT: Running: 12m/24m

COST POWERS **END**

- 40 **Machine Gun:** 2-½d6 RKA, Autofire (5 shots, +½), Charges (4 clips of 32, +½); OAF (-1)
- 11 **Fencing Sabre:** 1d6 HKA (2d6 w/STR), 0 END (+½); OAF (-1)

PERKS

- 11 Rank: Obersturmbannfuhrer
- 4 Well Off (\$35,000/year)
- 8 Contact: Hitler 12-
- 5 Other Useful Contacts In Military

TALENTS

- 6 Combat Luck (3 PD/ 3 ED)
- 3 Lightsleep
- 3 Resistance +3
- 3 Handsome: Striking Appearance +1/+1d6

SKILLS

- 20 +2 Levels w/ All Attacks
- 3 Acting 13-
- 3 Charm 13-
- 3 Climbing 12-
- 3 Conversation 13-
- 3 AK: Europe 13-

- 3 Demolitions 12-
- 3 Disguise 12-
- 3 High Society 13-
- 5 Interrogation 14-
- 3 KS: Fencing 13-
- 5 KS: German Military 14-
- 3 KS: Allied Military 12-
- 5 L: French (Completely Fluent), English, Spanish (Basic) (German Native)
- 3 Mechanics 13-
- 2 Navigation (Land) 13-
- 3 Paramedic 13-
- 4 PS: Soldier 14-
- 3 SS: Civil Engineering 13-
- 3 Stealth 12-
- 4 Survival (Subarctic, Temperate) 13-
- 3 Systems Operations 13-
- 9 Tactics 16-
- 7 TF: Common Motorized, Two-Wheeled Motorized, Tracked Military, Wheeled Military, Parachuting, Small Planes
- 3 WF: Small Arms, Blades

Martial Arts: Brawling

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block, Abort
5 Arm or Ankle Twist	-1	-2	Grab One Limb; HKA 2d6+1, Disable
4 Cross	+0	+2	5d6 Strike
5 Jab	+1	+3	3d6 Strike
4 Disarm	-1	+1	Disarm; 26 STR to Disarm
3 Tackle	+2	+1	3d6 Strike; You Fall, Target Falls

Martial Arts: Fencing

Maneuver	OCV	DCV	Notes
4 Bind	+1	+0	Bind, 26 STR to Bind
4 Cut	+2	+0	Weapon +2DC
5 Lunge	+1	-2	Weapon +4 DC
4 Riposte	+2	+2	Weapon +2 DC, must follow Block
4 Void	-	+5	Dodge, Abort

TOTAL POWERS & SKILLS COST: 250

TOTAL COST: 360

300 MATCHING COMPLICATIONS (60)

- 20 **Hunted:** Allied Forces 14- (As Pow, Harshly Punish)
- 10 **Rivalry:** Other Intelligence Agents
- 10 **Reputation:** Famous Nazi Secret Agent, 11-
- 20 **Social Complication:** Subject To Orders (Very Frequently, Major)

TOTAL COMPLICATIONS POINTS: 60

EXPERIENCE POINTS: 55





OTTO SKORZENY

BACKGROUND/HISTORY: Otto Skorzeny was born in Austria in 1908 to a family with a long tradition of military service. As a youth he was an excellent fencer. He joined the Austrian Nazi party in 1931 and held a series of leadership positions within the SA “Brownshirts.” He came to Hitler’s attention during the Anschluss of Austria in 1938, when he kept local Nazis from shooting the Austrian President and creating an “incident.” In 1939 he joined Hitler’s personal bodyguard regiment, where he won acclaim as a civil engineer for inventing a new type of loading ramp for ships. His unit was sent to Central Europe in 1940, and he fought in France, the Netherlands and Yugoslavia.

In late 1941 he transferred again, this time to the Waffen-SS, and fought in Russia for more than a year, mostly around Moscow. Injured in 1942,

Skorzeny spent his time in the hospital reading up on “unconventional warfare” and commando strategy, and wrote a letter to his superiors with several new ideas for a unit of commandos who would operate partisan-style behind enemy lines, disguised in enemy uniforms and sabotaging infrastructure. Impressed, the SS put him in charge of creating such a unit, and by the summer of 1943 he was leading *Sonderverband zbV Friedenthal*, the unit Allied Command would come to fear the most.

Over the course of the next two years Skorzeny was a terror, moving back and forth across Europe and occasionally abroad to oversee commando operations. He personally led the glider raid that rescued Mussolini from Allied hands in a mountainside hotel, worked with guerillas sabotaging oil facilities in Iran, and kidnapped the son of the Regent of Hungary to force him to retire in favor of a friendlier Nazi stooge. He first encountered Allied superheroes at the Teheran Conference,

After The War:

Skorzeny was tried for war crimes at Nuremberg, but was acquitted of most of the charges against him. He was still being held in an internment camp in Darmstadt in 1948 when he escaped. He was spotted several times, once dining on the Champs Elysee in Paris, but eventually made his way to Madrid, where he lived for several years (and published his memoirs in 1950.) As one of the leaders of ODESSA and Die Spinne, he arranged for the escape and resettlement of perhaps hundreds of former Nazis. He trained Egyptian commandoes in the early 1950s, and then spent some time in Argentina as an advisor to Peron (and bodyguard to his wife Eva.) his training programs provided commandos to varied nations and leaders, including South Africa and Gaddafi’s Libya. He died of cancer in Spain in 1975.

where he was narrowly thwarted in his efforts to assassinate Roosevelt, Churchill and Stalin simultaneously. He was in Berlin in July of 1944 when German officers tried to assassinate Hitler, and personally led the forces that put down the rebellion and ran the Wehrmacht's Command Center for 36 hours until matters calmed.

As the war efforts began to fail in December 1944, Skorzeny sent his men behind Allied lines in US Army uniforms to commit sabotage and cause havoc. As an acting Major General, Skorzeny took command in the field of efforts to sabotage and destroy bridges and factories as the Germans retreated. In April he returned to Berlin to receive another medal from Hitler personally. Rather than return to the front, Skorzeny took the opportunity to flee to Bavaria, where he waited out the rest of the war in hiding and surrendered to Allied forces in May.

PERSONALITY/MOTIVATION: If half the stories told of Otto Skorzeny in real life are true (and many are at least questionable), he was the closest thing the world has seen to a James Bond villain. He was a brilliant tactician, and during the war his commandos cause enormous chaos to Allied security forces. He loves a challenge, and will always welcome the opportunity to match wits with Allied mystery men- in fact, he makes an excellent personal nemesis for any such hero operating abroad!

QUOTE: "My knowledge of pain, learned with the sabre, taught me not to be afraid. And just as in dueling when you must concentrate on your enemy's cheek, so too in war."

POWERS/TACTICS: Skorzeny is an absolutely fearless daredevil, and any supposedly secure Allied installation or operation had better keep on their toes from 1943 on. In the Champions Universe, he might even make it over to the States occasionally to sow his particular brand of havoc. He'll be very interested in personally testing the combat skills of any non-powered Allied operatives, but he'll generally choose discretion and retreat (usually in disguise) in the face of superhumans or large military units.

APPEARANCE: Skorzeny is a tall (6'4), handsome man, with an easy charm but capable of an impressive temper. He is rarely caught out of uniform, and his attire is always immaculate and appropriate to the situation. He has a dueling scar on his cheek from his old fencing days, which only serves to make him look more rakish or imposing depending on circumstance, and a small neat mustache.

MOORBRAND

BACKGROUND/HISTORY: Hans Weber, born in Stuttgart in 1915, went to work for the Abwehr in 1935 in the Counter-Intelligence Bureau. He was assigned in 1939 to a small unit that was investigating the activities of a reputed mystic and astrologer named Marcin. After several months of work, they found his secret hideaway, a small tower and planetarium in Frombork not far from where Copernicus had lived. When they broke inside, they found no one at home, and began to ransack the place looking for clues and evidence of his illegal "magic." Weber, searching the basement, found a trapdoor that led into a maze of tunnels beneath the city, and seeing an opportunity to finally get some recognition for himself decided to explore them alone. In a darkened stone passageway, he found a small carved amulet in the shape of a flame, and when he touched it it exploded in his face.

When he recovered from the shock, he felt a strange, hot energy coursing through his veins. Though he decided to cover up the incident from his superiors (who did, as he predicted, take credit for finding the tunnels though Marcin himself had disappeared), by the time he returned to Germany he discovered by experimentation that he now had the power to teleport short distances in a burst of flame, as well as to generate small balls of fire he could hurl at opponents. After practicing for a bit, he boldly presented himself to Totenkopf directly as a recruit. Totenkopf, impressed by his audacity, put him to work as a spy, and Weber (now called "Moorbrand" or "The Secret Fire") became one of his deadliest operatives and assassins.

PERSONALITY/MOTIVATION: Moorbrand prides himself on his professionalism, and will always keep the goals of his mission as the highest priority. However, he will also look for and seize upon any opportunity to improve his own standing, whether by gathering information he can use for blackmail later or incidentally stealing a valuable item from the bedroom of his latest target for assassination. He wants someday to be treated with the same respect and fear Totenkopf demands, and holds most ordinary humans (including his own superiors) in carefully veiled contempt.

QUOTE: "Surely the soon-to-be-late Count will never miss this little trinket."

POWERS/TACTICS: Unknown to Weber, Marcin was a Lemurian hiding in plain sight among humans while he conducted his own magical research, who only fled Poland once it became clear the German occupation was becoming personally inconvenient. The amulet he dropped while fleeing was a Lemurian Flame-Charm, which operates similarly to ignaetium and is the core of Moorbrand's newfound powers.

Moorbrand is a bit of a coward when it comes to physical combat, and if a first round of fireball-tossing doesn't resolve a situation he will quickly

MOORBRAND (HIDDEN FIRE)

VAL	CHAR	COST	ROLL	NOTES
13	STR	3	12-	Lift 150 kg; 2-1/2d6 HTH dam [1]
23	DEX	26	14-	
18	CON	8	13-	
15	INT	5	12-	PER Roll 12-
18	EGO	8	13-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
7	DCV	20		
3	OMCV	0		
4	DMCV	3		
6	SPD	40		PHASES: 2, 4, 6, 8, 10, 12
6	PD	4		TOTAL: 13 PD (7 rPD)
6	ED	4		TOTAL: 13 ED (7 rED)
8	REC	4		
55	END	7		
14	BODY	4		
30	STUN	5		TOTAL CHARACTERISTICS COST: 166

MOVEMENT: Running: 16m/32m
Teleport: 30m/480m

COST POWERS

		END
62	In A Puff Of Flame: Teleport 30m, x16 Noncombat, Position Shift, Safe Blind (+1/4)	6
20	Flame-Puff: 1d6+1 RKA, AoE 4m (+1/4), Hole In Middle (+1/4), 0 END (+1/2); Only When Teleporting (Linked, -1/2), No Range (-1/2)	
27	Blink Defense: +8 DCV, Costs END (-1/2)	4
37	Fireballs: 2d6 RKA, Autofire (3 shots; +1/4);	3
4	Swift: Running +4m	
8	Padded Costume: Resistant Protection (4 PD/ 4 ED), OIF (-1/2)	

PERKS

9 Fringe Benefit: Kapitan

TALENTS

6 Combat Luck (3 PD/3 ED)

SKILLS

10	+2 with Martial Arts
3	Acting 13-
3	Charm 13-
3	Conversation 13-
5	Disguise 13-
4	KS: German Intelligence 13-
3	L: English (Fluent), French (Basic)
3	Lockpicking 13-
3	Security Systems 12-
3	Shadowing 12-
3	Stealth 13-

Martial Arts: Comicbook Martial Arts

	Maneuver	OCV	DCV	Notes
4	Martial Disarm	-1	+1	Disarm; 28 STR to Disarm
4	Martial Dodge	--	+5	Dodge, Affects All Attacks, Abort
4	Martial Escape	+0	+0	33 STR vs. Grabs
4	Martial Strike	+0	+2	5-1/2d6 Strike
3	Martial Throw	+0	+1	3-1/2d6 +v/5, Target Falls
4	+1 HTH Damage Classes			

TOTAL POWERS & SKILLS COST: 239

TOTAL COST: 405

400 MATCHING COMPLICATIONS (75)

15	Hunted: Allied Forces 11- (As Pow, Harshly Punish)
15	Psychological Complication: Nazi (Common, Str)
15	Psychological Complication: Amoral (Common, Str)
10	Reputation: Dangerous Nazi Superhuman, 11-
20	Social Complication: Subject To Orders (Very Frequently, Major)

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 0



6

DER RIND

BACKGROUND/

HISTORY: Herbert Neumann was born in 1921, a farm boy from the fields outside of Bremen. He entered the army when he turned eighteen, having been raised in the Hitler Youth as a good, loyal patriot and Nazi. He was assigned to the tank corps of the 6th Army as a mechanic for Panzer IIs, which had a reputation for balky engines. While there, his superiors noted his remarkable physical strength and cheerful bravery as well as his comparably dim wits; he would frequently be seen running across fields with his toolbox in hand while under heavy fire in order to repair a tank that had broken down in a French field. When his commander told Herbert he'd been selected to join a special unit that would be experimenting with Totenkopf's new "soldier enhancement program," he took it as an honor and wrote a letter home to his mother expressing his pride in being chosen.

After weeks of serums, electrical shocks and strange

switch to a defensive mode while he looks to escape. His "blink teleport" raises his DCV to a very high level, and he'll rely on that while trying to avoid any "area of effect" attacks.

AFTER THE WAR: Moorbrand didn't survive the war, as he was killed by Soviet superhumans during the Battle of Berlin in April 1945.

APPEARANCE: Moorbrand wears a black cloak over a baggy dark jumpsuit, with a cowl and domino mask to hide his features. His belt is yellow, with a large buckle, and he frequently carries a gun or a stolen bit of magic or technological weaponry. He keeps his amulet well-hidden in an inside pocket, and almost no one knows it is the actual source of his powers.

runes being tattooed on his body, Herbert not only survived the process but in fact was one of its rare successes. His great natural strength was enhanced twenty times over, and his skin became so hard that small arms fire simply bounced off of him. When one of Totenkopf's scientists made a joking reference to Herbert being stronger than any ox that had been on his farms, the nickname "Rind" stuck as his new nom de guerre. He was given a horned helmet made of plate steel as part of his new uniform, and quickly developed a fighting style of head-down charges to take full advantage of it.

Der Rind was assigned to Totenkopf's personal staff as a bodyguard, and served at his side for almost four years, battling Allied superhumans

DER RIND (THE OX)

VAL	CHAR	COST	ROLL	NOTES
40	STR	30	17-	Lift 6400 kg; 8d6 HTH dam [4]
15	DEX	10	12-	
23	CON	13	14-	
8	INT	-2	11-	PER Roll 11-
13	EGO	3	12-	
18	PRE	8	13-	PRE Attack: 3-1/2d6
7	OCV	20		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		PHASES: 3, 6, 9, 12
5	PD	3		TOTAL: 24+6 PD (19+6 rPD)
5	ED	3		TOTAL: 24+6 ED (19+6 rED)
20	REC	16		
60	END	8		
15	BODY	5		
56	STUN	18		TOTAL CHARACTERISTICS COST: 170

MOVEMENT: Running: 18m/36m
Leaping: 14m/28m

COST POWERS**END**

45	Incredibly Tough: Resistant Protection (15 PD/ 15 ED)	0
8	Armored Costume: Resistant Protection (4 PD/ 4 ED); OIF (-½)	0
5	Armored Helmet: Resistant Protection (6 PD/ 6 ED); OIF (-½), Activation Roll 8- (Or protects Locations 3-4; -1-¾)	
7	Helmet Horns: +3d6 HA; OIF (-½), Hand-to-Hand Attack (-¼), Only For Move-Thrus, Charges, Or Head Strikes (-½)	
6	Hard Charge: Running +6m	3
5	Powerful Legs: Leaping +10m	2
10	Superhuman Physiology: Life Support (Immunity: All terrestrial diseases; All terrestrial poisons)	0
16	Superhuman Physiology: Regeneration (1 BOD per Turn)	0

PERKS

9 Fringe Benefit: Kapitan

SKILLS

16	+2 with HTH Combat
4	+2 OCV with Move-Through
3	Animal Handler (Bovines, Equines) 13-
3	Breakfall 13-
3	Climbing 13-
1	Gambling (Card Games) 8-
2	AK: Bremen Countryside 11-
5	Mechanics 12-
2	PS: Farmer 11-
1	Survival (Temperate/Subtropical Forests) 11-
6	TF: Common Motorized, Carts & Carriages, Equines, Sleds, Tracked Military Vehicles
3	WF: Small Arms, Vehicle Weapons

TOTAL POWERS & SKILLS COST: 160**TOTAL COST: 330****300 MATCHING COMPLICATIONS (60)**

15	Enraged: When Taunted About Intelligence (Common), go 8-, recover 11-
15	Hunted: Allied Forces 11- (As Pow, Harshly Punish)
15	Psychological Limitation: Naive, Never Questions Authority (Common, Strong)
15	Social Limitation: Subject To Orders (Frequently, Major)

TOTAL COMPLICATIONS POINTS: 60**EXPERIENCE POINTS: 30**

After The War: Rind was taken back to Germany after Neuschwabenland and stood trial in one of the later Nuremberg trials. He was sentenced to ten years in prison, and then released in the general amnesty in 1950. He offered his services as a superhuman operative to West Germany, but was rejected, and fell into alcoholism and even homelessness for several years. He was then recruited by the Silver Age villain Amaranthus into his criminal organization called the Syndicate, and fought superhero teams like the Outcasts throughout the 1960s. When the Syndicate was finally defeated, Rind worked briefly for VIPER and was captured several more times, serving brief prison sentences. He finally retired from his criminal activities in the mid-

1970s, settling in Argentina, and died of liver failure in 1982.

6

on several occasions. He was present at the Neuschwabenland fortress in Antarctica during the final battle with the Defenders, and was defeated in single combat by Bulletproof.

Personality/Motivation: Der Rind is a simple man.

Though a slow thinker, he's not stupid, and greatly resents anyone who says he is (at least, once he "gets" the insult.) He loves Germany, Hitler, and the Army, all of which in his opinion have been very good to him, and therefore he hates anyone opposed to them. This of course includes anyone apparently Jewish, Slavic, "sexually deviant" or otherwise outside his very narrow boundaries of acceptability.

On the other hand, he has a very strong need to satisfy and impress anybody superior to him in either rank or power. Any attention he gets from one of his heroes will fill him with childish glee, and any rebuke will send him into a fit of depression, followed by renewed determination to win them over (perhaps by a feat of poorly-thought-out bravery.)

QUOTE: "Stupid Amerikaner! I'll wipe that smug smile off your face!"

POWERS/TACTICS: Der Rind is superhumanly strong and tough, and his enhanced physiology allows him to recover from any injuries he does get quickly (as well as protecting him from poisons or disease.) He wears a steel helmet with imposing horns, and will always look for an opportunity to get a running start and slam his



head into an opponent. Tactics more complex than this are, well, a bit beyond him, though he generally can follow simple orders.

APPEARANCE: Rind stands about 6'5 and weighs over three hundred pounds, with short brown hair and massive shoulders and neck. He wears a dark-brown skintight suit with red and black highlights, and a black helmet topped with two massive ox-like horns.

SCHATTENKRIEGER (SHADOW WARRIOR)

VAL	CHAR	COST	ROLL	NOTES
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
19	DEX	18	13-	
18	CON	8	13-	
13	INT	3	12-	PER Roll 12-
13	EGO	3	12-	
18	PRE	8	13-	PRE Attack: 3.5d6
7	OCV	20		
6	DCV	15		
3	OMCV	0		
4	DMCV	3		
5	SPD	30		PHASES: 3, 5, 8, 10, 12
5	PD	3		TOTAL: 19 PD (14 rPD)
5	ED	3		TOTAL: 19 ED (14 rED)
9	REC	5		
45	END	5		
10	BODY	0		
40	STUN	10		TOTAL CHARACTERISTICS COST: 144

MOVEMENT: Running: 12m/24m
Flight: 20m/80m

COST POWERS

END

60	Shadow Magic: Multipower, 60 Active Points	
6f)	Shadow Control I: Darkness (Sight Group, 4m Radius), Personal Immunity (+¼), Ranged (+½), Usable As Attack (Defense Is Light Or Darkness Powers, +1-¼)	6
5f)	Shadow Control II: Darkness (Sight Group, 6m Radius) 0 END (+½), Personal Immunity (+¼)	0
6f)	Shadow Blast: Blast 9.5d6 (½ END, +¼)	2
6f)	Shadow Spear: RKA 3d6 (½ END, +¼)	2
6f)	Shadow Terror: Drain PRE 6d6	6
6f)	Shadow Bonds: Entangle 5d6, 5 PD/5 ED, Stops Sight Group	6
6f)	Shadow Limbs: Telekinesis 40 STR	6
4f)	Shadow Form: Desolidification (Affected by Light and Magic)	4
34	Mantle Of Shadow: Resistant Protection, 14 PD/ED; Costs END To Activate (-¼)	4
5	Dark Magics: Power Defense (5 points)	0
5	Dark Magics: Mental Defense (5 points)	0
24	Dark Magics: Life Support: All Safe Environments, Immortal, Immune to Poison/Disease	0
25	Flight: Flight 20m, x4 NC	2
10	Shadow Sight: IR and UV Perception (Sight)	0

PERKS

7 Rank: Leutnant

TALENTS

6 Combat Luck (3 PD/3 ED)

SKILLS

10 +2 Levels w/Shadow Magic
3 Acting 13-
3 Interrogation 13-
2 AK: Munich 11-
3 KS: Arcane Lore 12-
3 KS: Demons 12-
2 L: Russian (fluent)
3 Shadow Magic: Power 12-
3 Shadowing 12-
3 Stealth 13-

TOTAL POWERS & SKILLS COST: 256

TOTAL COST: 400

400 MATCHING COMPLICATIONS (75)

15 **Distinctive Features:** Creepy Teenager with Wisps Of Shadow (Concealable, Major Reaction)
10 **Negative Reputation:** Totenkopf's "Teacher's Pet"
20 **Psychological Complication:** Sadistic (VC, Str)
15 **Psychological Complication:** Hero-Worships Totenkopf (Com, Str)
15 **Social Limitation:** Subject To Orders (Frequently, Major)

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 0

After The War: Though Schattenkrieger died in 1945, his evil lived after him. A parallel-earth version of him was a recruit of the Time Nazis who battled the Fabulous Five in the 1960s. An East German supervillain studied the same magics as Scholz in the 1970s and used the name again. Finally, in the late 1990s a mad wizard named Ouroboros resurrected Schattenkrieger from the Netherworld as part of his Legion of Death to battle the Justice Squadron.

SCHATTENKRIEGER

BACKGROUND/HISTORY: Uwe Scholz was born in Munich in 1925. His parents, Otto and Helga, were both mystics in the Order of the New Templars, who were the first German organization to use the swastika as a mystical symbol. That group eventually lost most of its other members to associations with stronger ties to the Nazis, and the Scholzes eventually went to work for the RSvKg in their efforts to categorize and analyze magic itself. Otto was present at the Walpurgisnacht Working, but did not survive the night's chaos.

Uwe, who had already joined the Hitler Youth, was not particularly unhappy to hear of his father's death, as he had always considered the man weak and unwise in his choice of teachers and masters. When his mother finally introduced him to Totenkopf in 1938, Uwe knew that he had found the teacher he would willingly serve and learn from. He threw himself into mystical studies at Totenkopf's knee, working as his personal valet and studying his books and lessons at night. By his sixteenth birthday in early 1941, he was already perhaps the second most powerful mystic in Germany, having mastered the arts of shadow magic.

Schattenkrieger, as he began calling himself, didn't have much contact with Allied superhumans until after D-Day. He helped his master with the Aesir Working, and fought at his master's side in Neuschwabenland. He was killed when the nuclear-powered Ganymede rocket crashed into the Antarctic fortress, in the same explosion that finally finished off Hitler (see p. 229).

PERSONALITY/MOTIVATION: Schattenkrieger is as thoroughly evil as any mortal beginning at a very young age—indeed, anyone for whom Nazism itself is simply not evil enough is likely to be a menace to be handled carefully. Once Uwe learned the truth of demons and the Netherworld that Totenkopf came from, no ordinary darkness would ever be enough to satisfy him again. He revels in decadence, hatred and cruelty, and will always seek to cause as much pain and terror as possible. He recognizes that he still has much to learn, but he embraces every lesson of evil that Totenkopf can teach him, at least until he can kill the demon himself and take everything it has for his own.

QUOTE: “Death is certainly too good for you, and certainly too quick. First, let's see how well you can suffer!”

POWERS/TACTICS: Schattenkrieger is young, but already shows tremendous potential and has nearly mastered “shadow magic,” a school where every mystical manifestation is represented by darkness and living shadows. He can fire bolts of dark energy, or fill an area with impenetrable blackness. He can create mysterious shadowy limbs to manipulate objects at a distance, or turn his own form insubstantial. He can even cause an adversary's own shadow to “attack him”, clinging to him and blocking his own vision.

Since his studies have been so hurried and compressed, there are vast chunks of mystical lore he is unfamiliar with, and he regularly overestimates his own knowledge and underestimates those of others he doesn't respect. He's a sadist, and will always take the opportunity to inflict extra pain or try to terrify anyone he has an edge on. He even realizes that his comparative youth makes him creepier still, and will play that up if he sees that it affects anyone.

APPEARANCE: Schattenkrieger dresses in the uniform of a senior student from the Hitlerjugend (“Hitler Youth”), with various insignia and medals on the blouse and a bandana tied at his throat. His skin is nearly pale white, and his eyes glow with a maniacal gleam. He usually has arcs of shadowy energy coursing around his body.



GENERAL BLUT (GENERAL BLOOD)

VAL	CHAR	COST	ROLL	NOTES
45	STR	35	18-	Lift 12.5 tons; 9d6 HTH dam [4]
10	DEX	0	11-	
10	CON	0	11-	
15	INT	5	12-	PER Roll 12-
18	EGO	8	13-	
23	PRE	13	14-	PRE Attack: 4-1/2d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		PHASES: 3, 6, 9, 12
12	PD	33		TOTAL: 12 PD (12 rPD)
12	ED	33		TOTAL: 12 ED (12 rED)
4	REC	0		
60	END	8		
23	BODY	13		
-	STUN	0		TOTAL CHARACTERISTICS COST: 188

MOVEMENT: Running: 30m/60m

COST POWERS

END

- 18 **Motorized Tracks:** Running +18m [3]
- 60 **Turret-Mounted 20mm Cannon:** RKA 4d6; +1 Increased Stun Multiplier (+¼), 180 Charges (+1); Full Phase (-½), Not Vs. Targets Inside Barrel Range (-¼), Limited Arc Of Fire (60 Degrees) (-½)
- 88 **7.92mm Machine Gun:** RKA 2-½d6, Autofire (5 shots; +½), +1 Increased STUN Multiplier (+¼), 1425 charges (+1); Limited Arc of Fire (180 Degrees) (-¼)
- 45 **Tank Body:** Takes No Stun
- 15 **Tank Body:** Does Not Bleed
- 18 **Tank Body:** Knockback Resistance -6m
- 35 **Tank Body:** Life Support: Self-contained Breathing, Does Not Eat, All Safe Enviros, Longevity (800 Y ears), Immune to Disease and Poison
- 10 **Radio:** Radio Perception/Transmission

PERKS

- 12 Fringe Benefit: Rank: General

TALENTS

- 3 Absolute Range Sense
- 3 Absolute Time Sense
- 3 Bump Of Direction
- 9 Absolutely Horrifying: Striking Appearance +3/+3d6

SKILLS

- 6 +2 OCV with Cannon and Machine Gun
- 5 Rapid Autofire
- 5 AK: Europe 14-
- 2 AK: French Countryside 11-
- 3 Demolitions 12-
- 3 Interrogation 14-
- 3 KS: German Military 12-
- 4 L: English (fluent), French (fluent) (German native)
- 3 Mechanics 12-
- 2 Navigation (Land) 12-
- 3 Oratory 14-
- 3 PS: Officer 12-
- 3 Shadowing 12-
- 3 Stealth 11-
- 5 Tactics 13-

TOTAL POWERS & SKILLS COST: 372

TOTAL COST: 560

400 MATCHING COMPLICATIONS (75)

- 20 **Distinctive Features** (Tank With Mounted Skull, Not Concealable, Major)
- 15 **Hunted:** Allied Forces 11- (As Pow)
- 30 **Physical Complication:** Is A Tank (Oversized, No Hands, Etc.) (All The Time, Greatly)
- 20 **Psychological Complication:** Megalomaniacal (Com, Str)

TOTAL COMPLICATIONS POINTS: 80

EXPERIENCE POINTS: 160

After The War: Blut's brain circuitry was recovered in orbit in 1964 by alien invaders known as the Vervoids, who made the fatal error of allowing the circuits to contact their computers. Blut took control of their spaceship (redesigning it with a spiffy new skull-shaped bow) and slaughtered most of the crew; the handful remaining he took on to Ganymede in order to enact his vengeance on Totenkopf. However, he discovered that the Nazis had never made it there, so he took over the home of the Ganymedeans. Using massive drilling equipment, he reached the machinery hidden in the core that had been left there by the Galaxar Geon, and achieved cosmic godhood. He reshaped the entire moon to reflect his skull-like visage, and launched a series of attacks back on Earth that were only narrowly defeated by the Fabulous Five.

GENERAL BLUT

BACKGROUND/HISTORY: Kurt Hofmann was born in a small town near Muster in 1889, and joined the German Army as a teenager, serving in a series of artillery brigades. By the time World War I broke out, he was a Leutnant, and his bravery and success in the field in France and Switzerland soon had him promoted to Oberstleutnant. While he was fighting British and French forces on the Western Front, he had plenty of opportunity to observe the effectiveness of the new British tanks, which were far superior to the initial efforts of the German engineers. He became fascinated, perhaps even obsessed, with tanks as the key to war in the future, and tried to convince his superiors to dedicate more money and research into their development.

When Germany lost the war, they were forced to sign the Treaty of Versailles, which forbade the Central Powers to possess or build tanks at all, and their existing models were confiscated. Though Hofmann took several other positions in the army over the next fifteen years, he continued to study tanks, both their mechanical attributes and the strategies developed for using them in combat. When Adolf Hitler took power in 1933 and flatly rejected the directives of the Treaty by resuming building tanks, Hofmann, now an Oberst, was placed in charge of one of the earliest Panzer divisions.

Germany invaded France and the Low Countries in May 1940, and Hofmann's division was remarkably successful in utilizing the "blitzkrieg" strategy to bypass and overwhelm French defensive lines. Within six weeks French resistance had fallen, and Hofmann's unit was assigned to hold territory near Limousin, particularly against French Maquis resistance forces that were hiding out in the hills.

One day in 1941, Hofmann was reviewing his troops on a maneuver when he fell in muddy ground, and was accidentally run over by one of his own tanks. His body was terribly mangled in the horrible accident, but he survived. Terribly depressed, he was visited in the hospital by a doctor from Totenkopf's RSvKg unit by the name of Karl Kruger. Kruger, a brilliant but insane biologist, was looking for volunteers for a new procedure he was working on, one that if it worked offered Hofmann the chance to get out of this bed, to fight again. Hofmann, who had been contemplating suicide, eagerly accepted the assignment.

When he woke at last after weeks of complicated surgeries, Hofmann was indeed a "new man." Kruger had removed his brain and spinal column, encasing them in a steel container of vital fluids that kept them alive and functional. The column in turn was connected directly to the command interface of a massive prototype robotic tank, allowing Hofmann's brain to control the war machine directly with his thoughts! Hofmann, who had arguably already gone insane from his condition, was delighted with his new form, and

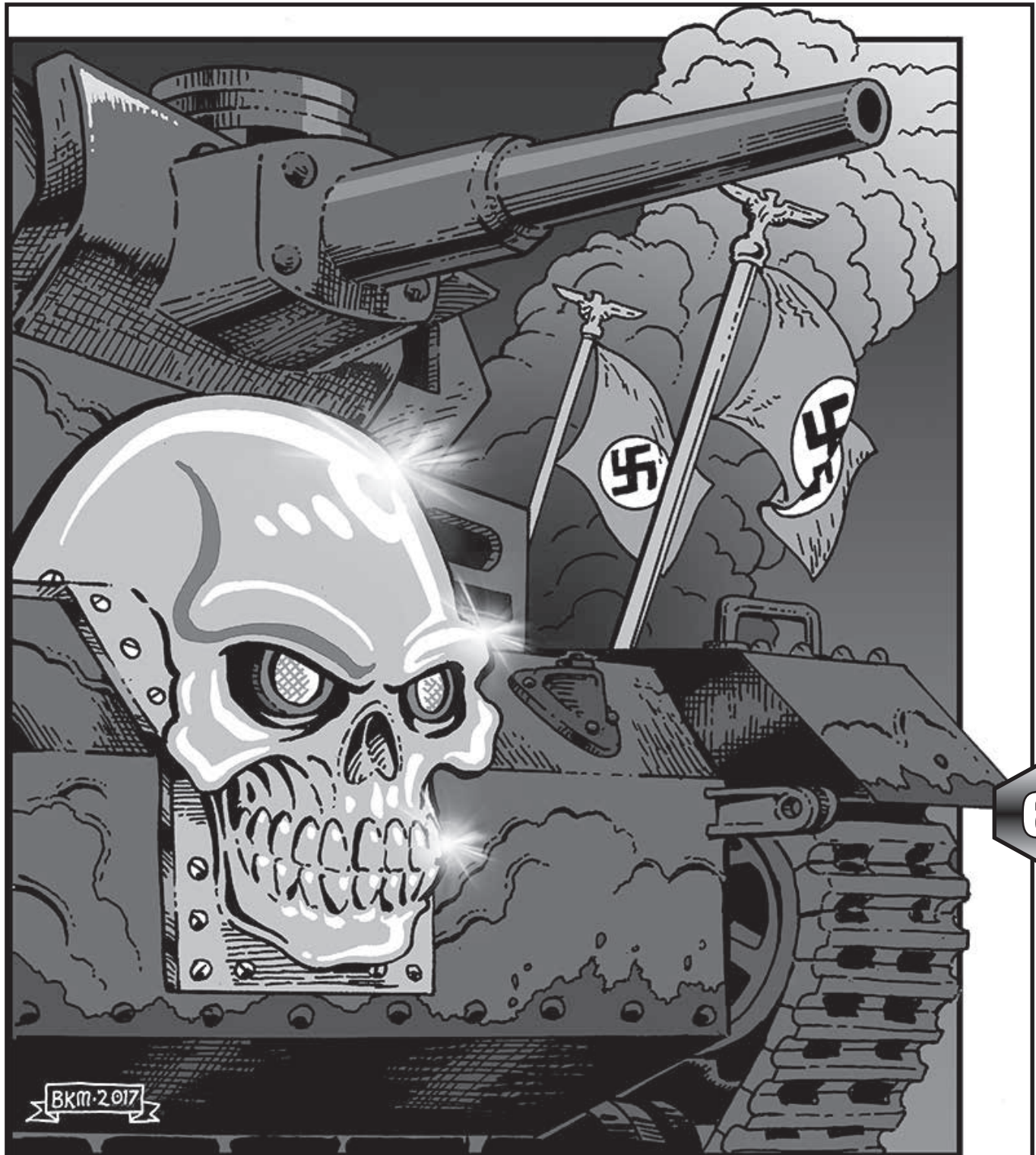
swore his allegiance to Totenkopf and Hitler as a new symbol of horror to Germany's enemies. Promoted to general and placed in charge of the effort to wipe out French resistance forces, Hofmann renamed himself "General Blut."

Blut spent months battling the Maquis in rural France, and there he first encountered Allied superheroes when several nonpowered mystery men parachuted behind French lines to assist the war effort. He fought the Freedom Battalion several times, the last of which resulted in him being driven over the side of a mountain and his tank body being destroyed. However, his "brain circuits" were recovered, and he was reconnected instead to a giant experimental airship (again, complete with horrifying skull-face installed on the front!) That form was also destroyed, sunk in the English Channel during a failed attempt to drop toxic gas bombs on London in 1943. Again, the brain circuitry was rescued, and Blut's intelligence was interfaced into an entire mechanized castle in Bavaria, where the walls and floors concealed hidden weaponry and metal tentacles. Even this turned out not to be his final form, as the castle was revealed to actually be a rocket, intended to be one of the vehicles carrying Nazi leaders to their hidden outpost on Jupiter's moon Ganymede. However, Totenkopf, who saw Blut as a potential rival to his own plans, decided instead to detonate him in orbit.

PERSONALITY/MOTIVATION: Once Blut becomes a "living tank," his sanity goes largely out the window and he embraces his role as a terrifying monster, his sole purpose to destroy all resistance to German conquest. He is sadistic and cruel, reveling in the terror he inspires. Once his initial form is destroyed, he becomes more interested in his own potential immortality and his desire to continually "upgrade" to more powerful forms. At the same time, he becomes more interested in exercising that power within the Nazi hierarchy, which is what eventually causes Totenkopf to turn on him personally near the end of the war.

QUOTE: "Come now, Amerikaners! If you don't surrender, I'll have to begin executing these villagers. And be sure I have some very creative ideas for doing so. Surely heroes such as yourself can't leave these poor people to a monster like me!"

POWERS/TACTICS: Blut's mind controls a powerful prototype tank, based on the Panzer III. His main turret weapon is a howitzer-like 20mm cannon, and he also mounts two powerful machine guns. Though he requires no crew, he can carry up to five soldiers inside himself (a nasty surprise for anyone trying to get close to him!) He rarely travels without at least a company of at least a hundred troops, but his own megalomania means it's relatively easy to dupe him into ambushes and the like.



APPEARANCE: General Blut is a tank, painted jet-black with no regard for camouflage. Rather than the sloped front plate armor of the Panzer III he is modeled after, the front of the tank is a piece of perpendicular steel plate molded in the shape of a human skull, painted bone white with red lights in the “eyes” that blink in time with his spoken voice. This skull is the sole common piece of all of his later forms, from the front of his airship to the extended towers of his castle.

DIE HEXE (THE WITCH)

VAL	CHAR	COST	ROLL	NOTES
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
18	DEX	16	13-	
15	CON	5	12-	
14	INT	4	12-	PER Roll 12-
21	EGO	11	13-	
15	PRE	5	12-	PRE Attack: 3d6
7	OCV	20		
6	DCV	15		
3	OMCV	0		
5	DMCV	6		
4	SPD	20		PHASES: 3, 6, 9, 12
6	PD	4		TOTAL: 13 PD (7 rPD) (27/21 FF)
6	ED	4		TOTAL: 13 ED (7 rED) (23/17 FF)
10	REC	6		
60	END	8		
10	BODY	0		
32	STUN	6		TOTAL CHARACTERISTICS COST: 130

MOVEMENT: Running: 12m/24m
Flight: 30m/60m

COST POWERS END

- 45 **Command The Weather:** Change Environment (+/-5 Temp Levels), Varying Combat Effects, AoE 4m Radius (+¼), Varying Effects (+1), MegaArea (1m = 1km, +1); Full Phase (-½), No Range (-½) 4
- 52 **Weather Spells:** Multipower, 52 points reserve
- 5f **1) Lightning Bolt:** RKA 2d6, Armor Piercing (+¼), Indirect (From Above +¼), +1 Increased Stun Multiplier (+¼) 5
- 5f **2) Wind Gust:** Blast 7d6, Double Knockback (+½) 5
- 5f **3) Thunderclap:** Hearing Group Flash 8d6, AoE 16m Radius (+¾), Personal Immunity (+¼) 5
- 5f **4) Fogbank:** Darkness to Sight Group, 8m Radius; Personal Immunity (+¼) 5
- 30 **Ride The Wind:** Flight 30m 3
- 24 **Shield of Wind:** Resistant Protection (14 PD/10 ED), Costs End (-½) 3
- 8 **Padded Costume:** Resistant Protection (4 PD/ 4 ED), OIF (-½)

PERKS

- 3 Fringe Benefit: Rank: Heeresbeamte (Civil Service employee assigned to military duty)

TALENTS

- 6 Combat Luck (3 PD/ 3 ED)

SKILLS

- 15 +3 Levels with Weather Control
- 3 Breakfall 13-
- 3 Cryptography 12-
- 2 KS: Ancient Atlantis 11-
- 2 KS: Ariosophy 11-
- 6 KS: Occult Lore 15-
- 3 Linguist
- 5 L: English (Completely fluent), Latin (fluent), Greek (fluent), Gaelic (fluent) (German native)
- 7 Weather Tricks: Power 14-
- 3 PS: Librarian 12-
- 3 Stealth 13-

TOTAL POWERS & SKILLS COST: 240

TOTAL COST: 370

300 MATCHING COMPLICATIONS (60)

- 15 **Hunted:** Allied Forces 11- (As Pow)
- 10 **Psychological Complication:** Ariosophist, Believes In The Superiority of Ancient Aryans (Unc, Str)
- 15 **Psychological Complication:** Claustrophobic (Unc, Tot)
- 5 **Rivalry:** Other Magicians
- 10 **Social Complication:** Woman in 1940s German Military Organization
- 5 Unluck 1d6

TOTAL COMPLICATIONS POINTS: 60

EXPERIENCE POINTS: 65



DIE HEXE

BACKGROUND/HISTORY: Lieselotte Werner was born in Aachen in 1918, to an unmarried factory girl and a traveling actor. She was raised mostly by her grandmother, who was a midwife and also the neighborhood witch, dispensing folk medicine, grandmotherly advice and the occasional curse or love potion to locals for decades. Lieselotte was fascinated by magic from an early age, and studied at her grandmother's knee, training in the mystic arts.

When the RSvKg pulled off the Walpurgisnacht Working in 1938, the level of "background magic force" in the universe rose sharply, and Lieselotte was one of the first to notice. Always adept and particularly skilled, she suddenly found herself able to command the natural forces that shaped and controlled the weather. She offered her services to Heinrich Himmler and the SS, demonstrating her magical abilities by causing a snowstorm in the middle of summer in Wewelsburg. Himmler gladly accepted, and referred to her only as "Die Hexe," helping her keep her identity secret from mystical opponents seeking her true name.

At first Die Hexe worked primarily behind the scenes during the war, casting horoscopes and giving Himmler advice in his rivalry with Totenkopf for Hitler's ear. Once the Allies were marching north through Italy, however, Germany was forced to throw every weapon it had against the advance, and Die Hexe entered the field herself several times for direct confrontations against superhumans, most frequently the King's Men. Though she was a formidable fighter, she was eventually captured by Scarlet Archer and Rick Royce in late 1944, and spent the rest of the war in a French prison camp.

PERSONALITY/MOTIVATION: Die Hexe has little interest in war or conquest, at least on this plane of existence. Instead, her focus is the ancient Aryan magic and German paganist traditions that Himmler himself has used as part of his symbology for the SS. She believes very strongly that there is actual power in these symbols and runes, and intends to work alongside the Nazis until she has gained enough power and wisdom to leave them behind in her own quest for power. Working with the SS allows her access to ancient libraries, historical treasures, and the vast resources of the RSvKg, so she accepts their occasional demands on her as the price to be paid.



QUOTE: "Rise, winds. I command thee with the runes of ancient magics. I know them rightly and read them true, and thy aid do they command!"

POWERS/TACTICS: Die Hexe is a weather witch, able to command winds or lightning to strike her opponents or fog to hide herself from them. She can fly, and create shields of wind to protect herself from physical attacks. She also can create larger-scale effects, and early in the war frequently does so to help the actual army by providing the most favorable conditions for their own maneuvers and confusing the opposition.

APPEARANCE: Die Hexe wears a black dress, with a ragged cut to the neck in an offsetting shade of green. She usually wears a conical witch's hat, with a wide brim and a swastika insignia. She is tall and thin, with sharp features and dirty blonde hair falling to the middle of her back.

After The War: Die Hexe escaped from prison before serving trial, and fell in with the Circle of the Scarlet Moon. She continued to search for new sources of information about the Aryan tradition (and steal the odd mystical artifact) well into the Silver Age. Her power was eventually stolen from her by Archimago in 1971, and her body disintegrated into dust.

OTHER NOTABLE NAZIS

ERNST VON NIEHL

Von Niehl was a German weapon technician assigned to the SS and based in Holland. He developed a prototype energy cannon, but angered Hitler personally and was subjected to experimental brainwashing techniques that drove him mad (and left him with a deranged hatred of Canada.) He tried to use his “Annihilation Gun” on Canadian troops in 1944, but the Red Ensign destroyed the weapon at the cost of his own life. Von Niehl’s experimental “dimensional translocator” stranded him between worlds for decades.

ALBERT ZERSTOITEN

Born to a Bavarian dollmaker and his wife in the bitter winter of 1917, Albert Zerstoiten was a precocious child. He enrolled at university in 1929, and had two Ph.Ds by 1937. Zerstoiten became a Party member out of convenience, and went to work on various secret projects for the German army between 1938 and 1944. Realizing which way the wind was blowing, he betrayed colleagues to the French Resistance in 1944, then gave the French the slip and tried to take off for South America. Captured by the British, he was taken as a prisoner to America under Project Paperclip, but escaped again in 1949 to Columbia to begin building his own empire.

THE AXIS LEGION

The Axis Legion was a team of superhuman operatives formed by Hitler, Mussolini and Hirohito in 1941. The team was viewed as an answer to the Defenders of Justice in America and the King’s Men in England, both of whom having received a great deal of international publicity in the preceding months. A representative was chosen for the team from the ranks of each of the three major Axis powers: Donner from Germany, Tasho from Japan and Arlequin from Italy. In addition, Atlantis sent a noble soldier named Tharsus, who was named “Steel Shark” by Mussolini, and Bulgaria contributed the sole female member, Leitstern.

From the beginning the Legion was beset by problems both internal and external. Though in theory the team was available for any of the Axis nations to call upon, in actual practice Hitler dominated their time, insisting their headquarters be maintained in Berlin and denying their use to help Italian forces in Africa in favor of German concerns (and rarely sending the team to fight in the Pacific interests of Japan at all.) Internally, the team was handicapped by the absence of strong leadership; Donner as the German representative followed his country’s lead by assuming a leadership posture that the others rarely accepted, instead usually insisting on following their own judgment in the field. Nevertheless, all five members were capable and dangerous opponents, and the Legion gave Allied superhumans several closely-fought battles. Steel Shark left the team after Atlantis exited the Axis, and the remaining four members continued to work together until April of 1945, when they fought the Defenders of Justice a final time in Berlin and were soundly defeated.

DONNER (THUNDER)

VAL	CHAR	COST	ROLL	NOTES
25/55	STR	15	14-/20-	Lift 800 kg/ 50 tons; 5d6/11d6 HTH damage [2/5]
17	DEX	14	12-	
23/33	CON	13	14-/16-	
10	INT	0	11-	PER Roll 11-
13	EGO	3	12-	
18/28	PRE	8	13-/15-	PRE Attack: 3-1/2d6/ 5-1/2d6
8	OCV	25		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		PHASES: 3, 6, 9, 12
8/14	PD	6		TOTAL: 13/32 PD (5/13 rPD)
7/13	ED	5		TOTAL: 12/25 ED (5/7 rED)
10	REC	6		
50	END	6		
12/18	BODY	2		
38/50	STUN	9		TOTAL CHARACTERISTICS COST: 147

MOVEMENT: Running: 12m/24m / 36m/72m

COST POWERS**END**

- 62 **Gigantic Transformation:** Growth (+30 STR, +10 CON, +10 PRE, +6 Defs, +6 BODY, +12 STUN, 3m Reach, +24m Running, -12m KB, 6400 kg, +4 OCV to opponents, +4 PER Rolls to perceive character, 8 m tall, 4 m wide). Costs END Only To Activate (+¼) 5
- 10 **Tougher Body:** Resistant Protection (8 PD/ 2 ED); Linked (Gigantic Transformation; -½)

- 50 **Sneaky Tricks:** Multipower, 50-point powers
- 1f **1) Massive Arms:** Area of Effect (2m Radius) for up to 55 STR (+¼) 1
- 2f **2) Shockwave:** Area of Effect (26m Radius Explosion, +½) for up to 55 STR, Hole In The Middle (+¼); Full Phase (-½), Only vs Targets On Ground (-¼) 4
- 2f **3) Thunderclap:** Hearing Group Flash 8d6, Hole In The Middle (+¼), Does Knockback (+¼), Explosion (18m Radius, +½) (48 Active Points); No Range (-½), Extra Time (Full Phase, -½), Restrained (-½), Requires A Skill Roll (-½) 5
- 2f **4) Wrapping It Up:** Entangle 5d6, 5 PD/ 5 ED, Side Effects (Environmental Damage; +0); OIF: Appropriate Materials of Opportunity (-½), No Range (-½), Full Phase (-½), Defense Depends On Materials Used (-½) 5
- 10 **Armored Costume:** Armor (5 PD/5 ED); OIF (-½)
- 10 **Mystically Enhanced:** Power Defense (10 points)

PERKS

- 9 Fringe Benefit: Kaptain, Membership: Axis Legion
- 4 Reputation: Hero of the German People, +2/+2d6

SKILLS

- 32 +4 with HTH Combat
- 15 Brick Tricks: Power 17-
- 3 Climbing 12-
- 3 Interrogation 13- (14-)
- 3 KS: The German Military 12-
- 2 KS: The Übermenschen Programs 11-
- 2 KS: German History 11-
- 2 L: English (basic), Italian (basic) (German native)
- 3 Mechanics 11-
- 2 Navigation (Land) 11-
- 3 Paramedics 11-
- 8 Survival (Arctic/Subarctic, Temperate/Subtropical, Mountain) 12-
- 4 PS: Soldier 13-
- 5 Tactics 12-
- 4 WF: Common Melee Weapons, Small Arms

TOTAL POWERS & SKILLS COST: 253**TOTAL COST: 400**

- 400 Matching Complications (75)
- 15 **Hunted:** Allied Forces 11- (As Pow, Harshly Punish)
- 15 **Psychological Complication:** "Good Nazi" - Follows Orders and Believes In His Superiors (Com, Str)
- 15 **Psychological Complication:** Showoff- Greatly Enjoys Using His Powers (VC, Mod)
- 15 **Reputation:** Destructive Super-Nazi, 11- (Extreme)
- 15 **Social Limitation:** Subject To Orders (Frequently, Major)

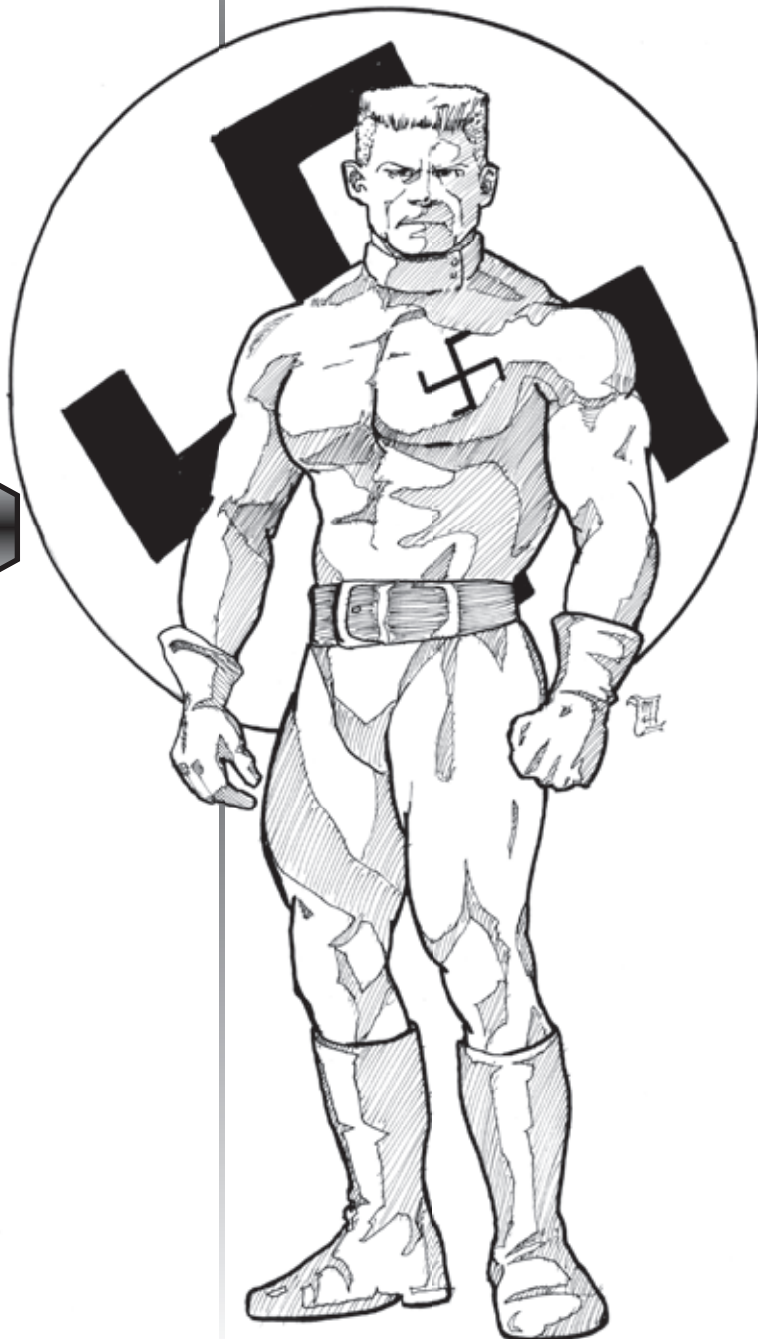
TOTAL COMPLICATIONS POINTS: 75**EXPERIENCE POINTS: 0**

AFTER THE WAR:

Donner abandoned the Axis Legion when the Battle of Berlin began to go badly, fleeing to South America and eventually settling in Argentina under an assumed name, rarely if ever using his powers again. He was identified and assassinated by the Israeli Nazi-hunting vigilante Shaqad in 1959.

DONNER

BACKGROUND/HISTORY: Dieter Kohler was born in Leipzig in 1916. He joined the army and the Nazi party at eighteen, intending to serve his country and see the world. In 1938 he was one of the very first soldiers to volunteer for Totenkopf's "soldier enhancement" programs, before they had developed the terrifying reputation for failure and death they would eventually acquire, and after months of exposure to both magic and mad science was the first to successfully receive super powers. Kohler gained the ability to grow in size to 25 feet tall, with matching superhuman strength and endurance. Totenkopf named him Donner, or "Thunder."



As the second notable costumed superhuman from Germany, Donner's public introduction in 1939 was a carefully-orchestrated event, proclaiming the natural Aryan superiority of the German people. Donner and his friendly rival Sturmvogel, who publicly joked about which of them might be stronger, went into Poland in the fall invasion well behind the frontline troops to help break the spirit of the Polish resistance. In May of 1940 the two were still used carefully but to better strategic effect in the invasion of France. Totenkopf continued to generate new German superhumans periodically, and eventually Hitler felt he could "spare" Donner to lead his new "Axis All-Stars" team in 1941.

PERSONALITY/MOTIVATION: Donner is a star, at least in his own mind, and deserves only the best of everything. He has a valid claim to being the strongest creature on the planet at his full height, and the ability to tower over his enemies has given him a calm but resolute belief in his own natural superiority. He loves Germany, the army and Nazism, mostly for the sense of order and predictable social structures (all of which, of course, benefit him personally.) He assumes, contrary to all evidence, that he is the leader of the Axis Legion, despite their lack of respect for him personally.

QUOTE: "I'll take care of the main battery. The rest of you make sure no one escapes, but otherwise, stay out of my way!"

POWERS/TACTICS: Donner has magically gained the power to grow to over 25 feet tall, weighing over 7 tons and being able to deadlift a tank with relative ease. He retains a certain amount of his superhuman strength even at his normal six foot height. He is quite clever in using his strength for various tricks, including slamming the ground hard enough to knock down small buildings with the shockwave. He is smarter than most of his opponents credit, but not nearly as smart as he himself thinks he is, and his brusque and crude manner means his teammates in the Axis Legion are even less inclined to follow his orders.

APPEARANCE: Donner wears a skintight blue costume, with a high collar and black belt, gloves and boots, and a black swastika slightly off-center to the left of his chest. His hair is blond and close-cropped. He is thick and muscular, at 6 feet and weighing 240 lbs.

STEEL SHARK

VAL	CHAR	COST	ROLL	NOTES
40	STR	30	17-	Lift 6400 kg; 8d6 HTH dam [4]
20	DEX	20	13-	
28	CON	18	15-	
13	INT	3	12-	PER Roll 12-
18	EGO	8	13-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
5	DMCV	6		
5	SPD	30		PHASES: 3, 5, 8, 10, 12
18	PD	16		TOTAL: 24 PD (16 rPD)
15	ED	13		TOTAL: 21 ED (16 rED)
12	REC	8		
60	END	8		
18	BODY	8		
54	STUN	17		TOTAL CHARACTERISTICS COST: 245

MOVEMENT: Running: 12m/24m
Swimming: 28m/56m
Flight: 30m/60m

COST POWERS

		END
12	Swift Swimming: Swimming +24m	1
10	Tough Atlantean Body: Damage Resistance (10 PD/10 ED)	
15	Tough Atlantean Body: Physical Damage Reduction, Resistant, 25%	
4	Atlantean Physiology: Life Support (Safe Environments: High Pressure, Intense Cold; Longevity: Ages at half normal rate)	0
5	Atlan's Gift: Life Support (Expanded Breathing: Breathes Air (Water normal))0	
30	Flight: Flight 30m	3

5	Atlantean Eyes: Nightvision	
10	Nictating Membrane: Sight Group Flash Defense (10 points)	
19	Oricalchum Trident: HKA 2d6 (4d6 w/STR), Armor Piercing (+¼); OAF (-1) plus Stretching 2m; OAF (-1)	4
20	Oricalchum Trident: Dispel Magic 15d6, any Magic power one at a time (+¼); OAF (-1), No Range (-½), Linked to HKA (-¼)	6
12	Atlantean Battle Armor: Armor (6 PD/6 ED); OIF (-½)	

PERKS

4	Contact: Dargon The Usurper, 12-
3	Fringe Benefit: Membership, Axis Legion; Atlantean Nobility

TALENTS

3	Environmental Movement (no penalties on underwater activity)
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SKILLS

30	+3 with All Combat
2	Animal Handler (Aquatic Animals) 13-
3	Breakfall 13-
3	High Society 13-
3	Interrogation 13-
3	AK: Atlantis 12-
2	AK: The Atlantic Ocean 11-
2	CuK: Atlanteans 11-
4	Language: German (fluent), English (fluent) (Atlantean native)
3	Navigation (Air, Marine) 12-
3	PS: Atlantean Noble Soldier 12-
3	Stealth 13-
2	Survival (Marine) 12-
7	Tactics 14-
3	WF: Common Melee Weapons, Nets

TOTAL POWERS & SKILLS COST: 225

TOTAL COST: 470

400 MATCHING COMPLICATIONS (75)

0	Dependence: Water (Weakness: -3 To Characteristic Rolls and related rolls per 6 hours) (Very Common)
10	Distinctive Features: Green Skin, Pointed Ears (Concealable; Noticed and Recognizable)
10	Hunted: Dargon 8- (Mo Pow, PC has a Public ID or is otherwise very easy to find, Watching)
15	Hunted: Allied Forces 11- (As Pow, Harshly Punish)
15	Physical Complication: Unfamiliar With Lander Culture and History (Frequently, Slightly Impairing)
15	Psychological Complication: Loyal To Dargon (Common, Str)
10	Psychological Complication: Dislikes His Teammates (Common, Moderate)

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 70

After The War: Having abandoned the war effort in 1943, Steel Shark lived for a while among various distant barbarian tribes far from Atlantis. He continued to be a recurring threat to Atlantis and Mara for decades, occasionally allying himself with various Lander villains and organizations if he saw an opportunity but never fully trusting any of them.

STEEL SHARK

BACKGROUND/ HISTORY:

Tharsus was an Atlantean nobleman, a second cousin to Princess Mara, born in the late Nineteenth Century. As an officer in the army, he threw his support behind Dargon early because he agreed with his beliefs that war with the Landers was inevitable as their technology advanced; soon their ships would fill the seas, seeking ever greater natural resources from the oceans. Better to begin the inevitable war against their hordes now, and make sure that the superior Atlanteans would rule the Earth!

Once Dargon had made his alliance with the Axis in 1939, Tharsus remained doubtful, but was reassured that Dargon eventually intended to betray Hitler and turn on him once the Allies had been thoroughly defeated (and besides, Totenkopf clearly had access to magic that the Atlanteans could learn and use themselves, since no Lander mystic could be nearly as capable as an Atlantean!) When Hitler requested an Atlantean warrior to serve in the Axis Legion, Dargon tried to cast it as an ultimate honor for his finest soldier. Tharsus secretly suspected Dargon was simply removing a potential threat to his own position, but as an honorable captain, he had no choice but to take the assignment.

Over the next several years Tharsus, renamed "Steel Shark" by Mussolini himself, battled the Allies while learning a great deal about Landers, how they thought and how they fought. He had little respect for his teammates- Donner was powerful but a dullard, Tasho was honorable but had too little control of his temper, Arlequin was an untrustworthy coward and Leitstern - well, she was capable enough but unfortunately a woman.

He was generally unimpressed with the Allied heroes as well, until the fateful day when he



discovered that Mara, the daughter of Oceanus, was not only still alive despite Nereus' claim to have killed her, but was fighting on behalf of the Allies with the Defenders of Justice! Tharsus reported this information back to Dargon, who was also surprised, but the new king insisted she could be no real threat; nevertheless, he asked Tharsus to concentrate his efforts with the Legion on capturing or killing her. On several occasions in 1942 he tried exactly that, but she escaped him every time.

In the fall of 1943, Princess Mara and her friends in the Defenders of Justice attacked Atlantis directly, just as Tharsus had predicted, and when he was nowhere near the city to participate in defending his king. Dargon and Nereus were both killed in the battle, and Mara became Queen (with Optimus as her Lander consort), an outrageous and intolerable turn of events that ended the Axis alliance with Atlantis. When word of this reached Tharsus, he abandoned the Axis Legion and returned to try to take the throne from her directly with a small battalion of Dargon's loyalists, but this effort also failed. Furious, Tharsus fled into the ocean's depths, promising that his vengeance would be legendary.

PERSONALITY/MOTIVATION: Tharsus counts himself as the most worthy potential claimant to the throne of Atlantis, but also has both a pragmatic and an honorable side. His pragmatism made him recognize that Dargon's charisma and bloodlines made it more likely that the army would follow him in an uprising against Oceanus, and so he pledged his own loyalty to Dargon's cause, thinking that he could serve as power behind the throne and general of the conquering armies. Once he made that commitment, his sense of honor wouldn't allow him to back away, even once he began to doubt the wisdom of Dargon's decisions. Once Dargon himself was dead, of course, he was free to pursue kingship as he wished.

Tharsus is also extremely prejudiced against Landers in general, though he can choke it down long enough to follow orders. He assumes trickery and deceit in every interaction with the surface world, and feels no compunction in applying the same back to them, even pre-emptively. He takes great pleasure in fighting Landers whenever he has the opportunity.

QUOTE: "My strength was forged in pressures and depths you have never felt, air-breather. Let us finish this now!"

POWERS/TACTICS: Steel Shark is perhaps the greatest Atlantean warrior of his generation. As a noble descendant of Atlan himself, he has Atlan's Gift and can operate with equal ease underwater or on the surface. His strength is remarkable, and he can fly. He is armed with a trident of pure oricalchum, which is not only a dangerous weapon but can disrupt magical effects by touch.

He is a relatively clever tactician, and though he prefers a straightforward battle he is perfectly willing to take any advantage he sees, including the use of ambushes, the taking of hostages, or whatever other stratagem gives him the best chance of victory. He'll usually be willing to retreat if the tide of battle goes against him, though he hates to show weakness to Landers and can make poor decisions if provoked into anger.

APPEARANCE: Steel Shark is a well-built, muscular Atlantean, standing about 5'10 and weighing 190 lbs. His skin is green, and his hair and eyes are both black. He wears a suit of gold-and-blue Atlantean battle armor, and wields an oricalchum trident the color of copper.

ARLEQUIN

BACKGROUND/HISTORY: Federico Marchetti was born in Sicily in 1905. He always loved the stage, and from a young age worked in a succession of theater groups, acting troupes and traveling shows. He also had expensive tastes in food, drink and women, for which his limited income generally didn't suffice, so he eventually turned to petty crime. He became a skilled thief, both learning the arts of burglary and small cons, and became adept at getting out of town just before the local authorities got hold of him.

In 1938, Marchetti was performing under an assumed name in a Roman theater, and late one night after a performance decided to rob a pawn shop near his hotel. Bypassing the simple locks with ease, he surveyed the small shop, disappointed in the meager collection of watches, costume jewelry and musical instruments. In the back, his eye was caught by an attractive amulet, a small blue gemstone in a setting that might be real gold. He casually scooped it up and put it in his pocket before robbing the cash register of a few hundred lira and slipping away.

That night, he sat in his hotel room, turning the small amulet over and over in his hands as he stared at it. It really was the most beautiful piece he'd ever stolen, he thought. He clasped the small chain around his neck, and poured himself a drink. A knock came on his door, and Marchetti's practiced ear recognized the sound as that of a policeman's truncheon. His eyes scanned the room—did he have time to make it to that window? The key turned in the lock as he got to his feet, and he realized he was trapped. A thought briefly crossed his mind, of how he might disguise himself if he only could reach his makeup box in time, and the policemen slammed the door open. They stared at him, and he stared back in silence, bracing himself for the inevitable rough treatment. Then the police backed up, lowering their clubs and doffing their caps. "I'm sorry, signore! We didn't realize... we were told this room was... please forgive us, signore!" They backed out of the room, apologizing profusely. Baffled, Marchetti looked at himself in the dresser's mirror. Staring back at him, wide-eyed, was the unmistakable face of Il Duce Mussolini himself!

Once Marchetti worked out what had happened and the power the amulet gave him, he was faced with a dilemma. Clearly, this power might make him the greatest criminal in Italy. Or, it might make him the greatest actor! Which to choose? He sat in a café some days later, contemplating his future over a cup of coffee, when the front page of a newspaper on a nearby table caught his eye. The story was about Der Sturmvoegel, the new superman of Germany, whose remarkable powers had made him a worldwide celebrity. With a smile, Marchetti jingled the change in his pocket as he got up to make a telephone call.

Within weeks, Italy had its own superhuman, the mysterious Arlequin, wearing a garish costume

ARLEQUIN

VAL	CHAR	COST	ROLL	NOTES
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
19	DEX	18	13-	
18	CON	8	13-	
15	INT	5	12-	PER Roll 16-
18	EGO	8	13-	
18	PRE	8	13-	PRE Attack: 3-1/2d6
5	OCV	10		
7	DCV	20		
6	OMCV	9		
6	DMCV	9		
4	SPD	20		PHASES: 3, 6, 9, 12
4	PD	2		TOTAL: 12 PD (8 rPD)
5	ED	3		TOTAL: 13 ED (8 rED)
6	REC	2		
50	END	6		
10	BODY	0		
30	STUN	5		TOTAL CHARACTERISTICS COST: 133

MOVEMENT: Running: 12m/24m

COST	POWERS	END
50	Mirages: Multipower (50 pt. Reserve)	
5f	1) Create Hallucination: Mental Illusions 10d6	5
5f	2) Group Hallucinations: Mental Illusions 6-½d6, AoE 8m Radius (+½)	5
5f	3) Hypnotic Lights: Mind Control 10d6	5
5f	4) Take Your Sight: Flash 10d6 vs. Sight Group	5
4f	5) Take Your Hearing: Flash 13d6 vs. Hearing Group	4
5f	6) Summon The Darkness: Darkness to Sight Group 8m Radius, Personal Immunity (+¼)	5
3f	7) Illusory Disguise: Shape Shift (Sight and Touch Group; Any humanoid form), Imitation, 0 END (+½); Requires Disguise Roll (-½)	0
35	Vanishing Act: Invisibility to Sight and Hearing Groups, No Fringe	3
12	Heightened Senses: +4 All PER Rolls	
10	Mind Shield: Mental Defense (10 points)	
10	Padded Costume: Armor (5 PD/5 ED); OIF (-½)	
8	Pistol: RKA 1d6+1; OAF (-1), 8 Charges (-½)	

PERKS

- 9 Fringe Benefit: Capitan, Membership: Axis Legion
- 5 Contact: Mussolini 8-

TALENTS

- 6 Combat Luck (3 PD/ 3 ED)
- 9 Variable Appearance: Striking Appearance +3/+3d6

SKILLS

- 3 Glib: +1 with Acting, Charm and Conversation
- 3 Acrobatics 13-
- 5 Acting 14-
- 3 Breakfall 13-
- 3 Bribery 13-
- 3 Charm 13-
- 3 Concealment 12-
- 3 Conversation 13-
- 9 Disguise 15-
- 3 High Society 13-
- 2 KS: Italian Government 11-
- 3 AK: Europe 12-
- 3 Linguist
- 8 L: French (fluent), English (Idiomatic), German (fluent), Russian (idiomatic) (Italian native)
- 3 Lockpicking 13-
- 3 Mimicry 12-
- 3 Persuasion 13-
- 5 PS: Dancer 15-
- 3 Shadowing 12-
- 3 Sleight of Hand 13-
- 3 Stealth 13-
- 3 Streetwise 13-
- 3 Trading 13-
- 3 WF: Blades, Small Arms

Martial Arts: Dancing

Maneuver	OCV	DCV	Notes
4 Dodge	---	+5	Dodge, Abort
3 Head-Butt/Punch	+1	+0	4d6 Strike
3 Legsweep	+2	-1	3d6 Strike, Target Falls
5 Spin-Kick	-2	+1	6d6 Strike

TOTAL POWERS & SKILLS COST: 287

TOTAL COST: 420

400 MATCHING COMPLICATIONS (75)

- 15 **Hunted:** Allied Superhumans 11- (As Pow, Harshly Punish)
- 20 **Psychological Complication:** Manipulative, Gets Others To Do His Dirty Work (Com, Tot)
- 15 **Psychological Complication:** Thinks He's Smartest Guy In The Room, Overthinks (Com, Str)
- 15 **Psychological Complication:** Cowardly (Com, Str)
- 10 **Reputation:** Dangerous Master of Disguise, 11- (Extreme)

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 20



and dazzling the press with his powers of illusion. Mussolini himself gave him his *nom du guerre*, and a fine apartment with all of his expenses covered. For several weeks, Marchetti lived the life of the pampered star he'd always wanted to be. Then, Mussolini called him in to his offices for a private meeting. He told Marchetti that a team was forming, which would include a member of each Axis nation. Surely Italy would need a representative there, and Il Duce was certain Arlequin would perform his duties admirably.

For the next four years, Arlequin was a member of the Axis Legion. (Italy did in fact get a couple of additional superhumans over the course of the war, but Mussolini kept them as his personal guards.) In April 1945 he fought in their last battle against the Defenders of Justice, and managed to escape the battlefield disguised as a Russian private. In this form, he was surprised while sneaking through the woods by a squadron of German soldiers, and was cut down in a hail of gunfire before he could drop the illusion.

PERSONALITY/MOTIVATION:

Federico Marchetti is pretty much in it for himself, whatever the circumstance. He'll say all the right things, claim to love Italy until his dying breath, and pretend to be a loyal teammate to whoever seems to be the most powerful person in the room, but in the end he'll always look out for himself first and foremost. His needs are simple and his tastes expensive, but he grew up on the streets and is perfectly capable of returning to them if a scam goes awry. The only thing that keeps him in the Legion is fear, both of what his teammates might do to him if he betrayed them and what Mussolini might do to him later.

QUOTE: "How dare you speak to me like that? I'll have you shot at dawn, soldier!" (While disguised as a high-ranking officer in whatever army he's sneaking past.)

POWERS/TACTICS: Thanks to his magical amulet (which he keeps well hidden under his costume and never seems to lose, so he gets no Focus Limitation on his powers), Arlequin is a master of illusion and disguise. His powers all focus on the manipulation of other people's senses, so he not



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only can create false information for them but can completely blank out their sight as well.

Arlequin isn't much of a front-line fighter, and his well-developed sense of self-preservation keeps him in the background anyway. He'll pick whichever target or group seems the most likely to be fun to play with and try to feed them dangerous illusions, causing them to wander into the line of fire or fall off of tall buildings, etc. He usually reserves the use of his hypnotism for opponents coming directly for him, hoping to convince them to go after another target and let him slip away.

APPEARANCE: Arlequin is a tall, thin man, about 6'1 but weighing only 160 lbs. He is handsome, with brown hair and a neat mustache. His costume is a garish skintight jester's motley of red, white and green diamonds, with a domino mask and a peaked cap.

After The War: Arlequin did not survive the war. The amulet was recovered in his personal belongings, but was eventually stolen from a West German military base and has since passed through a series of hands, including a couple of DEMON Morbanes and at least two other costumed supervillains. It only seems to work for greedy and self-centered people; efforts to use its magic on behalf of anyone else (for example, by superheroes) always seem to turn out badly.

TASHO (FLAMETHROWER)

VAL	CHAR	COST	ROLL	NOTES
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
23	DEX	26	14-	
16	CON	6	12-	
15	INT	5	12-	PER Roll 12-
11	EGO	1	11-	
15	PRE	5	12-	PRE Attack: 3d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		PHASES: 3, 5, 8, 10, 12
5	PD	3		TOTAL: 11 PD (6 rPD)/(19 PD/14 PD)
8	ED	6		TOTAL: 14 ED (6 rED)/ 26 ED/18 ED)
8	REC	4		
60	END	8		
10	BODY	0		
28	STUN	4		TOTAL CHARACTERISTICS COST: 148

MOVEMENT: Running: 12m/24m
Flight: 40m/80m

COST POWERS

		END
55	Fire Manipulation: Multipower, 55-point reserve	
5f	1) Fireblast: Blast 11d6	5
5f	2) Fireball: Blast 7d6, 18m Radius Explosion	5
5f	3) Extinguish Fires: Dispel 12d6, any Fire power one at a time (+½)	5
3f	4) Cage Of Fire: RKA 1d6+1, Area Of Effect (1m, +¼), 0 END (+½), Constant (+½); Targets Only Take Damage Touching Cage Or Moving Into/ Out Of Hex (-½)	
5f	5) Sunburst: Sight Group Flash 8d6, ½ END (+¼)	2
1f	5) Fiery Point Defense: Deflection; Only Vs. Physical Projectiles (-½)	2
14	Immune To Fire: Resistant Protection (14 ED) (21 Active Points); Only Vs. Fire (-½)	

2	Immune To Heat: Life Support (Safe in Intense Heat)	
50	Fiery Flight: Flight 40m, ½ END (+¼)	2
15	Fiery Shield: Resistant Protection (8 PD/12 ED); Costs END (-½), Linked (Fiery Shield II; -½)	3
27	Fiery Shield II: RKA 1d6+1, Reduced Endurance (½ END; +¼), Area of Effect (Personal Surface Damage Shield, +¼) Constant (+½); No Range (-½)	2
6	Padded Costume: Armor (3 PD/3 ED); OIF (-½)	
5	Thermal Vision: Infrared on Sight Group	
5	Protected Eyes: Sight Group Flash Defense (5 points)	

PERKS

9	Fringe Benefit: Daii, Membership: Axis Legion
6	Reputation: Famous Japanese Superhuman, +3/+3d6

TALENTS

6	Combat Luck (3 PD/3 ED)
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SKILLS

20	+4 with Fire Manipulation
3	Acrobatics 14-
3	Breakfall 14-
3	Bureaucratics 12-
3	Concealment 12-
7	Cryptography 14-
3	Defense Maneuver I
3	Electronics 12-
3	AK: Japan 12-
3	KS: Japanese Military 12-
5	KS: Japanese Radio Protocols 14-
3	Language: English (basic), German (basic), Mandarin (basic) (Japanese native)
3	Paramedics 12-
9	Flame Tricks: Power 15-
3	PS: Radio Operator/Repair 12-
3	Stealth 14-
4	Survival (Marine, Tropical) 12-
5	Systems Operation 13-
2	WF: Small Arms

TOTAL POWERS & SKILLS COST: 312

TOTAL COST: 460

400 MATCHING COMPLICATIONS (75)

20	Dependent NPC: Family 8- (Incompetent; x2 DNPCs)
15	Hunted: Allied Forces 11- (As Pow, Harshly Punish)
10	Psychological Complication: Soldier's Code Of Honor (Common, Moderate)
10	Psychological Complication: Dislikes Unnecessary Killing Or Violence (Common, Moderate)
10	Social Complication: Public Identity (Occasionally, Major)
10	Vulnerability: Water Attacks (Uncommon, 2x Stun)

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 60

TASHO

BACKGROUND/HISTORY: Tadashi Sato was born in a small town near Osaka in 1915. He joined the Imperial Japanese Army as a young man, serving in the Second Sino-Japanese War as a radio operator in the 11th Division of the Central China Expeditionary Force beginning in 1938. In July of that year, Sato's division captured the town of Taihu near the Yangtze River, and were ordered to hold it in the face of the Chinese efforts to retake their lost territory. Sato was in command of a small radio unit that had taken up residence in a school building, which they had held for several days despite periodic shelling from Chinese artillery. One night, the artillery fire became much more intense, and the school suffered several direct hits that not only destroyed much of the building but also the radio equipment, starting an enormous fire. Sato's unit was pinned by the collapsing ceiling and the flames, and several were killed instantly. Sato himself carried several of his fellow soldiers out through the blazing fire and choking smoke, and seemed to ignore the intense heat. Instead, the fire seemed to inspire him, as he plunged back inside time after time. The last time he entered the building, the entire structure began to collapse, and his friends watched in horror as the conflagration suddenly expanded into a fireball. They were even more astounded, after a moment, to see Sato flying through the air, carrying one last surviving soldier while sheets of flame danced harmlessly around his body.

Sato was summoned back to Japan, to be alternately poked and prodded by scientists and receive national acclaim as Japan's first superhuman. By this point Germany, the United States, and the Soviet Union had all debuted superhumans to the world's news agencies, and the Emperor was delighted to be able to answer with a young, handsome hero of their own, especially with the unique power of fire mastery. The army reassigned him back to Tokyo, where he was formally designated the "Protector of the City" with a flashy costume and a new name- Tasho, the Flamethrower.

For the next three years, Tasho flew through the skies of Tokyo, fighting criminals and assisting with natural disasters; indeed, in a city with so many structures of paper and wood, his ability to extinguish fires was perhaps more valued than his ability to create them! He became quite famous and beloved by the citizenry, and married a popular actress named Yuriko Asoka in 1939 in a very public ceremony. Their first child, a daughter Meiko, was born the next year.

In late 1941, the Iron Father (p. 269) gathered together a team of Japanese superhumans to be part of the planned attack on Pearl Harbor, and of course Tasho was selected to lead the assembled team, who would follow the initial surprise attack by the navy's planes with a concentrated attack on the shipyard and Pacific Fleet headquarters, supported by magical dragons summoned by Iron Father. While the first attack was successful, the followup was met in force by the Defenders

of Justice, and in the ensuing battle Tasho was defeated by Dr. Twilight in single combat and only narrowly escaped capture.

Some weeks later, the Iron Father assigned Tasho to the newly-created Axis Legion as the sole Japanese representative. Tasho disliked the posting, seeing it as a "punishment" for his failure at the second Hawaiian attack and not caring personally for most of his teammates, but he accepted the position anyways. For the next several years he operated as part of the Legion, frequently facing the Defenders in their own homeland but rarely scoring either a decisive victory or defeat. In 1945 the team was summoned back to Europe to help stop the invading Allied forces from reaching Berlin, which frustrated Tasho all the more as he was concerned about defending his own country, not Germany. Nevertheless, he was part of the final battle with the Defenders in April, and was defeated again and captured.

PERSONALITY/MOTIVATION: Tasho is a Japanese patriot who loves his country, the Emperor and his fellow soldiers in that order. He is a decent and honorable man, which is the primary reason he dislikes his teammates in the Legion so much; however, the Emperor and Iron Father have ordered him to serve with them, so he swallows his pride and his distaste and does the best he can. He has no particular code against killing, but he dislikes violence of any sort against civilians or anyone who can't fight back; Donner calls him soft for this, but he argues back that unnecessary cruelty is both inefficient and makes their job more difficult. He does strongly believe that Japan should rightly rule the Pacific, and that the United States in particular is a dangerous enemy that must be defeated. He only hopes that he can live with the stains on his honor once that goal has been reached.

QUOTE: "The fire that burns at my command is the same fire that burns inside every one of Japan's brave soldiers."

POWERS/TACTICS: Exposure to the terrible fires at the battle of Taihu somehow worked a mutagenic change on Sato, giving him amazing powers of pyrokinesis. He can generate fire from his own body (usually but not always his hands), and then control that fire, shaping it into fireballs, sheets or even "cages" surrounding an opponent. He can also diminish or even extinguish fires near him, even those he didn't create, and is largely immune to damage from fire or heat. He can also fly, and see well into the infrared spectrum. In combat with the Legion he generally acts as air support, sniping from above and providing cover from a distance while Donner and Shark smash through the enemy's lines.

APPEARANCE: Tasho wears a skintight red-and-black costume with a full-head mask that includes "wings" of fire running back from the sides of his forehead, and a short cape. In action he frequently surrounds himself with sheets of cascading fire.

After The War: Tasho was arrested by the American military and sent to Tokyo to face war crimes trials after the war. However, as part of the negotiations between General MacArthur and the Japanese Royal family, his charges were reduced to being a Class-C war criminal and he was exonerated of even those charges in a brief hearing in 1946. The Japanese were officially forbidden to use "superhuman assets" in their military as part of the terms of their surrender, and so Tasho retired in 1946 and returned to civilian life. Though he occasionally used his powers informally assisting the police and fire departments, he spent more of his time as a businessman and served on the boards of several major corporations. He died of a heart attack in 1993, still regarded as a national hero.

After The War: Leitstern surrendered to the Defenders in April of 1945 just before the fall of Berlin, and was brought into the country as part of Operation Paperclip. She became a "Special Employee" of the US War Department, and was one of the first test subjects for the US' top secret projects studying metahuman powers, including for Project Ascension and Department 17. Her own powers began to fade in the mid-1950s, and were gone entirely by 1965. She continued to work with the programs as a researcher until her own retirement in 1977. A pack a day smoker, she died of lung cancer in 1998.



LEITSTERN

BACKGROUND/HISTORY: Gisela Huber was born in 1919 in a small town near Sofia, Bulgaria. As a child she was an exceptional student, and despite the institutional sexism of her later schools managed to earn a post as a laboratory assistant at the Bulgarian Academy of Sciences in their Applied Physics Center starting in 1938. Exceptionally skilled, Gisela was still frequently assigned menial tasks in the labs, but managed to get some remarkable work done in between trips to fetch coffee for her older professors.

One day in January of 1940, Gisela was working in the lab with an experimental cavity magnetron, a vacuum tube that generates microwaves by passing an electron stream through a high-intensity magnetic field. This particular magnetron was powered by an isotope called Radium-X, which would later become well-known for its mutagenic properties, but in 1940 was still poorly understood. As she labored that fateful day, an absent-minded superior began to close up the lab and simply forgot she was still there as he cut the generator that provided the necessary additional power to keep their equipment working during blackouts. The resultant feedback from the magnetron flooded the room with radiation, giving Gisela a dose that certainly should have been lethal.

Instead, however, the Radium-X somehow activated genes in her body that gave her the power to generate and manipulate magnetic fields. While she was still recovering in the hospital she regularly accidentally caused metal tools and equipment to fly wildly around the room, and it took her weeks to be able to control this effect. Army officials came to visit her when she was recovering, and formally drafted her into government service. Her elderly mother and younger siblings were moved to Berlin to "insure" her cooperation, while her father continued to work for a government physics program.

King Boris III formed an alliance with the Axis powers in early 1941, and Leitstern was assigned to represent Bulgaria in the Axis Legion. She never cared for the assignment, but followed orders, working with the team for four years. When the USSR invaded Bulgaria in September of 1944, Bulgaria left the Axis and joined the Allies. Leitstern, who was very concerned as to how she'd be treated under a Communist regime, chose to stay with the Legion in Germany, and fought against the Defenders in the Battle of Berlin. However, as the battle turned against them, she surrendered at her first opportunity to Bulletproof when he promised to help her get her family out of the country.

PERSONALITY/MOTIVATION: Gisela Huber isn't a particularly bad person. She isn't a Nazi, though she's willing to say all the right things about her loyalties as long as the army is holding her family. She's simply an ordinary person placed in extraordinary circumstances and armed with

LEITSTERN (LODESTONE)

VAL	CHAR	COST	ROLL	NOTES
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
18	DEX	16	13-	
13	CON	3	12-	
15	INT	5	12-	PER Roll 12-
13	EGO	3	12-	
15	PRE	5	12-	PRE Attack: 3d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		PHASES: 3, 6, 9, 12
5	PD	3		TOTAL: 12 PD (7 rPD) (20 PD/15 rPD)
5	ED	3		TOTAL: 12 ED (7 rED) (24 ED/19 rED)
6	REC	2		
55	END	7		
10	BODY	0		
26	STUN	3		TOTAL CHARACTERISTICS COST: 110

MOVEMENT: Running: 12m/24m
Flight: 30m/60m

COST POWERS

70	Magnetic Control: Multipower, 70-point reserve	
4f	1) Magnetism: Telekinesis (35 STR), Fine Manipulation; Only Vs. Ferrous Metals (-½)	6
5f	2) Area Magnetism: Telekinesis (13 STR), Fine Manipulation, Area Of Effect (32m Radius; +1), Selective (+¼); Only Vs. Ferrous Metals (-½)	7
4f	3) Accelerated Objects (Blunt): Blast 10d6, Autofire (3 shots; +¼); OIF (Small, Blunt Ferrous Metal Objects of Opportunity; -½)	6
4f	4) Accelerated Objects (Sharp): RKA 3d6+1, Autofire (3 shots; +¼); OIF (Small, Sharp Ferrous Metal Objects of Opportunity; -½)	6
4f	5) Wrapped In Metal: Entangle 6d6, 6/6 DEF; Requires Sufficient Supply of Ferrous Metals Within 20m Of Target (-1)	6

END

4f	6) Wall Of Metal: Barrier 8 PD/8 ED, 10 BOD, Up To 12m Long, 4m Tall and 1m Thick; Configurable (+¼); Requires Sufficient Supply of Ferrous Metals Within 20m Of Target (-1)	6
6f	7) Generate Magnetic Field: Change Environment: -8 to Radio Group PER Rolls; Area of Effect (128m Radius, +1-½)	6
30	Riding Magnetic Waves: Flight 30m	3
17	Magnetic Repulsion Field I: Deflection, No Range Modifier (+½); Only Vs. Ferrous Attacks (-¾)	
13	Magnetic Repulsion Field II: Resistant Protection (8 PD/12 ED); Only Vs. Ferrous or Electrical Attacks (-¾), Costs END (-½)	2
8	Padded Costume: Armor (4 PD/4 ED); OIF (-½)	

PERKS

9	Fringe Benefit: Kapitan, Membership: Axis Legion
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TALENTS

6	Combat Luck (3 PD/ 3 ED)
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SKILLS

15	+3 with Magnetism Multipower
3	Breakfall 12-
3	Climbing 12-
3	AK: Bulgaria and Romania 12-
2	KS: Academic Life of Sofia 11-
4	L: German (fluent), Romany (basic), English (basic) (Bulgarian native)
5	Magnetism: Power 13-
3	PS: Lab Assistant 12-
3	SS: Nuclear Physics 12-
3	SS: General Physics 12-
2	SS: Chemistry 11-
3	Shadowing 12-
3	Stealth 13-
2	Survival (Mountains) 12-
2	TF: Sleds, Skis

TOTAL POWERS & SKILLS COST: 240**TOTAL COST: 350****300 MATCHING COMPLICATIONS (60)**

5	Dependent NPC: Father 8- (Normal; Useful Noncombat Position or Skills)
15	Hunted: Allied Forces 11- (As Pow, Harshly Punish)
15	Psychological Limitation: Very Concerned About Herself and Her Family, But Callous About Others (Common, Strong)
10	Psychological Limitation: Scientifically Curious (Common, Moderate)
10	Reputation: Female Axis Superhuman, 11-
5	Social Limitation: Female In 1940s Europe (Occasionally, Minor)

TOTAL COMPLICATIONS POINTS: 60**EXPERIENCE POINTS: 50**



6

extraordinary powers, but without the strength or ability to resist the external pressures put on her to obey, to follow orders and get along. She does a lot of things during the war she isn't particularly proud of, but she justifies them all in her head by saying she did it for the safety of her family. This almost lets her sleep at night. Sometimes.

QUOTE: "Yes, I'm coming. There's no need to yell."

POWERS/TACTICS: Leitstern's power of super-magnetism gives her remarkable control over ferrous metals. She can deform a gun with a glance, wrap chains or scrap metal around an opponent, or accelerate metal objects into deadly missiles. She can also "ride" the Earth's natural magnetic field, allowing her to fly. She has

practiced the uses of her powers extensively, and has a decent grasp of tactics.

As a woman, she is regularly underestimated by both her enemies and allies. Donner and Tasho are both prone to simply ignoring her in combat, though the somewhat more enlightened Steel Shark will occasionally work a planned maneuver with her. She is also a skilled physicist, though opportunities to show that off are limited.

APPEARANCE: Leitstern wears a padded green military-style jumpsuit, the kind that buttons all the way on her left side, with jodhpur-style pants and dark boots. Her hair is black and tightly curled at her neck. She glows with silvery-energy when her powers are active.

THE JAPANESE

THE IRON FATHER

BACKGROUND/ HISTORY:

The Kokyurukai, or Black Dragon Society, is an occult organization that traces its own history back to the creation of the Imperial Court by Emperor Jimmu in the seventh century BC according to some sources, but after a long period of somnolence was revived in the mid-nineteenth century. A branch of the Black Dragon organization allowed itself to become publically known as a political group dedicated to Japanese nationalism and opposition to Russian influence in East Asia in the early days of the twentieth century, and was the center of espionage activities during the Russo-Japanese War of 1904-1905.

Their successes in these and other campaigns caused the group to gain public and political power to go along with their more secretive mystical efforts, and by the 1930s the Society counted a number of prominent nationalist politicians among its number. At the same time, spies and agents with ties to the Society were stationed in numerous countries around the world, providing covert political and military information and support to their Emperor, who they considered to be divine, while similarly keeping their mystical superiors abreast of events in the Mystic World (such as the nearly Pyrrhic victory of the Circle Of The Scarlet Moon over the Archmage Bohdan Stanislavski in 1908, a battle in which the Black Dragons provided crucial support to the Circle.)

The leadership of the covert mystical branch of the Society is traditionally referred to as the Iron Father, and this position has generally been held by some of the most powerful sorcerers in Japan. The current Iron Father is a man named Satoshi Yamazaki, who has held the title since 1913. Yamazaki leads a council of elders and advisors



who theoretically can act as a check against any errors in judgment by the Iron Father, but in practice have rarely opposed any decisions he makes. Since the Walpurgisnacht Working changed the nature and power level of magic in the Champions Universe, Yamazaki's own powers have grown exponentially greater, and no one on the Society's council would dare publically oppose him today.

Yamazaki himself has been one of Emperor Hirohito's closest advisors since his ascension in 1926, and has long encouraged him to pursue the expansion of the Japanese Empire, from the conquest of northeastern China in the early 1930s to the alliance with Germany and Italy in the Tripartite Pact. He himself worked out the alliance with Totenkopf that led to the creation of the "anti-superpowers" shield over Axis territories, and provided the Axis Legion with the services of one of his top superhuman assets in Tasho.

PERSONALITY/MOTIVATION: The Iron Father is a patriot who believes wholeheartedly in the traditional Japanese warrior virtues and the innate superiority of his own culture. He respects the Emperor's divine right to lead Japan to its inevitable military success and domination of the

After The War: The nuclear destruction of Hiroshima and Nagasaki broke the will of Hirohito to continue the war against the Allies. The Iron Father was incensed by this betrayal, and tried to turn the forces of the Black Dragon Society to the re-creation of the divine weapon called the Ame-no-nuboko, or the Heavenly Jeweled Spear, which the ancient Kami had used to create the world and could be used again to destroy America with all-consuming earthquakes. Other members of the Black Dragons, fearing their leader had gone mad, contacted the Trismegistus Council, and forces gathered by them including members of several different superhero teams like the Defenders and the Justice Squadron as well as other heroes from around the world worked together to invade the Iron Father's extradimensional redoubt. After a brutal battle, the weapon was destroyed, and the Iron Father chose suicide in a last failed effort to overcome the Drifter and Lady Mystery. The Society itself was formally broken up by American occupation forces, and most of its mystically-oriented members vanished into the occult underworld.

THE IRON FATHER

VAL	CHAR	COST	ROLL	NOTES
18	STR	8	13-	Lift 300 kg; 3-1/2d6 HTH dam [1]
20	DEX	20	13-	
25	CON	15	14-	
20	INT	10	13-	PER Roll 13-
25	EGO	15	14-	
25	PRE	15	14-	PRE Attack: 5d6
7	OCV	20		
7	DCV	20		
7	OMCV	12		
7	DMCV	12		
5	SPD	30		PHASES: 3, 5, 8, 10, 12
12	PD	10		TOTAL: 22 PD (10 rPD)
14	ED	12		TOTAL: 24 ED (10 rED)
10	REC	6		
65	END	9		
15	BODY	5		
40	STUN	10		TOTAL CHARACTERISTICS COST: 229

MOVEMENT: Running: 12m/24m

COST POWERS**END**

- 143 **Master Of Spirits:** Variable Power Pool (Magic Pool), 65 Pool + 65 Control Cost, Cosmic (+2), Only Spirit Magic (-¼)
- 31 **Sword Of The Kami:** HKA 3d6+1, Armor Piercing (+¼); OAF (-1)
- 40 **Mystic Wards:** Life Support (Total)
- 30 **Mystic Wards:** Resistant Protection (10 PD/ 10 ED)
- 10 **Strong Mind:** Mental Defense (10 Points)
- 10 **Mystic Wards:** Power Defense (10 Points)
- 5 **Sees In Dark:** Nightvision

PERKS

- 5 Contact: Emperor Hirohito
- 10 Various Other Contacts In Japanese Government & Military
- 4 Perk: Master of Black Dragon Society
- 10 Wealthy

TALENTS

- 5 Eidetic Memory
- 3 Lightsleep

SKILLS

- 20 +2 with All Combat
- 10 +2 with Master Of Spirits VPP
- 3 Breakfall 13-
- 3 Concealment 13-
- 3 Conversation 14-
- 3 AK: Japan 13-
- 3 KS: Japanese Politics 13-
- 3 KS: The Black Dragon Society 13-
- 3 KS: The Occult 13-
- 7 KS: Spirits Of Japan 17-
- 3 Oratory 14-
- 3 Persuasion 14-
- 3 Stealth 13-
- 3 Tactics 13-

Martial Arts: Kenjutsu

Maneuver	OCV	DCV	Notes
4 Bind	+1	+0	28 STR Bind
4 Block	+2	+2	Block, Abort
4 Disarm	-1	+1	28 STR Disarm
4 Evade	+0	+5	Dodge All Attacks, Abort
4 Lightning Strike	+2	+0	Weapon +2DC Strike
5 Sacrifice Strike	+1	-2	Weapon +4DC Strike
5 Slashing Strike	-2	+1	Weapon +4DC Strike
5 Takeaway	+0	+0	Grab Weapon, 28 STR To Take Away

TOTAL POWERS & SKILLS COST: 406

TOTAL COST: 635

400 MATCHING COMPLICATIONS (75)

- 5 **Watched:** Fellow Members Of Black Dragon Society
- 25 **Psychological Complication:** Overconfident (VC, Tot)
- 15 **Psychological Complication:** Sees Himself As Power Behind The Throne, Avoids Direct Conflict (Com, Str)
- 15 **Psychological Complication:** Duty To Divine Emperor (Com, Str)
- 15 **Reputation:** Mystical Overlord Of Japan

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 235

Pacific (and eventually the world), but sees himself as the far more crucial power behind the throne, entrusted with marshalling the true magical forces that have always secretly controlled human events. He supports both the current alliance with Hitler and Mussolini and the war with the Americans, but would be perfectly willing to rearrange those political realities should the circumstances change. He believes Japan will eventually go to war with Germany (perhaps supported by a conquered Russia), and therefore takes any opportunity to covertly study the activities and apparent powers of Totenkopf in preparation for their likely conflict, even if it might not happen for decades. He understands and studies other schools and forms of magic from various cultures, but remains convinced that Japanese magic is inherently superior.

Since his power began to increase in 1938, he has also made sure to keep his own studies and findings in magic from his fellow Society members. This is largely unprecedented, and he has made many enemies among his own associates who fear him too much to oppose him directly but would gladly turn on him should any opportunity arise.

QUOTE: “These machines of war are indeed impressive. But they are as blades of grass against the wind which is the will of a determined man.”

POWERS/TACTICS: The Iron Father is one of the most accomplished sorcerers of the Golden Age. His spells are based largely on the Japanese magical belief known as *kotodama*, which includes the idea that words themselves contain power, and a skilled speaker who uses ritual words correctly can tap into the spirit of language itself and thereby command the other animist spirits that inhabit objects and locations.

Iron Father rarely deigns to engage in direct battle with his enemies, preferring to work through agents both superhuman and mundane while remaining in the shadows. He is quite skilled at creating magical weapons or rituals, which is not reflected on his character sheet; instead, GMs are encouraged to develop any sort of overarching menace and credit it to his behind-the-scenes efforts without regard to character points at the climax of a long-running campaign.

APPEARANCE: The Iron Father dresses in flowing black robes with voluminous sleeves, in a modernized version of the style of Heian court. He has a long but thin beard, and large black expressive eyebrows.

THE MORIMOTO BROTHERS

BACKGROUND/HISTORY: The three sons of Takashi Morimoto are the most well-known of the Iron Father’s superhuman agents. Takashi Morimoto was a fisherman in Kagoshima Prefecture, who had himself served in the Imperial Navy and fought the Chinese during the Boxer Rebellion. As an older man, he met and fell in love with a mysterious woman named Suna. They married, and she bore him three sons. Ichiro was born in 1917, his brother Jiro in 1918, and Saburo in 1920. Not long after Saburo’s birth, Suna disappeared as mysteriously as she had arrived in Takashi’s life; he later told the Emperor that he believed Suna might be a *yokai*, a supernatural spirit from Japanese folklore.

Whatever her origin, her sons were certainly no ordinary humans. Ichiro grew up to be enormously strong, able to lift a horse even as a child and (after a burst of growth shortly before his 21st birthday) able to throw a tank fifty meters through the air. Jiro, on the other hand, was blindingly fast, able to outrace even a jet plane. Saburo’s unique abilities were difficult to identify at first, but eventually it became clear that he was astonishingly lucky—events simply seemed to conspire around him to help him avoid ever being hurt, while his enemies suffered misfortune after misfortune.

Tales of the boys’ exploits and abilities reached the Black Dragon Society in 1933, and they in turn informed Emperor Hirohito, who called the family in for an audience. Takashi, overwhelmed by the honor, promised his children’s service to the Emperor, who accepted and then turned them over to Iron Father. They were put to work as warriors against the Iron Father’s mystical foes, first in China and later in more liminal realms. In 1941 they were part of the second wave of invasion at Pearl Harbor and battled the Defenders for the first time. Over the course of the war they would also battle the Justice Squadron and several solo heroes, usually indecisively. They were still actively involved in the defense of Japan in August of 1945, when the United States dropped nuclear bombs on Hiroshima and Nagasaki, triggering the Japanese surrender.

PERSONALITY/MOTIVATION: The Morimoto Brothers almost always operate as a team, and are personally very close; they regularly interrupt each other and finish each other’s sentences. In informal circumstances they act like typical brothers, making fun of each other and occasionally using their powers to roughhouse with each other. Of course, if there are superior officers, important government officials or most importantly their mentor Iron Father around, they are the very epitome of respectful and silent soldiers.

The younger brothers both defer to Ichiro, even though all three know he’s probably the least intelligent of them; he, in turn, will consult both of the others before making any decisions, but once he’s made one all accept it as final (though Jiro might

After The War: The Morimoto brothers returned to Japan after the death of their mentor. They were forbidden from working with the Japanese military, but the treaties did allow them to act as registered superhumans working with the police and fire departments. Each married and started a family, and the strange abilities of their mother's bloodline continued to breed true; all three had more than one superhumanly gifted child, and by the early 21st Century there were more than two dozen active superheroes from the Morimoto family.

complain if he loses the debate.) Jiro will almost always agitate for direct action, impatient to get moving. Saburo is far more relaxed than either of his older brothers, and will take any opportunity to charm a nearby girl, tell jokes with other soldiers, or simply enjoy the sights and sample the food of wherever his adventures take him.

All three are completely devoted to the Iron Father, who has been an honorable mentor and teacher to them and given them the opportunity to serve the Emperor and Japan with their gifts. None are particularly cruel or evil, but all three have been raised to believe in Japanese superiority and will fight (and if necessary, kill) their enemies without second thoughts.

QUOTE: "At your command, Iron Father!"

POWERS/TACTICS: Ichiro, as both the oldest and a superhumanly indestructible powerhouse, is protective of his brothers. This leads to him being a bit passive in combat, as he keeps an eye on the whole battlefield and frequently holds an action in order to either take a shot for one of them or throw a heavy object at somebody targeting them. He's taken considerable training as a sumo rikishi

and therefore prefers to wrestle in close quarters if given the opportunity.

Jiro is one of the fastest beings on Earth, and fights with a martial art specially developed to take full advantage of his speed. His favored tactic is to find a poorly-defended target and throw dozens of superspeed punches, while using his speed to keep from being caught in any one place for too long. His speed also allows him to hurl objects at terrifying velocities, and he'll usually arrange to have knives, clubs or other throwable weapons nearby if he has the chance.

Saburo, on the other hand, prefers to leave combat entirely to chance. Once he targets an opponent with his "unluck," they will suddenly find themselves the target of "lucky shots" from any opponent, while their own attacks go strangely awry. Ceilings and floors will unexpectedly collapse, or careening fruit carts will crash into them from behind. All the while, Saburo will simply grin and whistle, and then select another target. If fighting several superhumans at once, he has over time learned to stay behind cover (like his oldest brother) while using his powers.

APPEARANCE: Ichiro is massively large, standing 6'10 and weighing over five hundred pounds, with a layer of fat over a clearly muscular base and legs like tree trunks. He wears the traditional belt and skirt of a sumo rikishi, with a short stylized robe open to show off his enormous chest, and his hair is pulled into a tight topknot. Jiro is small even by Japanese standards, about 5'1 and 120 lbs. of lean muscle. He wears a green bodysuit with white stripes on the side, and a leather pilot's cap-and-goggles that fastens under the chin. Saburo wears a simple red bodysuit with white highlights. His hair is longer than that of either brother, and he usually wears a charming smile.



MORIMOTO ICHIRO

VAL	CHAR	COST	ROLL	NOTES
50	STR	40	19-	Lift 25 tons; 10d6 HTH dam [5]
19	DEX	18	13-	
28	CON	18	15-	
10	INT	0	11-	PER Roll 11-
11	EGO	1	11-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		PHASES: 3, 6, 9, 12
5	PD	3		TOTAL: 25 PD (20 rPD)
3	ED	1		TOTAL: 23 ED (20 rED)
16	REC	12		
60	END	8		
18	BODY	8		
60	STUN	20		TOTAL CHARACTERISTICS COST: 194

MOVEMENT: Running: 12m/24m
Leaping: 24m/48m

COST POWERS

- 75 **Body Like Iron:** Damage Resistance (20 PD/20 ED), Hardened (+1/4)
- 20 **Solid Like A Mountain:** Knockback Resistance -20m

END

- 9 **Solid Like A Mountain:** Life Support (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum)
- 10 **Solid Like A Mountain:** Power Defense (10 points)
- 10 **Muscular Legs:** Leaping +20m 1

PERKS

- 8 Fringe Benefit: Military Rank (Daii)
- 2 Reputation: Hero of Japan; 11-, +2/+2d6
- 4 Contact: Iron Father 8-

SKILLS

- 12 +4 with Sumo Combat
- 4 Penalty Skill Levels: +4 vs. Throwing Unbalanced Objects
- 3 Breakfall 13-
- 5 Demolitions 12-
- 4 KS: Sumo Wrestling 13-
- 2 AK: The Pacific Islands 11-
- 1 L: Mandarin (basic) (Japanese native)
- 5 Brick Tricks: Power 14-
- 2 Survival (Tropical) 11-
- 3 Tactics 11-
- 5 WF: Common Melee Weapons, Small Arms, Heavy Machine Guns

Martial Arts: Sumo

	Maneuver	OCV	DCV	Notes
4	Escape	+0	+0	65 STR vs. Grabs
3	Grab	-1	-1	Grab Two Limbs, 60 STR for holding on
3	GrpThr	+0	+2	12d6 Strike; Target Falls; Must Follow Grab
4	Root	+0	+0	65 STR to resist Shove; Block, Abort
4	Shove	+0	+0	65 STR to Shove
4	Slap	+0	+2	12d6 Strike

TOTAL POWERS & SKILLS COST: 206

TOTAL COST: 400

400 MATCHING COMPLICATIONS (75)

- 15 **Distinctive Features:** Enormous (6'10, 500 lbs.)
- 20 **Hunted:** Enemies of Japan (Freq, As Pow, PC has a Public ID, Harshly Punish)
- 10 **Physical Complication:** Doesn't Know Own Strength (Frequently, Slightly Impairing)
- 15 **Psychological Complication:** Japanese Patriot (Common, Strong)
- 15 **Psychological Complication:** Loves and Protects His Brothers (Common, Strong)

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 10



MORIMOTO JIRO

VAL	CHAR	COST	ROLL	NOTES
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
23	DEX	26	14-	
20	CON	10	13-	
13	INT	3	12-	PER Roll 12-
11	EGO	1	11-	
18	PRE	8	13-	PRE Attack: 3-1/2d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
3	DMCV	0		
6	SPD	40		PHASES: 2, 4, 6, 8, 10, 12
8	PD	6		TOTAL: 15/21 PD (7/13 rPD)
7	ED	5		TOTAL: 14/24 ED (7/17 rED)
9	REC	5		
50	END	6		
13	BODY	3		
32	STUN	6		TOTAL CHARACTERISTICS COST: 164

MOVEMENT: Running: 60m/480m

COST POWERS

END

70	Super-Running: Flight 60m, x8 Noncombat, No Turn Mode (+¼); Only In Contact With A Surface (-¼)	9
22	Super-fast: Change Environment (Do Ordinary Things Faster), 1-pt. Telekinesis, Long-Lasting, AoE (16m Radius, +¾); Must Pass Through Intervening Space (-¼), No Range (-½)	
16	Protective Aura: Resistant Protection (6 PD/10 ED) (24 Active Points); Linked (Super-Running; -½)	2
20	Flurry Of Punches: +4d6 HTH, Autofire (5 shots; +½); Hand-To-Hand Attack (-¼), Limited Power (Must All Be Directed At Same Target; -¼)	2
34	Super-Throwing: Multipower, 60-point reserve; all slots OIF: Items of Opportunity (-½), Range Based On Strength (-¼)	
3f	1) Blunt Objects: Blast 8d6, Autofire (5 shots; +½); OIF: Items of Opportunity (-½), Range Based On Strength (-¼)	6
3f	2) Sharp Objects: RKA 2-½d6, Autofire (5 shots; +½); OIF: Items of Opportunity (-½), Range Based On Strength (-¼)	6

8 **Padded Uniform:** Resistant Protection (4 PD/4 ED); OIF (-½)

PERKS

8 Fringe Benefit: Military Rank (Daii)
 2 Reputation: Hero of Japan; 11-, +2/+2d6
 4 Contact: Iron Father 8-

TALENTS

6 Combat Luck (3 PD/ 3 ED)
 3 Lightning Reflexes: +3 DEX to act first

SKILLS

15 +3 with Speedster Martial Arts
 3 Breakfall 14-
 3 Bureaucratics 13-
 10 Defense Maneuver I-IV
 2 AK: Pacific Islands 11-
 3 KS: Japanese Military Tactics 12-
 2 Language: English (fluent) (Japanese native)
 2 Navigation (Land) 12-
 5 Speedster Tricks: Power 15-
 3 Sleight of Hand 14-
 3 Stealth 14-
 2 Survival (Tropical) 12-
 3 Tactics 12-
 2 WF: Small Arms

Martial Arts: Speedster Tricks

Maneuver	OCV	DCV	Notes
5 Flying Dodge	--	+4	Dodge All Attacks, Abort; FMove
5 Flying Grab	-2	-1	Grab Two Limbs, 25 STR for holding on; FMove
4 Martial Escape	+0	+0	30 STR vs. Grabs
5 Passing Disarm	-1	-1	Disarm, 25 STR to Disarm; FMove
5 Passing Strike	+1	+0	3d6 +v/10; FMove
5 Passing Throw	+0	+0	3d6 +v/10; Target Falls; FMove

TOTAL POWERS & SKILLS COST: 286

TOTAL COST: 450

400 Matching Complications (75)
 15 **Hunted:** Enemies of Japan (Freq, As Pow, Harshly Punish)
 15 **Psychological Complication:** Dislikes Inaction, Bristles When Forced To Wait (Common, Strong)
 20 **Psychological Complication:** Japanese Patriot (Common, Total)
 15 **Psychological Complication:** Watches Out For His Brothers (Common, Strong)
 10 **Rivalry:** Professional (Other Speedsters)

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 50



MORIMOTO SABURO

VAL	CHAR	COST	ROLL	NOTES
13	STR	3	12-	Lift 150 kg; 2-1/2d6 HTH dam [1]
23	DEX	26	14-	
18	CON	8	13-	
18	INT	8	13-	PER Roll 13-
15	EGO	5	12-	
18	PRE	8	13-	PRE Attack: 3-1/2d6
7	OCV	20		
14	DCV	55		
3	OMCV	0		
5	DMCV	6		
4	SPD	20		PHASES: 3, 6, 9, 12
7	PD	5		TOTAL: 26 PD (19 rPD)
7	ED	5		TOTAL: 26 ED (19 rED)
6	REC	2		
50	END	6		
10	BODY	0		
28	STUN	4		TOTAL CHARACTERISTICS COST: 181

MOVEMENT: Running: 12m/24m



COST POWERS

	END
30 Born Under A Lucky Moon: Luck 6d6	
60 Born Under A Lucky Moon: Multipower, 60-point reserve	
5f 1) Clumsy Fool!: Drain OCV 6d6; Limited Range (50m; -¼)	6
5f 2) Clumsy Fool!: Drain DCV 6d6; Limited Range (50m; -¼)	6
6f 3) Watch Out!: Blast 6d6, Indirect (Any origin, any direction; +1)	6
6f 4) Watch Out!: Entangle 3d6, Indirect (Any origin, any direction; +1)	6
6f 5) Your Gun Jams: Dispel Technological Device 16d6, any Technological Device power one at a time (+¼)	3
8 Padded Uniform: Armor (4 PD/4 ED); OIF (-½)	
8 Pistol: Killing Attack - Ranged 1d6+1; OAF (-1), 8 Charges (-½)	[8]

PERKS

8	Fringe Benefit: Military Rank (Daii)
2	Reputation: Hero of Japan; 11-, +2/+2d6
4	Contact: Iron Father 8-

TALENTS

30	Combat Luck (15 PD/ 15 ED)
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SKILLS

3	Acrobatics 14-
3	Breakfall 14-
3	Charm 13-
4	Gambling (Sports Betting, Dice)13-
2	AK: Pacific Islands 11-
2	KS: Japanese Military Tactics 11-
4	Language: English (fluent), German (fluent), Korean (fluent) (Japanese native)
3	Stealth 14-
3	Streetwise 13-
2	Survival (Tropical) 13-
3	Tactics 13-
2	WF: Small Arms

TOTAL POWERS & SKILLS COST: 224

TOTAL COST: 405

400 MATCHING COMPLICATIONS (75)

15	Dependent NPC: Girlfriend of the Week (Infreq, Incompetent)
15	Hunted: Enemies of Japan (Freq, As Pow, Harshly Punish)
15	Psychological Limitation: Carefree and Prone To Attention Slipping (Com, Str)
15	Psychological Limitation: Japanese Patriot (Com, Str)
15	Psychological Limitation: Watches out For His Brothers (Com, Str)

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 5

DOCTOR FUTOSHI YAMAJI

VAL	CHAR	COST	ROLL	NOTES
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
15	DEX	10	12-	
20	CON	10	13-	
20	INT	10	13-	PER Roll 13-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
6	DCV	15		
3	OMCV	0		
5	DMCV	6		
4	SPD	20		PHASES: 3, 6, 9, 12
7	PD	5		TOTAL: 12 PD (5 rPD)
2	ED	0		TOTAL: 7 ED (5 rED)
10	REC	6		
40	END	4		
15	BODY	5		
38	STUN	9		TOTAL CHARACTERISTICS COST: 140

MOVEMENT: Running: 12m/24m

COST POWERS

39 **Bodily Transformation:** Shape Shift (Sight, Hearing and Touch Groups, Any Humanoid Form, Imitation, 0 END (+½); Unified Power (-¼) **END** 0

APPEARANCE: Dr. Yamaji is a tall, thin Japanese man with prematurely graying hair and thick dark glasses, usually wearing a white lab coat that is probably slightly soiled with blood and other stains. He can change his form to look like anyone else he pleases, of course.

- 14 **Malleable Form:** Desolidification (Doesn't Protect Against Damage (-1), Cannot Pass Through Solid Objects (or Spaces Smaller Than 10 cm; -½), Unified Power (-¼) 4
- 8 **Rubbery Form:** Stretching 5m; x2 Body Dimension; Unified Power (-¼) 1
- 10 **Big Fists:** HA +3d6; Hand-To-Hand Attack (-¼), Unified Power (-¼) 1
- 32 **Tough To Hurt:** Damage Negation (-4 DCs Physical and Energy); Unified Power (-¼)
- 12 **Tough To Hurt:** Resistant Protection (5 PD/ 5 ED); Unified Power (-¼)
- 8 **Inhuman Physiology:** Life Support (Immunity, All Poisons and Diseases); Unified Power (-¼)
- 5 **Not Squeamish:** +15 PRE, Only To Protect Against Disgust- or Bodily Fear-Based Presence Attacks (-2)

PERKS

- 8 Military Rank (Daii)
- 1 Perk: Medical License

SKILLS

- 3 Breakfall 12-
- 3 Climbing 12-
- 3 Contortionist 12-
- 5 Disguise 14-
- 3 Electronics 13-
- 3 Interrogation 13-
- 3 Inventor 13-
- 2 AK: Manchuria 11-
- 3 KS: Unit 731 13-
- 2 KS: Japanese Military 11-
- 3 L: Mandarin (fluent), English (basic); Japanese native
- 3 Stealth 12-
- 4 Survival (Temperate, Tropical) 13-
- 3 Scientist
- 5 SS: Anatomy 16-
- 2 SS: Bacteriology 13-
- 4 SS: Biology 15-
- 2 SS: Chemistry 13-
- 5 SS: Epidemiology 16-
- 2 SS: Medicine 13-
- 5 SS: Toxicology 16-

TOTAL POWERS & SKILLS COST: 205

TOTAL COST: 345

300 MATCHING COMPLICATIONS (60)

- 20 **Hunted:** Enemies of Japan (Freq, Mo Pow)
- 20 **Psychological Complication:** Absolutely Amoral About Human Subjects (Com, Tot)
- 15 **Psychological Complication:** Fascinated By Disease and Toxins (Com, Str)
- 5 1d6 Unluck

TOTAL COMPLICATIONS POINTS: 60

EXPERIENCE POINTS: 35

DOCTOR FUTOSHI YAMAJI

BACKGROUND/HISTORY: The Japanese military program on human biological warfare experimentation was called the Pingfang Institute but used the designation “Water Purification Unit 731” as a cover, and was based in conquered Manchuria starting in 1939. Program head Shiro Ishii and his staff experimented with diseases, bacteria, toxins, nerve agents and crop parasites, and were notorious for their cruelty to their countless thousands of test subjects, most of whom were captured Chinese or Russians, both military and civilian.

Perhaps both the most brilliant and most evil of Ishii’s scientists was Futoshi Yamaji, born in Fukuoka Prefecture in 1908. Yamaji was a specialist in mutation, particularly in the development of new microscopic organisms, and at Unit 731 his primary assignment was the development of new strains of virii and bacteria to be used as biological weapons. Incidentally, he was also fascinated by the recent increase in the superhuman population, and performed many “off-the-books” experiments on human subjects. He was nowhere near as successful as Totenkopf was in his similar program, perhaps because he had no background in the occult.

In late 1939, ironically, Yamaji was accidentally exposed to one of his own microbial creations; fortunately for him, instead of dying he became one of his own rare successes. The microbes transformed his body, replacing ordinary flesh, bone and blood with strange plasma analogues that Yamaji could mentally control and move, changing his own physical form with ease. He could bend and stretch with ease, elongating his limbs up to five meters long, or he could mold and sculpt his features to temporarily change his appearance. He found it extremely difficult to maintain any sort of nonhumanoid form, as even his alien structure still needed to breathe and his “blood” to flow.

His success with his own transformation only inspired him to new depths of cruel invention in his experiments, and despite his countless failures he continued to subject Chinese and Russian prisoners as well as criminals and enemies of the Emperor to hideous tortures. On a couple of occasions he temporarily held Allied superheroes as prisoners in his facility, but both times they managed to escape while doing considerable damage to his laboratories.

PERSONALITY/MOTIVATION: Dr. Yamaji is clinically insane. Certainly his complete lack of empathy for his fellow man is chilling, as is his wicked imagination for “tests” he applies to his victims. Most of his subjects do not survive his practices, and those few

that do are mostly turned into hideous monsters, who he banishes to a secret underground facility without a second thought (unless it occurs to him to bring one back for a second round of procedures to see what went wrong with the first one.) Ishii and the other commanders of Unit 731 give him pretty much free reign, in part because they themselves are also terrified of him and know that the Black Dragon Society remains very interested in his rare successes.

QUOTE: “A fascinating result! Now, I wonder what would happen if I deep-froze this one...”

POWERS/TACTICS: Dr. Yamaji rarely leaves the lab, and has no interest in Japan’s military goals or the progress of the war, as long as he continues to be provided with fresh subjects. During the war he rarely uses his powers, unless it’s to terrify or punish an inferior who failed him or come to blows with a superhuman trying to break out. Captured heroes who find themselves in his lab therefore will probably be quite surprised the first time he smashes one of them with an oversized rubbery fist, but after that he’s generally not powerful enough to stand up to a PC one on one and will attempt to use his powers to escape.

After The War: Unit 731 was abandoned in August 1945 as the Red Army approached their facility, and most of the staff destroyed their work and fled to Japan. Yamaji remained until the last moment, and then disguised himself as a Russian officer and slipped away at the last moment with most of his records. He then largely disappeared into legend, as pieces of his work turned up in many different criminal endeavors, from the labs of VIPER and the Syndicate to the hidden science city of Larisagrad.



HABU

VAL	CHAR	COST	ROLL	NOTES
13	STR	3	12-	Lift 150 kg; 2-1/2d6 HTH dam [1]
25	DEX	30	14-	
16	CON	6	12-	
15	INT	5	12-	PER Roll 12-
18	EGO	8	13-	
18	PRE	8	13-	PRE Attack: 3-1/2d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		PHASES: 3, 5, 8, 10, 12
6	PD	4		TOTAL: 14 PD (8 rPD)
6	ED	4		TOTAL: 14 ED (8 rED)
6	REC	2		
40	END	4		
13	BODY	3		
30	STUN	5		TOTAL CHARACTERISTICS COST: 162

MOVEMENT: Running: 18m/36m
 Leaping: 10m/20m
 Swimming: 5m/10m

COST POWERS

		END
20	Deflecting and Dodging: Deflection	2
3	Mighty Leaps: Leaping +6m	1
6	Swift: Running +6m	1
1	Good Swimmer: Swimming +2m	1
11	Vanish: Invisibility to Sight Group; Chameleon (-½), Only With Some Sort of Cover (-¼)	2
10	Padded Costume: Armor (5 PD/5 ED); OIF (-½)	
12	Blinding Powder: Sight Group Flash 5d6, Penetrating (+½); 4 Charges (-1), IAF (-½), No Range (-½)	
22	Ninja-To: Multipower, 45-point reserve; all slots OAF: Sword (-1)	
2u	1) Blade: HKA 2d6 (3d6+1 w/STR), 0 END (+½); OAF (-1)	
1u	2) Hilt as Club: HTH +2d6, 0 END (+½); OAF (-1), Hand-To-Hand Attack (-½)	

PERKS

- 1 FB: Membership: Kunoichi
- 5 Useful Contacts In Japanese Military Intelligence

TALENTS

- 6 Combat Luck (3 PD/3 ED)
- 3 Lightsleep

SKILLS

- 20 +2 with All Combat
- 3 Acrobatics 14-
- 3 Acting 13-
- 3 Breakfall 14-
- 3 Climbing 14-
- 3 Concealment 12-
- 5 Cramming
- 3 Disguise 12-
- 8 L: English (fluent), Mandarin (Completely fluent), Cantonese (fluent), Russian (basic) (Japanese native)
- 3 Lockpicking 14-
- 3 Paramedics 12-
- 3 PS: Calligraphy 12-
- 3 Riding 14-
- 3 Security Systems 12-
- 3 Shadowing 12-
- 3 Sleight Of Hand 14-
- 3 Stealth 14-
- 3 Tactics 12-
- 3 Trading 13-
- 8 WF: Common Martial Arts Melee Weapons, Common Melee Weapons, Common Missile Weapons, Garrote, Thrown Sword

Martial Arts: Ninjutsu

Maneuver	OCV	DCV	Notes
4 Dodge	--	+5	Dodge, Affects All Attacks, Abort
4 Escape	+0	+0	33 STR vs. Grabs
4 Fast Strike	+2	+0	5 ½d6 Strike or 3d-1K
5 Flying Kick	-2	+1	7 ½d6 Strike
4 Nerve Strike	-1	+1	2 ½d6 NND
4 +1 HTH Damage Class(es)			
1 Use Art w/ Sword			

TOTAL POWERS & SKILLS COST: 218

TOTAL COST: 380

300 MATCHING COMPLICATIONS (60)

- 15 **Psychological Complication:** Loyal To The Emperor and Iron Father In That Order (Com, Str)
- 10 **Psychological Complication:** Sneaky- Hates Being "In The Open" (Com, Mod)
- 15 **Psychological Complication:** Code Of Honor: Her Life Is Her Employer's (Com, Str)
- 10 **Reputation:** Member of Dangerous Clan of Assassins (Inf, Extreme)
- 10 **Social Complication:** Female in 1940s Japan (Occasionally, Major)

TOTAL COMPLICATIONS POINTS: 60

EXPERIENCE POINTS: 80



HABU

BACKGROUND/HISTORY: Miyoko Nakamura was born in 1919. Her parents were both members of the Kokuryukai, known to the West as the Black Dragon Society, and she was raised and trained in the ways of that secretive organization (see p. 269). As a child she mastered the arts of the ninja, learning the ways of stealth and espionage, of weapons and hand-to-hand combat. By the time she reached her 18th birthday she was one of the most fearsome agents of the Black Dragons, and was given the codename Habu, a kind of venomous pit viper found on several islands in Japan.

The Black Dragons sent Habu on many dangerous missions, primarily in China and occasionally as far north as Siberia, to spy on and occasionally assassinate top government officials and military leaders. When Iron Father assembled his team of superhumans to assault Pearl Harbor in the third wave, he personally selected Habu to use the battle as cover to sneak into the Pacific Fleet Command headquarters of Admiral Kimmel and steal important documents relating to fleet strength and ship plans. However, she was discovered there by the Black Mask, was defeated in personal combat and only barely escaped, swearing her intended vengeance on him.

Over the course of the next three and a half years, Habu went on several missions for Iron Father and her clan, occasionally by herself, more frequently leading a small team of her fellow ninjas. She regularly encountered American superheroes, from both the Defenders and the Justice Squadron. At one point she was captured and spent several weeks in a military prison outside of San Francisco, but she escaped and returned to Japan.

PERSONALITY/MOTIVATION: Habu has been raised from infancy to believe in the code of the shinobi and the Black Dragon Society. She believes implicitly in the divinity of both Emperor Hirohito and the Iron Father, and would happily sacrifice her life at either's command. Her entire family (parents, brothers and sisters, and various cousins) share her beliefs and membership in the Society, and so she has never had any reason to question her role.

Perhaps the one feature of her personality that is notable beyond her loyalty is her intense competitiveness. She won't go out of her way or put an operation at risk, but if an opportunity to test herself against another skilled opponent arises in any field,

she'll do so with gusto. This applies to combat, but also feats of skill- she'll race somebody climbing a wall, or see who can leap a greater distance. It's the only time most people see her smile.

QUOTE: "Striking at your enemies' vulnerable points is the way of the ninja. The only way to defeat us is to have no vulnerabilities."

POWERS/TACTICS: Though Habu has no super-powers, she is a sufficiently skilled fighter to go toe-to-toe with most mystery men, and sneaky enough to escape the others. Her personal sense of honor doesn't require her to fight fairly at all- striking from surprise, using her blinding powder, and similar tactics are perfectly acceptable to her.

APPEARANCE: Habu wears a simple black belted catsuit with a mask that covers her hair and the lower half of her face. The single adornment on the costume is a stylized green viper over her heart. She carries a short sword in a leather scabbard at her waist. She is physically quite small, barely 5 feet tall and weighs about 95 pounds, almost entirely muscle.

After The War: The Black Dragon Society retreated into the shadows after the death of Iron Father, and Habu did so as well. A second Habu, claiming to be Miyoko's daughter, worked for VIPER in the 1960s and 1970s, fighting Rocketman and the ninth Black Mask.



FUSHIGI

VAL	CHAR	COST	ROLL	NOTES
8	STR	-2	11-	Lift 75 kg; 1-1/2d6 HTH dam [1]
15	DEX	10	12-	
14	CON	4	12-	
18	INT	8	13-	PER Roll 13-
13	EGO	3	12-	
15	PRE	5	12-	PRE Attack: 3d6
7	OCV	20		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		PHASES: 3, 6, 9, 12
4	PD	2		TOTAL: 11 PD (7 rPD)
5	ED	3		TOTAL: 12 ED (7 rED)
4	REC	0		
40	END	4		
9	BODY	-1		
24	STUN	2		TOTAL CHARACTERISTICS COST: 93

MOVEMENT: Running: 12m/24m
Flight: 20m/40m

COST POWERS **END**

- 40 **Cloud-Form:** Desolidification (affected by Wind or AoE TK), 0 END (+½); Cannot Pass Through Solid Objects (-½)
- 13 **Cloud Movement:** Flight 20m; Linked (Cloud-Form; -½) 2
- 7 **Cloud Form:** Life Support (Self-Contained Breathing); Linked (Cloud-Form; -½)
- 3 **Cloud Form Senses:** Increased Arc Of Perception (360 Degrees) with Sight Group; Linked (Cloud-Form; -½)
- 3 **Cloudform Senses:** Ultraviolet Perception (Sight Group); Linked (Cloud-Form; -½)
- 65 **Additional Cloud-Forms:** Multipower, 81-point reserve; all slots Linked (Cloud-Form; -¼)
- 2f **1) Diffuse Form:** Invisibility to Sight Group, Reduced Endurance (0 END; +½); Linked (Cloud-Form; -¼)
- 2f **2) Cloudy Form:** Darkness to Sight Group 4m radius; 0 END (+½); No Range (-½), Linked (Cloud-Form; -¼)
- 3f **3) Tear Gas:** Sight Group Flash 3d6, Area Of Effect 8m Radius (+½), Affects Physical World (+2); No Range (-½), Linked (Cloud-Form; -¼) 5

- 6f **4) Sleep Gas:** Blast 3-½d6, Area Of Effect 8m Radius (+½), No Normal Defense (+1), Affects Physical World (+2); Linked (Cloud-Form; -¼) 6
- 6f **5) Fire Extinguishing:** Dispel 6d6, any Fire power one at a time (+½), Area Of Effect 8m Radius (+½), Affects Physical World (+2), Cumulative (+½); Linked (Cloud-Form; -¼) 8
- 6f **6) Lightning Bolt:** RKA 1-½d6, Indirect (Same origin, always fired away from attacker; +¼), Affects Physical World (+2); Linked (Cloud-Form; -¼) 8
- 8 **Padded Costume:** Armor (4 PD/4 ED); OIF (-½)
- 8 **Pistol:** RKA 1d6+1; OAF (-1), 8 Charges (-½)

PERKS

- 4 Fringe Benefit: Rank (Socho)

TALENTS

- 6 Combat Luck (3 PD/ 3 ED)

SKILLS

- 3 Combat Piloting 12-
- 3 Electronics 13-
- 3 Linguist
- 3 L: English (fluent), German (fluent), Mandarin (fluent) (Japanese native)
- 3 AK: Japan 13-
- 3 KS: Japanese Military Procedures 13-
- 3 KS: Japanese History 13-
- 3 Mechanics 13-
- 4 Navigation (Air, Land, Marine) 13-
- 4 SS: Meteorology 14-
- 3 Shadowing 13-
- 3 Stealth 12-
- 5 Systems Operation (Communications Systems) 14-
- 3 Tactics 13-
- 1 TF: Large Planes, Small Planes
- 3 WF: Small Arms, Plane Weapons

TOTAL POWERS & SKILLS COST: 232

TOTAL COST: 325

300 MATCHING COMPLICATIONS (60)

- 10 **Dependent NPC:** Father (Military Advisor to Tojo) (Freq, Normal; Useful Noncombat Position or Skills)
- 15 **Hunted:** Enemies of Axis 11- (As Pow, Harshly Punish)
- 15 **Psychological Complication:** Cold and Ruthlessly Practical (Common, Strong)
- 10 **Psychological Complication:** Habitual Planner (Common, Moderate)
- 10 **Social Complication:** Female in 1940s Japan (Occasionally, Major)

TOTAL COMPLICATIONS POINTS: 60

EXPERIENCE POINTS: 25



FUSHIGI

BACKGROUND/HISTORY: Masao Watanabe was born in 1910, the daughter of an admiral in the Imperial Japanese Navy Air Service. She spent much of her teenage years learning to fly small planes, though of course she would never be allowed to fly in combat. After finishing school she took a position in the Air Service's Weather Division, allowing her to fly seaplanes to help keep track of storms. During the Sino-Japanese War she took an office position as a technician working to help coordinate bombing runs on Shanghai and similar targets.

One night in July of 1938 she was flying a solo mission in the Sea of Japan when her single-engine plane was caught in an unusual storm that seemed to materialize from nowhere. Her plane was struck repeatedly by lightning, shorting out most of her controls. She managed to glide in to a controlled crash landing, in which she broke several ribs but was otherwise unharmed. She spent several weeks in a navy hospital. During her rehabilitation, she was walking along the shoreline when it began to rain softly. Felling a nearly uncontrollable urge, she leapt into the air, and physically transformed herself into a small thundercloud in front of several witnesses. Several bolts of lightning struck a nearby metal railing, sending patients scrambling for cover. After a few minutes, she transformed back into her normal form, collapsing on the wet grass.

Admiral Watanabe called upon the Black Dragon Society for assistance with his daughter's remarkable case, and the Iron Father quickly linked the storm that transformed her to those described by the stories of Sturmvogel and Captain Patriot. He gave her the codename Fushigi, or "Mystery", and began training her as a secret Black Dragon operative. She went on several missions against the Chinese over the next few years, and then against the United States as a spy and saboteur after Pearl Harbor. In 1944 she was sent to Leyte to help the Japanese forces there defend against MacArthur's troops; when the town of Polompon was captured, she surrendered to the 8th Army commander, since she had no plausible way off the island even though the soldiers couldn't hold her in her cloud form.

PERSONALITY/MOTIVATION: Fushigi is cold, calculating and apparently emotionless. She will always do what's in her own best interests; most but not all of the time, that's also what's in Japan's interest. She greatly enjoys the authority her powers and status as a Black Dragon operative give her, as there are few women in 1940s Japan with her freedom. She deals with the rampant sexism of the soldiers she works with by being humorless and occasionally cruel. Very little can harm her physically, so her bravery in combat is impressive; indeed, one of the only things that actually frightens her is the possible loss of her powers.

QUOTE: "I will handle my own part of this operation, commander- be sure your men handle theirs, or the Emperor himself will hear of your incompetence!"

POWERS/TACTICS: Fushigi can transform herself into gaseous form, generally appearing as a small gray thundercloud approximately 2 meters in diameter. She can vary the chemical makeup of the cloud; she may transform into a blinding fog of irritants, a mass of soporific tranquilizer, or a completely invisible neutral gas. She can put out fires by removing the oxygen from an area, or generate powerful electric charges within her own form. She will usually be assigned a number of supporting soldiers or Black Dragon ninjas, who might ransack a location after she's taken out the guards with lightning or sleeping gas. She enjoys fighting costumed opponents, but will always choose the most practical tactics (which frequently means fleeing once a mission has gone bad.)

APPEARANCE: Fushigi is a lithe Japanese woman of about thirty, wearing a simple black and white costume and a domino mask in her human form.

After The War: Fushigi was tried for war crimes after the war, and was classified as a Class C war criminal. She served a little more than four years in prison and was released in 1950. She retired from the adventurous life and moved to a seaside village where she could enjoy the ever-changing weather, running a small restaurant. She died of undisclosed causes in 1967.



BAKEMONO

VAL	CHAR	COST	ROLL	NOTES
38	STR	28	17-	Lift 4800 kg; 7-1/2d6 HTH damage [3]
18	DEX	16	13-	
28	CON	18	15-	
9	INT	-1	11-	PER Roll 11-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
7	DCV	20		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		PHASES: 3, 6, 9, 12
10	PD	8		TOTAL: 20 PD (10 rPD)
10	ED	8		TOTAL: 20 ED (10 rED)
14	REC	10		
60	END	8		
19	BODY	9		
60	STUN	20		TOTAL CHARACTERISTICS COST: 189

MOVEMENT: Running: 12m/24m
 Gliding: 12m/24m
 Swimming: 10m/20m

COST	POWERS	END
26	Malleable Form: Stretching 16m, x4 body dimension	2
51	Stretchy Tricks: Multipower, 51-point reserve	
4v	1) Oversized Fist: HTH +4d6, Area Of Effect (2m Radius; +¼); Hand-To-Hand Attack (-½)	2
4v	2) Wraparound: Entangle 5d6, 5/5 DEF; Feedback (Character Takes All Damage Done To Break Out Of Entangle; -1), No Range (-½)	5
10v	3) Dodge and Bounce: Reflection (50 Active Points worth), Any Target (+½)	5
1f	4) Molding To Surfaces: Clinging (normal STR) (10 Active Points); Costs Endurance (Only Costs END to Activate; -¼), Cannot Resist Knockback (-¼)	1

1f	5) Parachute Form: Flight 12m, Gliding, Usable Simultaneously (up to 2 people at once; +1); Cannot Gain Altitude; Move 24m Down For Every 2m Forward (-1)	
2f	6) Squeeze Thru Cracks: Desolidification; Does Not Protect Against Damage (-1), Cannot Pass Through Solid Objects (-½)	4
15	Nasty Claws: HKA 1d6 (3d6+1 w/STR)	1
30	Lemurian Toughness: Resistant Protection (10 PD/10 ED)	
30	Rubbery Body: Physical Damage Reduction, Resistant, 50%	
15	Rubbery Body: Energy Damage Reduction, Resistant, 25%	
8	Naturally Aquatic: Life Support (Expanded Breathing: Breathe Underwater, Safe in High Pressure and Cold)	
1	Lemurian Mutate: Life Support (Longevity 200 Years)	
3	Aquatic: Swimming +6m	1
75	Dragon Form: Multiform (375 Character Points, see below)	

PERKS
4 Contact: Iron Father
4 Contact: Lemurian Underground
TALENTS
6 Terrifying: Striking Appearance +2/+2d6
SKILLS
24 +3 with HTH Combat
3 Concealment 11-
2 KS: Japanese Military World 11-
2 AK: The South Pacific 11-
1 Language: English (basic) (Japanese Native)
3 Stealth 13-
3 Survival (Marine, Tropical Coasts/Pelagic Environments) 11-
3 Tactics 11-

TOTAL POWERS & SKILLS COST: 331
TOTAL COST: 520

400 MATCHING COMPLICATIONS (75)

15	Distinctive Features: Green Reptile-Man (Concealable; Always Noticed, Major Reaction)
10	Hunted: Enemies In Lemuria (Inf, As Pow, Harshly Punish)
15	Hunted: Enemies of Axis (Freq, As Pow, Harshly Punish)
10	Physical Complication: Limited Knowledge of Japanese History/Culture (Freq, Slight)
10	Psychological Complication: Naive (Com, Mod)
15	Social Complication: Secret: Lemurian (Inf, Severe)

TOTAL COMPLICATIONS POINTS: 75
EXPERIENCE POINTS: 120



BAKEMONO (DRAGON FORM)

VAL	CHAR	COST	ROLL	NOTES
45	STR	35	18-	Lift 12.5 tons; 9d6 HTH damage [4]
14	DEX	8	12-	
25	CON	15	14-	
9	INT	-1	11-	PER Roll 11-
10	EGO	0	11-	
25	PRE	15	14-	PRE Attack: 5d6
6	OCV	15		
4	DCV	5		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		PHASES: 3, 6, 9, 12
5	PD	3		TOTAL: 20 PD (15 rPD)
5	ED	3		TOTAL: 20 ED (15 rED)
12	REC	8		
60	END	8		
22	BODY	12		
60	STUN	20		TOTAL CHARACTERISTICS COST: 166

MOVEMENT: Running: 12m/24m
Swimming: 12m/24m

COST POWERS**END**

30	Draconic Weapons: Multipower, 35-point reserve	
3f	1) Bite: HKA 2d6 (5d6 w/STR)	3
3f	2) Claws: HKA 1-½d6 (4d6 w/STR), Armor Piercing (+¼)	3
2f	3) Tail Bash: HTH +3d6; Hand-To-Hand Attack (-½) plus Stretching 6m	2
45	Scaly Skin: Damage Resistance (15 PD/15 ED)	
15	Tough Body: Physical Damage Reduction, Resistant, 25%	
15	Tough Body: Energy Damage Reduction, Resistant, 25%	
16	Heavy: Knockback Resistance -16m	
8	Aquatic: Life Support (Expanded Breathing: Underwater, Safe in High Pressure and Cold)	
4	Aquatic: Swimming +8m	1
5	Dragon's Eyes: Infrared Perception (Sight Group)	

PERKS

4	Contact: Iron Father
4	Contact: Lemurian Underground

TALENTS

12	Even More Terrifying: Striking Appearance +4/+4d6
----	---

SKILLS

24	+3 with HTH Combat
3	Concealment 11-
2	KS: Japanese Military World 11-
2	AK: The South Pacific 11-
1	Language: English (basic) (Japanese Native)
3	Survival (Marine, Tropical Coasts/Pelagic Environments) 11-
3	Tactics 11-

TOTAL POWERS & SKILLS COST: 209**TOTAL COST: 375****400 MATCHING COMPLICATIONS (75)**

20	Distinctive Features: Large Green Dragon (Not Concealable; Always Noticed, Major Reaction)
20	Physical Complication: Limited Manipulation (Frequently, Greatly Impairing)
20	Physical Complication: Huge (-6 DCV, +6 To PER Rolls) (Frequently, Greatly Impairing)
15	Psychological Complication: Hungry (Very Common, Moderate)

TOTAL COMPLICATIONS POINTS: 75

After The War:

Bakemono abandoned Japan in the summer of 1945, and tried to return to Lemuria. Arvad and the Lemurian nobles still saw him as a monstrosity and rejected him a second time, driving him into the tunnels beneath their fabled city. Since then, he's periodically turned up in various parts of the superhuman world, occasionally as a villain in the service of a stronger personality, or more frequently as a monster simply wanting to be left alone.

BAKEMONO

BACKGROUND/HISTORY: The Japanese meta-human called Bakemono was actually born in the undersea kingdom of Lemuria some decades ago. There, he was a monster at birth—Lemurians were once reptilian in form, and every so often an evolutionary throwback is born, even in the finest Houses. By order of the Lemurian King Arvad, such throwbacks are to be evacuated from the Lemurians' undersea domes into the depths of the ocean and thereby crushed to death. This would have been Bakemono's fate as well, except for a fortunate twist of evolution; his reptilian form, unique as every Lemurian throwback is, was in fact as fully suited for aquatic life as it was for air breathing. The tiny creature swam away from Lemuria to begin its life completely alone.

And so it did, for many years. The nameless creature traveled along the coasts of Asia, feeding on fish and plants, and exploring the undersea world. Every so often he would venture on to land as well, but his few encounters with humans usually ended with both sides fleeing in terror from each other. Though he usually maintained a humanoid form, his Lemurian body was extremely malleable, and he frequently would stretch out a limb or his neck in an effort to get to some hard-to-reach food. He was therefore frequently mistaken for any number of animals or mythological creatures when he was observed by humans.

In the mid-1930s, the creature found its way to a small island off the coast of Japan. There lived a very old fisherman, now retired, who kept a small wooden hut on a rocky promontory far from civilization. One evening, when the Lemurian snuck on shore to steal some of the old man's vegetables from his garden, they found themselves staring directly at each other. This time, the old man didn't run away from the odd creature; instead, he offered the thing some leafy greens, which the Lemurian took after a bit of hesitation. Delicious! From then on, the two were friends, with the creature emerging from the sea most nights to visit the old man. The old man slowly taught him to speak Japanese over several years, and told him wonderful stories of other strange creatures. He even gave the creature a name, Bakemono, which meant "changing thing."

Bakemono asked the old man what sort of creature it was, as it had never met anything like itself. The old man confessed that he wasn't sure, but he suspected that Bakemono was a dragon who had accidentally turned into something like a man. "What's a dragon?" asked Bakemono, so the old man dug out an old book with a picture of one, long and green with beautiful scales, a long tail and sharp teeth.

Bakemono concentrated, and changed shape for the first time in his life. He grew into the very dragon in the book, almost thirty feet long. "How's that?" The old man agreed that the likeness was excellent. Bakemono shrunk back to his human form, and the two friends returned to their soup.

Some days later, a gray stormcloud descended from the sky to the old man's porch. As it approached the ground lightning crackled along its surface, and then the cloud transformed itself into a lovely woman. "Good day, old man. My name is Fushigi. I understand there's a dragon living somewhere around here." When Bakemono arrived, she explained to them that the Iron Father was very interested in the stories told by the old man's fearful neighbors, who had seen Bakemono several times. The Iron Father had an offer—if Bakemono would come to work for him, he would grant him any boon in his power, which was considerable.

"Could he tell me where I am from, where others like me can be found?" asked Bakemono.

"Almost certainly," answered Fushigi.

So Bakemono and Fushigi left the old man behind, the former thanking him for his friendship and the latter having slipped him a significant amount of gold. Bakemono joined the Black Dragon Society, and his first direct action in their service was the invasion of Pearl Harbor.

For the next several years Bakemono fought America on behalf of the Japanese, while Iron Father claimed to be using his magics to determine where the dragon-man was truly from. In truth, he had determined it very early on, but withheld it from the monster so that he would not become distracted from the war. During the final battles in the hours before Hiroshima, Iron Father appeared in spirit before Bakemono and told him of Lemuria, where it was and who they were. He then dismissed Bakemono from his service, and disappeared. Shrugging his massive shoulders, Bakemono dove into the waters and left Japan behind.

PERSONALITY/MOTIVATION: Bakemono serves the Iron Father because of his promise, and so will do anything the wizard asks. He's remarkably naïve and trusting, and has little to no experience with deception; if the Iron Father says a thing is so, then it simply is. If someone were to reveal his true identity to him, along with showing him that Iron Father was withholding that knowledge, he'd probably be confused, saddened and angry in quick succession.

In other matters, Bakemono is a fairly sunny personality. He enjoys new experiences, likes a good brawl, and is quite content to pass long periods of time in contemplative silence. Superstitious Japanese may believe the "official" story of his being a dragon, in which case they're mostly cautiously deferential but generally positive; more skeptical humans assume he's some sort of freak of science and are probably frightened of him until he behaves gently around them, or become even more terrified once they see him in draconic action.

QUOTE: "Of course we're fighting. You're an enemy of Japan! The Iron Father said so!"

POWERS/TACTICS: In his humanoid form, Bakemono is a rubber-limbed shapeshifter who

fighters with reckless abandon, smashing with oversized fists or swinging his sharp natural claws. If a more impressive form seems appropriate, he'll fully adopt his dragon form, where his deafening roar, massive size and horrible teeth usually terrify opponents. He's not terribly creative or trained in tactics, but he will follow orders from other Black Dragon members to the best of his abilities.

APPEARANCE:

Bakemono is a green, scaly reptile man, hairless with pointy ears and yellow eyes. His hands and feet are oversized and clawed. He wears a simple Japanese style robe and workers' pants. As a dragon, he's bright green with yellow highlights, an elongated snout and "eyelashes" that rise from his forehead like antennae.



After The War: Liquidator spent most of the actual war in jail, after a series of defeats for the Alliance of Evil left his erstwhile teammates uninterested in breaking him out again. Released in 1947, he attempted to return to his life of crime, briefly forming at least two different new versions of the Alliance, before retiring to a series of jobs selling sketchy real estate. In 1961 he was killed by agents of The Syndicate, and his devices were stolen by the villain Amaranthus for use against the Outcasts.

HOMEFRONT VILLAINY

BACKGROUND/HISTORY: Marcus Bolster was born in 1906 and earned his doctorate in Chemistry from Columbia University in 1930, though he finished near the bottom of his class thanks to his regular arguments with his professors. Bolster was obsessed with a device he was working on, which he claimed would be able to manipulate the fundamental state of matter, changing substances that would ordinarily be solid at ordinary temperatures directly to liquid. Unfortunately, the device only worked intermittently, and Bolster was unable to raise or borrow enough money to build a truly functional prototype. As the years passed, Bolster lost a series of jobs because of his poor attitude and impatience, and was reduced to stocking shelves in a corner drug store.

In 1938 he managed to steal a minuscule amount of the radioactive isotope radium-X, which he used to power his prototype device, and discovered at last that it worked! However, he only had enough to power the device a small number of times, and so he used the device to rob a bank for funds to acquire more. One concentrated blast of his Matter-Liquifier turned the bank's walls to goo, and he was able to walk away with several thousand in loose bills. Realizing that buying the radium-X legally would leave a trail for authorities, he instead hired a small gang and designed himself a costume, calling himself the Liquidator. He then turned his attention to ambushing a shipment being sent to Columbia's research hospital. Unfortunately, this brought him into conflict with several of the city's masked mystery-men, and Bolster was soon cooling his heels in prison.

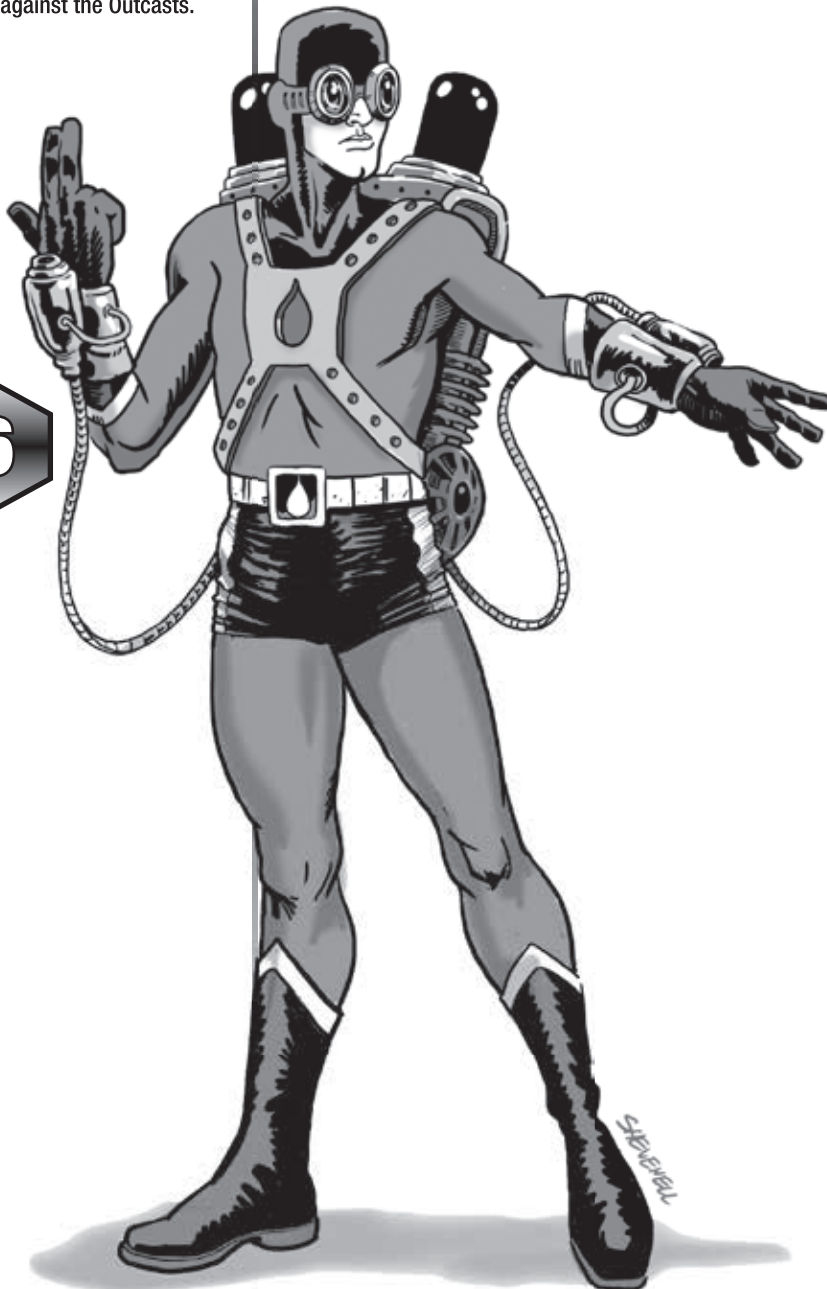
This setback only fueled his anger at the injustices of his life, and Liquidator broke out of jail several times, only to be defeated each time. He was an original member of the Alliance of Evil, regularly doubling down on his efforts to avenge each defeat and humiliate everyone on his personal list of those who had wronged him. The fact that his list only continued to grow with each defeat never dampened his enthusiasm for revenge.

PERSONALITY/MOTIVATION: As Bulletproof once said, "Well, somebody has to be the worst supervillain ever." Liquidator has fought and lost to pretty much every costumed hero out there, and his defeats (in his mind, anyway) are solely the result of bad luck, the incompetence of everyone he ever trusts, and the obvious fact that the so-called "good guys" must be cheating in some way. Nothing is ever his own fault, and his next plan will be the one that forces everyone to acknowledge his obvious superiority. And yes, it's been pointed out to him that even his name is inaccurate (he liquefies objects, not liquidates them), but he refuses to change it because he thinks "Liquidator" sounds tougher.

QUOTE: "Hah-ha, at last I've got you right where I want you, hero! This time, nothing will save you from utter defeat. What do you mean, look out behind me? Do you really think I'm stupid enough to fall for- ooof!!"

POWERS/TACTICS: Liquidator's Matter-Liquefying Ray can turn any non-living solid matter into liquid. This liquid state generally lasts for several minutes, perhaps up to an hour depending on the ray's intensity. At that point the liquid will solidify again, generally into an undifferentiated rock-like blob on the ground. The amount of matter he can effect is based on the roll of his Transform – see 6e2, p. 172 for the Body of various common objects.

In combat, Liquidator generally goes for indirect attacks, using his powers to open up pits underneath non-flying opponents or causing ceilings to collapse on their heads. If a superhero uses an obvious Focus, he'll try to target it- as a



LIQUIDATOR

VAL	CHAR	COST	ROLL	NOTES
13	STR	3	12-	Lift 150 kg; 2-1/2d6 HTH dam [1]
15	DEX	10	12-	
15	CON	5	12-	
20	INT	10	13-	PER Roll 13-
11	EGO	1	11-	
13	PRE	3	12-	PRE Attack: 2-1/2d6
7	OCV	20		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		PHASES: 3, 6, 9, 12
8	PD	6		TOTAL: 17 PD (9 rPD)
8	ED	6		TOTAL: 17 ED (9 rED)
6	REC	2		
30	END	2		
10	BODY	0		
30	STUN	5		TOTAL CHARACTERISTICS COST: 108

MOVEMENT: Running: 12m/24m

COST POWERS

- 72 **Matter-Liquefying Ray:** Multipower, 90-point reserve; all slots IIF: Suit (-¼)
- 5f **1) Liquefy:** Severe Transform 4d6 (Nonliving Matter Into Liquid, Reapplication Or Natural Process), Reduced Endurance (0 END; +½); IIF: Suit (-¼), Limited Target (Nonliving Matter. -½)

END

general rule, the ray is ineffective against Unbreakable Foci, but this is up to the GM, in part based on precisely how annoying he intends Liquidator to be!

Liquidator almost always works with a team, either the Alliance of Evil, some other ad hoc gathering of supervillains, or at the very least a gang of whatever thugs are desperate or greedy enough to sign up with him. He knows he can't stand up to most superheroes, and usually provides support tactics (like his Tunneling to break into places) to teams while complaining the whole time.

APPEARANCE: Liquidator wears a dark green skintight costume, with a full cowl and oversized dark goggles. The components of the Ray are built into his costume, with a power-pack worn on his back connected by cables to the beam projectors worn on his wrists. He stands about 5'8 and is quite skinny, weighing 65 kgs.

- 7f **2) Ruin Objects:** Dispel Device/Object Powers 17d6, any Device power one at a time (+¼), 0 END (+½); IIF: Suit (-¼)
- 2f **3) Point Defense:** Deflection, No Range Mod (+½); IIF: Suit (-¼), Only Vs. Appropriate Materials (-½)
- 6f **4) Environmental Hazards:** Blast 8d6, Side Effects (Environmental Damage; +0), 0 END (+½), Area Of Effect (2m Radius; +¼), Indirect (Any source, Direct; +½); OIF (Objects or Situations of Opportunity; -½), IIF Suit (-¼)
- 4f **5) Burrowing:** Tunneling 12m through 11 DEF material, 0 END (+½); IIF: Suit (-¼)
- 4f **6) Pitfall; Tunneling 16m through 7 DEF material, Ranged (+½), Usable As Attack (+1-¼); Only To Form Pits Beneath Targets (-1), IIF: Suit (-¼)**
- 12 **Padded Costume:** Resistant Protection (6 PD/6 ED); OIF (-½)
- 7 **Protective Mask:** Life Support (Self-Contained Breathing); OIF (-½)
- 3 **Protective Goggles:** Sight Group Flash Defense (5 points); OIF (-½)

PERKS

- 20 Gang: 4x 50-pt. Followers

TALENTS

- 6 Combat Luck (3 PD/ 3 ED)

SKILLS

- 20 +4 with Multipower
- 2 CK: New York City 11-
- 3 Electronics 13-
- 3 Inventor 13-
- 3 Power 13-
- 4 SS: Chemistry 14-
- 3 SS: Weird Radiation 13-
- 3 Stealth 13-
- 3 Tactics 13-

TOTAL POWERS & SKILLS COST: 192

TOTAL COST: 300

300 MATCHING COMPLICATIONS (60)

- 10 **Hunted:** Local Law Enforcement 11- (Less Pow, NCI, Limited Geographical Area, Harshly Punish)
- 15 **Hunted:** Defenders 8- (Mo Pow, Harshly Punish)
- 15 **Psychological Complication:** Bitter Complainer Who Feels The World Owes Him Something (Common, Strong)
- 10 **Psychological Complication:** Depressive and Pessimistic (Common, Moderate)
- 5 **Reputation:** Notorious "Loser" Supervillain, 8-
- 5 **Unluck:** 1d6

TOTAL COMPLICATIONS POINTS: 60

EXPERIENCE POINTS: 0



After The War: During the war she mostly laid low, feeling sufficiently patriotic to not undermine the country's efforts to defeat the Axis. When the war was over, she resumed her life of daring crimes for a few years, but most of the fun seemed to have gone out of "the life" as she called it, with Optimus marrying another woman and many of the other costumed heroes retiring. By 1948 she had also retired, marrying a wealthy oil magnate in Houston under an assumed name, and had three children. Her daughter Paula discovered her secret past in 1973 and decided to take up a life of crime herself as the second Mink.

THE MINK

BACKGROUND/HISTORY: Claire Hartley came from a family of professional thieves. Born in upstate New York in 1918, her parents were both cat burglars, specializing in robbing businesses by daring climbs along the rooftops. They trained Claire from an early age to pursue their career, teaching her to thrive on the rush of adrenaline from a dangerous caper or a narrow escape from the police. The Hartleys preferred not to kill anyone during their crimes, as that would bring greater attention from the law, but they were perfectly willing to knock out a guard or threaten a bystander with a gun. Claire adopted both their flexible sense of ethics and their love of the "finer things in life," enjoying wearing the expensive jewelry and elegant clothing (particularly furs!) they stole.

By the time Claire was ready for a solo career, she had long surpassed her parents in skill and flashy style. She began calling herself "The Mink," and wore a skintight costume lined in fur as she committed ever more outrageous crimes. Eventually she crossed paths with the costumed hero Optimus, who she narrowly escaped from several

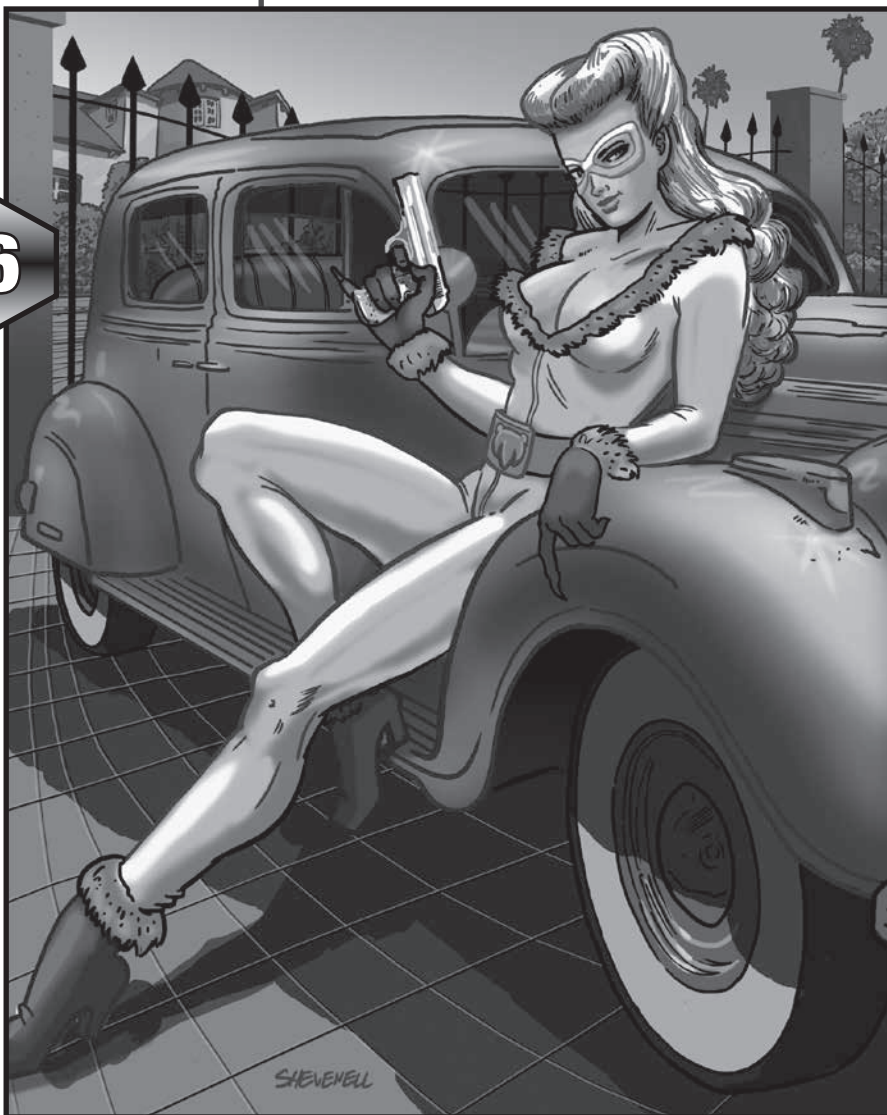
times and began a (mostly) one-sided flirtation with, leaving him signed "glamor shot" pictures of herself autographed with a lipstick kiss after they dueled on the city's rooftops. She tried to steal the Magna Carta from the New York World's Fair in 1939, and was finally defeated and captured by Optimus with the help of the Defenders. Upon escaping from prison, she joined the Alliance of Evil and fought the Defenders and other heroes until the outbreak of World War II.

PERSONALITY/MOTIVATION: The Mink is only in it for the thrills, though she certainly enjoys the luxury items she steals or buys with the proceeds from other robberies. She chooses targets based on how challenging they're likely to be, and nothing fills her with satisfaction as the next day's newspaper headlines describing the bafflement of the police at the disappearance of the museum's latest exhibit. She is also prone to picking a single handsome superhero to "flirt" with, issuing public challenges and making suggestive banter while they fight. This is generally pretty meaningless on her side- it's only fun if the hero in question is either equally funny about it, or is flustered and embarrassed by it. Any hero who actually does try to pursue her romantically will likely turn her interest into derision and even disgust, as he clearly doesn't know how to "play the game right."

QUOTE: "Ah, Optimus, I've missed those broad shoulders. Have you missed me too? How about a spray of my perfume to remind you of me?"

POWERS/TACTICS: Mink is a thief first and foremost, and will generally try to avoid direct combat in favor of acrobatics and escape to the rooftops. If she has to fight, she'll try to get in a dose of her "Musk Attack" to cause opponents to lose sight of her and slip away; only if that also doesn't work will she resort to her martial arts, and after that her claws (which she prefers to only use for climbing, breaking and entering, and the occasional PRE Attack bluff.)

APPEARANCE: The Mink has long, silver-white hair and remarkable green eyes. She wears a skintight white costume lined with brown and gray furs, with high-heeled boots and a large belt that hides her climbing line and lockpicking tools. The fingers of her gloves have retractable sharp claws.



THE MINK

VAL	CHAR	COST	ROLL	NOTES
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
23	DEX	26	14-	
15	CON	5	12-	
15	INT	5	12-	PER Roll 12-
13	EGO	3	12-	
20	PRE	10	13-	PRE Attack: 4d6
9	OCV	30		
10	DCV	35		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		PHASES: 3, 5, 8, 10, 12
8	PD	6		TOTAL: 13 PD (5 rPD)
7	ED	5		TOTAL: 12 ED (5 rED)
7	REC	3		
35	END	3		
10	BODY	0		
36	STUN	8		TOTAL CHARACTERISTICS COST: 174

MOVEMENT: Running: 16m/32m

COST POWERS

		END
4	Swift: Running +4m	1
21	Metal Claw Gloves: Multipower, 30-point reserve; all slots OIF (-½)	
2u	1) Slashing: Killing Attack - Hand-To-Hand 1-½d6 (3d6 w/STR), Armor Piercing (+¼); OIF (-½)	3
1u	2) Climbing Aid: Clinging (normal STR); Only On Surfaces Less Hard Than Metal But Solid (-½), OIF (-½)	
28	"Musk Attack": Sight and Smell/Taste Groups Flash 5d6; 6 Charges (-¾), IAF (-½), Limited Range (6m) (-¼) plus Blast 4d6, No Normal Defense (+1); 6 Charges (-¾), IAF (-½), Limited Range (6m) (-¼)	
4	Costume: Armor (2 PD/2 ED); OIF (-½)	

PERKS

20 Gang: 4x 50-pt. Followers

TALENTS

6 Combat Luck (3 PD/3 ED)
4 Stunning Redhead: Striking Appearance +2/+2d6

SKILLS

16 +2 with HTH Combat
3 Acrobatics 14-
3 Breakfall 14-
3 Climbing 14-
3 Charm 13-
3 Concealment 12-
3 Defense Maneuver I
3 High Society 13-
5 KS: Appraisal of Stolen Goods 13-
3 CK: NYC 12-
3 Language: French (completely fluent)
3 Lockpicking 14-
4 Lockpicks: +4 with Lockpicking (8 Active Points); OAF (-1)
3 Security Systems 12-
3 Shadowing 12-
3 Stealth 14-
3 Streetwise 13-
3 Trading 13-

Martial Arts: Acrobatic Brawling

	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Dodge	--	+5	Dodge, Affects All Attacks, Abort
4	Punch/Kick	+0	+2	6d6 Strike
3	Sacrifice Throw	+2	+1	4d6 Strike; You Fall, Target Falls
3	Takedown	+1	+1	4d6 Strike; Target Falls
4				+1 HTH Damage Class(es)

TOTAL POWERS & SKILLS COST: 181

TOTAL COST: 355

300 MATCHING COMPLICATIONS (60)

5 **Distinctive Features:** Gorgeous Redhead in Skintight Outfit and Furs (Easily Concealed; Noticed and Recognizable)
10 **Hunted:** Police 11- (Less Pow, NCI, Limited Geographical Area, Harshly Punish)
20 **Psychological Complication:** Greedy (Very Common, Strong)
15 **Psychological Complication:** Thrillseeker (Common, Strong)
10 **Rivalry:** Professional (Street Crimefighters; Rival is More Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry)

TOTAL COMPLICATIONS POINTS: 60

EXPERIENCE POINTS: 55



After The War: Black Pharaoh continued to be a menace to society until 1951, when another encounter with Dr. Twilight ended with the Pharaoh left behind in the realm of Ma'at, the home of the Egyptian gods, believed to be dead after plunging into a bottomless chasm. He eventually did escape, and while in Ma'at learned of the prophecies surrounding Twilight's children Gerald and John, and that John had also been marked by Set as his future champion. He returned to Earth in 1966 and started a new cult of Set dedicated to following John in his criminal identity of Serpentine, and served as Serpentine's magical advisor for several years. In 1970, the elderly Pharaoh was killed during a conflict between several superheroes and the Great Serpent Apep.

BLACK PHARAOH

BACKGROUND/HISTORY: Ahmed El Harawy was born in Cairo, Egypt, in 1899. As a child he was always fascinated by tales of magic, particularly those of Egyptian gods and monsters. As a young man he spent many hours studying ancient texts and frequenting the bookstores and dark alleys of Cairo's mystic underworld, until finally he came to the attention of a sorcerer named Makram Kamil, who took Ahmed on as an apprentice.

Ahmed learned all that he could from his "master" while hiding his contempt at his weakness and lack of vision. Finally, having learned all that he could, he killed the old man and pillaged his library, taking the choicest books and scrolls with him as he travelled around the Middle East and Africa studying their magical traditions and occasionally pilfering some of their treasures.

Eventually Ahmed made his way to America, where he purchased a small bookstore in New York City and continued both his studies and his thievery. In 1939 he first crossed paths with the costumed superhero Dr. Twilight, and learned that he had apparently received his powers directly from the Egyptian god Osiris himself. He immediately became obsessed with defeating Twilight and stealing his power for himself, and battled the hero several times without any lasting success. He took on various allies, including the Alliance of Evil on several occasions, always with one of two goals in mind; either killing Dr. Twilight and claiming his power, or acquiring any magical artifact or text that would increase his own power and knowledge for future conflicts.

PERSONALITY/MOTIVATION: The Black Pharaoh is obsessed with learning more about magic, and using it to gain power for himself. He began his studies with Egyptian magical traditions, and they are still the forms he is most comfortable, but over time he has learned a great deal about other traditions and magical styles and his interests might range from a particular spell used by Merlin in Camelot, to an artifact from the library of Bodhan Stanislavski, to a magical feather once owned by Master Zhuang. In particular he is focused on the continued existence of human gods in the lands within Faerie as sources of power on Earth.

The Black Pharaoh is ruthless in pursuit of power, but he is not nearly as inhuman as he claims- instead, he is prone to many very human failings, including jealousy, petty desires for revenge after experiencing a defeat, and cowardliness when faced with powers greater than his own. He has on several occasions been distracted from his crimes by the presence of a beautiful woman, either a heroine opposing him or a bystander who catches his attention.

QUOTE: "The power you wield should belong to me! Hand it over, before my shadows slice you to bits!"

POWERS/TACTICS: The Black Pharaoh wields shadow magic similar to that of Doctor Twilight, from spells that draw on the power of the Egyptian god Osiris. With these he can create darkness, teleport from shadow to shadow, and cause shadowy "limbs" to manifest. He also has mastered various forms of mesmerism, including mind control and the creation of illusions. In one of his encounters with Doctor Twilight he pledged fealty to the god Set, who "marked" him as one of his own. This "mark" allows the Pharaoh to command the loyalty of snakes, as well as making him a "commander" among Set's cultists on Earth.

In combat Black Pharaoh prefers to keep to the shadows, letting teammates make direct attacks and looking for opportunities to seize control of a powerful opponent without much in the way of mental protection.



BLACK PHARAOH

VAL	CHAR	COST	ROLL	NOTES
13	STR	3	12-	Lift 150 kg; 2-1/2d6 HTH dam [1]
18	DEX	16	13-	
15	CON	5	12-	
18	INT	8	13-	PER Roll 13-
20	EGO	10	13-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
6	DCV	15		
8	OMCV	15		
8	DMCV	15		
5	SPD	30		PHASES: 3, 5, 8, 10, 12
8	PD	6		TOTAL: 17 PD (9 rPD)
8	ED	6		TOTAL: 17 ED (9 rED)
10	REC	6		
60	END	8		
10	BODY	0		
40	STUN	10		TOTAL CHARACTERISTICS COST: 178

MOVEMENT: Running: 12m/24m

COST POWERS

66 **Mind Games:** Multipower, 66 point reserve

6f) **1) Mindscapes:** Mental Illusions 13d6 6

5f) **2) Group Hallucinations:** Images to Sight/Hearing/Smell/Touch/Mental, -3 PER, AoE (8m Radius +½); Only Perceivable By Persons Originally In Affected Area (-¼) 6

END

APPEARANCE: Black Pharaoh is a dark-skinned Arabic man, with black hair and a short mustache and beard. He generally wears garish black-and-gold robes tied with ribbons, oversized sleeves that billow, and a cruel smile. He has a scar over his left eye, which is the mark of Set upon him and glows when he commands serpents and cultists to serve him.

6f)	3) Command: Mind Control 13d6	6
20	Master Of Serpents: Mind Control 8d6 (Animal Class, Only Vs. Snakes, -1)	4
45	Hands Of Shadow: Telekinesis 30 STR	4
37	Mantle Of Mastery: Resistant Protection (10 PD/ 10 ED/ 10 Mental Defense/ 10 Power Defense), Allocatable (+¼); Costs END (-½), Side Effects (Mantle is black and reveals caster's evil nature to others, -½)	8
11	Shadows of Shaldus: Darkness (Sight Group) 2m Radius, Personal Immunity (+¼), 0 END (+½); No Range (-½) 0	
40	Step through Shadows: Teleport 40m, x8 Noncombat, Only Through Darkness/Shadows (-¼)	
12	Padded Costume: Resistant Protection (6 PD/6 ED); OIF (-½)	

PERKS

5 Mark of Set (see below)

TALENTS

6 Combat Luck (3 PD/ 3 ED)

3 Simulate Death 13-

SKILLS

5 Analyze Magic 14-

2 Animal Handler (Reptiles) 13-

3 Forgery 13-

3 KS: Arcane Lore 13-

3 KS: Egyptian Mythos 13-

4 L: Ancient Egyptian (Fluent), Arabic (Fluent)

3 Oratory 13-

3 Sleight Of Hand 13-

3 Stealth 13-

3 Streetwise 13-

3 Trading 13-

TOTAL POWERS & SKILLS COST: 297

TOTAL COST: 475

400 MATCHING COMPLICATIONS (75)

10 **Distinctive Features:** Mark Of Set (Not Concealable, Major, Special Senses)

10 **Hunted:** Dr. Twilight (As Pow, Inf)

10 **Watched:** Set (More Pow, Freq)

5 **Negative Reputation:** Notorious Evil Sorcerer

15 **Psychological Complication:** Seeks Powerful Magics and Items So He'll Be Taken More Seriously in Mystic World (Com, Str)

15 **Psychological Complication:** Coward at Heart (Com, Str)

10 **Rivalry:** Other Criminal Sorcerers

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 75



After The War: Electro-Man's immersion in the Colorado River apparently put him into some sort of suspended animation, as he slept peacefully at the river's bottom for more than twenty years. He was inadvertently woken by maintenance workers who found his body in one of the spillway tunnels in 1964, and after killing them Ruskin made his way to Las Vegas, where he caught up on the history he had missed and eventually went to work for a local mobster as a hit man again, bringing him into conflict with the second Meteor Man. He has continued to operate regularly as a supervillain-for-hire for more than fifty years.

ELECTRO-MAN

BACKGROUND/HISTORY: Ernie Ruskin, born in 1908, worked as a hitman for hire for several mobs in New York City in the 1930s. On several occasions he repeated the trick of disguising himself as a lineman (a job he'd actually once held) or electrical engineer in order to get close to his targets. This gave him the nickname of "Electro-Man" among some of the younger Buoniconte mobsters, who were his most frequent employers.

In 1940 Ruskin was caught by the Black Mask, convicted of several murders dating back over a decade, and somewhat ironically sentenced to death by the electric chair. His execution took place on May 3rd, and afterwards his body was transferred to the city morgue. However, somehow the more than 2,000 volts that coursed through his body didn't actually kill Ruskin; he suggested that he had somehow built up some sort of resistance to electricity during his years working with power lines, but Michael Maven later theorized that the exposure had actually performed a metagenetic change on his body. Whatever the actual cause, Ruskin awoke on the autopsy table at the morgue, his skin and hair somehow bleached nearly white. When he rose up from the table, the attending

physician fainted dead away. Ruskin grabbed some clothes from a nearby locker and walked out of the autopsy bay. When a guard attempted to stop him, Ruskin simply raised his hand, and a bolt of lightning shot into the unfortunate man's chest.

Realizing his incredible power, Ruskin decided to resume his life of crime under his old moniker, offering his services to various underworld figures while also plotting his revenge against Black Mask and his associates in the Defenders. He joined an early version of the Alliance of Evil, and over the next couple of years was a regular participant in their schemes. After the war began, he was recruited by a German-American Bundist sabotage group into working to destroy the Hoover Dam, and was defeated by Meteor Man and knocked into the Colorado River. His body was not recovered.

PERSONALITY/MOTIVATION: Ruskin is a working-man's villain, regarding his crimes as simple blue-collar jobs. He accepts any assignment where his considerable fees are met, and though it doesn't rise to the level of a "code of honor" he cares enough about his reputation as a professional to make every effort to complete the job he's paid for. Once a hero "gets on his list" he'll go out of his way to get jobs likely to bring him an opportunity to take a shot at him or her, and he may even take an unpaid chance to jump them by surprise. He has no grand schemes or plans for world conquest; as long as he's paid well enough to maintain his cigar and gambling habits and gets to fight superheroes regularly, he's a happy man.

QUOTE: "Naah, I ain't into dyin'. They tried that on me once, and it didn't take. Now everybody else does the dyin'."

POWERS/TACTICS: Electro-Man's body has been transformed entirely by his electrocution, resulting in him becoming effectively "undead" without any apparent mystical influence. He plays this up when intimidating his opponents, exaggerating his spooky appearance and using a deep, scratchy voice. He has stopped aging and sleeping, and is immune to environmental effects like heat, cold, toxins or disease.

His body also constantly generates bioelectricity at astonishing levels, allowing him to fire bolts of lightning measuring many thousands of volts or create more subtle effects like "locking up" a target's muscles with involuntary paralysis. He can absorb electricity from other sources to increase his own power, and is effectively immune to electrical effects he doesn't create. He can also detect and track electrical fields.

APPEARANCE: Ruskin stands about 6'2, heavily muscled with skin and hair bleached nearly white. He usually eschews any sort of "costume," preferring to dress like a construction worker in denim work



ELECTRO-MAN

VAL	CHAR	COST	ROLL	NOTES
40	STR	30	17-	Lift 6400 kg; 8d6 HTH dam [4]
16	DEX	12	12-	
30	CON	20	15-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
25	PRE	15	14-	PRE Attack: 5d6
7	OCV	20		
5	DCV	10		
3	OMCV	0		
5	DMCV	6		
4	SPD	20		PHASES: 3, 6, 9, 12
2	PD	0		TOTAL: 17 PD (15 rPD)
2	ED	0		TOTAL: 17 ED (15 rED)
14	REC	10		
75	END	11		
20	BODY	10		
50	STUN	15		TOTAL CHARACTERISTICS COST: 179

MOVEMENT: Running: 12m/24m
Leaping: 16m/32m

pants, an unbuttoned work shirt over white under-shirt, and heavy boots. He frequently smokes enormous cigars.

COST POWERS**END**

70	Bioelectricity Generation: Multipower, 70 point reserve	
7f)	1) Electric Blast: Energy Blast 14d6	7
7f)	2) Chain Lightning: Energy Blast 7d6, Area Of Effect (8x 2m Areas Selective; +1)	7
3f)	3) Direct Current Paralysis: Entangle 4d6, 4 PD/ED, Takes No Damage From Attacks (+1), Constant (+½); Vulnerable (Electricity) (Very Common; -1), No Range (-½)	7
1f)	4) Electric Manipulation: Absorption 10 Body (Electricity Only), Goes to END	
40	Undead Vitality: Life Support (Character does not eat; Immunity All terrestrial diseases, All terrestrial poisons; Immortal; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Character does not sleep)	
45	Undead Vitality: Resistant Protection (15 PD/15 ED)	
30	Immune To Electricity: Resistant Protection (30 ED); Only Works Against Electricity (-½)	
26	Detect Electrical Fields: Detect 14- (no Sense Group), Discriminatory, Range, Targeting	
6	Strong Legs: Leaping +12m	1

SKILLS

20	+2 with All Combat
3	Climbing 12-
3	Electronics 11-
2	Gambling (Card Games) 11-
2	KS: The Buoniconte Mob 11-
3	PS: Lineman 12-
3	Stealth 12-
3	Streetwise 14-
2	WF: Small Arms

TOTAL POWERS & SKILLS COST: 276**TOTAL COST: 455****400 MATCHING COMPLICATIONS (75)**

15	Distinctive Features: Pallid, White-Haired & Spooky (Concealable; Always Noticed and Causes Major Reaction)
15	Hunted: Police and FBI (Freq, Less Pow, NCI, Harshly Punish)
10	Hunted: Black Mask (Inf, As Pow, Harshly Punish)
15	Psychological Complication: Vengeful (Common, Strong)
10	Reputation: Undead Monster, Formerly Notorious Hit Man, (Inf, Extreme)
10	Vulnerability: 2 x STUN Water-Based Attacks (Uncommon)

TOTAL COMPLICATIONS POINTS: 75**EXPERIENCE POINTS: 55**

After The War: The Rattler escaped prison in 1946 and was a persistent nemesis for the Defenders for several more years, until both he and they “retired” in 1950. Shea turned to corporate malfeasance, creating fraudulent businesses and running scams under various false identities. He turned the Rattler name and gimmick weapons over to a younger criminal named Rich Bennett in 1963, and died of cancer in 1977.

THE RATTLER

BACKGROUND/HISTORY: Calvin Shea was born in New York City in 1905, the third son of a wealthy industrialist. As a child, he became obsessed with snakes, studying different species and their behaviors to the exclusion of his assigned schoolwork, which regularly got him into trouble at the various private schools his family sent him off to. He eventually dropped out and began associating with the criminal element in New York City, where his native cleverness and knack for petty crime soon had him starting his own gang.

By 1935 his daring exploits and bold robberies had given him an impressive reputation as a criminal. Inspired by several other costumed criminals across the country, Shea adopted a

masked identity, naming himself the Rattler after his favorite type of snake and hiring a couple of crooked engineers to develop some snake-themed weaponry for himself. He eventually fought several costumed heroes, including Optimus on several occasions in 1938 and then the entire Defenders team the next year.

The Rattler was one of the first gang leaders to partner with Brains Bentley, and his team regularly used gadgets and devices built by that twisted genius, as well as paying him for devious plans like disguising the gang as street construction workers to foul traffic, and then drilling up from the sewers into the undersides of armored cars, filling the cars with knockout gas, and then escaping with whatever they were carrying.

The Defenders fought Rattler and his gang several times before World War II began, sending him to prison several times though he eventually

escaped each time. In late 1941 he was locked up in a high-security penitentiary in Kansas, which managed to hold him for more than a year until he escaped and started a new crime spree facilitated by German spies, which was again thwarted by the Defenders.

PERSONALITY/MOTIVATION: Calvin Shea is absolutely convinced that he’s the slickest guy in any room he’s in, and that there’s no crime he can’t commit. He acknowledges only a few people as near-equals; he’s willing to work with villains like Bentley, as long as he’s in charge, and he loves going head-to-head with heroes like Optimus or Black Mask. If instead he happens to be defeated by a hero with more powers than brains, then it’s simply unfair and he’ll turn his attentions to getting his own back the next time. He loves the world of costumed crime, and is prone to big gestures, grand entrances, and monologues.

QUOTE: “Hah! Too slow, hero! Didn’t think I’d have this gyrocopter waiting on the roof, did you? See you around, suckers!”



THE RATTLER

VAL	CHAR	COST	ROLL	NOTES
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
21	DEX	22	13-	
18	CON	8	13-	
18	INT	8	13-	PER Roll 13-
13	EGO	3	12-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
4	DMCV	3		
5	SPD	30		PHASES: 3, 5, 8, 10, 12
10	PD	8		TOTAL: 17 PD (7 rPD)
8	ED	6		TOTAL: 17 ED (7 rED)
8	REC	4		
45	END	5		
15	BODY	5		
40	STUN	10		TOTAL CHARACTERISTICS COST: 182

MOVEMENT: Running: 18m/36m

COST POWERS

		END
23	Rattler Venom: Sight Group Flash 8d6; IIF (Sleeve-Sprayer) (-¼), 8 Charges (-½)	[8]
13	Rattler Fangs: HKA 1d6 (2d6+1 w/ STR), Armor Piercing (+¼); OIF (-½)	1
6	Fast: Running +6m	
10	Luck of the Devil: 2d6 Luck	
30	Never Get A Clean Shot: Damage Reduction 25% (Physical and Energy, Resistant)	
8	Padded Costume: Resistant Protection (4 PD/4 ED); OIF (-½)	

POWERS/TACTICS: The Rattler is a highly-trained fighter, Olympic-level athlete, and crafty planner, and he combines all three skill sets in his flamboyant criminal career. His fondness for snakes is reflected in his costume but also his weapons. His costume has hidden reservoirs of blinding snake venom that fire through hidden tubes in his gloves, and he keeps a fang-shaped blade in a sheath on his leg.

He plans his crimes extensively, and regularly uses gangs to support his illegal activities. He prefers to fight on his own chosen fields (which he will prepare in advance with various sneaky tricks like hidden panels, loosened floorboards, and assorted traps.) If it looks like he might be forced into a fair fight, he'll usually choose to retreat at the first opportunity and try again another time.

APPEARANCE: The Rattler wears a skintight uniform in light green with darker green highlights. He wears headgear that resembles a snake, with oversized yellow eyes. He frequently wears false fang-like teeth (and a fake but menacing-looking tongue) to intimidate opponents.

PERKS

25 Rattler Gang: 8x 50-point Followers

TALENTS

6 Combat Luck (3 PD/3 ED)

3 Lightsleep

SKILLS

30 +3 with All Combat

3 Acrobatics 13-

3 Breakfall 13-

3 Bribery 13-

3 Climbing 13-

3 Combat Driving 13-

3 Concealment 13-

3 Contortionist 13-

10 Defense Maneuver I-IV

3 Interrogation 13-

3 CK: New York City 13-

3 KS: The NYC Underworld 13-

3 Lockpicking 13-

3 SS: Herpetology 13-

3 Security Systems 13-

3 Sleight of Hand 13-

5 Stealth 14-

5 Streetwise 14-

5 TF: Common Motorized, Two-Wheeled Motorized, Parachuting (Basic and Advanced), SCUBA

6 WF: Common Melee, Common Missile, Small Arms

Martial Arts: Snake Wrestling

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block, Abort
4 Dodge	-	+5	Abort
4 Escape	+0	+0	40 STR vs. Grabs
3 Joint Lock/Grab	-1	-1	Grab (35 STR)
4 Punch	+0	+2	7d6 Strike
3 Throw	+0	+1	5d6 +v/5, Target Falls
4			+1 Damage Classes

TOTAL POWERS & SKILLS COST: 253

TOTAL COST: 435

400 MATCHING COMPLICATIONS (75)

10 **Hunted:** NYPD (Freq, Less Pow)

10 **Hunted:** Optimus (Inf, As Pow)

15 **Psychological Complication:** Showoff (Com, Str)

15 **Psychological Complication:** Can't Resist A Challenge (Com, Str)

10 **Reputation:** Flamboyant Crimelord

TOTAL COMPLICATIONS POINTS: 60

EXPERIENCE POINTS: 50



After The War: Bentley continued to commit crimes throughout the late 1940s and 1950s, though his stints in jail tended to last longer between breakouts as he got older. After being captured in 1966 by Hornet, he was placed in a psychiatric facility and eventually diagnosed with Alzheimer's Disease. He passed away of natural causes in 1975.

BRAINS BENTLEY

BACKGROUND/HISTORY: Allan Benford was always the smartest guy he knew. Even as a kid, he had it all figured out. He never got in trouble at school, even though he ran a hundred scams that robbed other kids of their lunch money. All you needed was a plan; some of that money went to paying off a couple of bigger kids to beat up anyone who considered making trouble or snitching on him, and a little more went to making sure he had an alibi for whenever he needed. No need to get too greedy- there'd always be plenty left over for himself once he made sure he was safe from teachers, parents or other authorities. He may have made less money on every scheme, but he made it up in volume.



As an adult, Allan took his childhood schemes to their logical conclusion. He was fascinated by crime, but unwilling to put himself at risk, so he came up with bold and complicated capers and heists and sold them to various street criminals, gangs and mobs. He also would provide equipment (at a fair price, of course) of his own invention, like knockout gas rifles, winged flying suits or powerful miniature drills. By 1938 he was one of New York City's most notorious criminal figures, even though almost no one had ever seen his face.

When the Defenders of Justice formed after the Martian Invasion, thwarting Bentley's crime sprees became one of their earliest projects together. They foiled many crimes he sponsored, but were unable to actually track down the mastermind himself. In turn, Bentley found fewer and fewer clients for his "crime packages," as too many of his schemes led to encounters with superheroes. Bentley turned his attentions to defeating the heroes directly himself, engaging in a series of battles with the team throughout 1939 and culminating with him trapping them on a disguised rocket ship aimed at the sun! Of course, the Defenders escaped this nasty fate, and were able to unmask Bentley himself at his own Long Island mansion. He was sentenced to life in prison for his crimes, but escaped several times over the next decade to menace the heroes again.

PERSONALITY/MOTIVATION: Brains

Bentley is smug, pompous, and believes he's constantly surrounded by idiots. No one can appreciate his brilliance, any failures on his part are obviously someone else's fault, and those capering costumed fools will soon regret their interference, et cetera, et cetera. In short, Bentley is the very definition of the stereotypical mad scientist supervillain. He will always engage in debates with smarter heroes that distract him while another hero sneaks past. He will always throw heroes he manages to capture into baroque deathtraps that have a hidden flaw. And, he will always end a story in prison bemoaning the heroes' accursed luck while planning his next escape.

QUOTE: "Now that my subauditory inducer has put the entire city to sleep, boys, we're free to rob and pillage as we please! Wait, what was that noise...?"

POWERS/TACTICS: Brains Bentley has no superpowers, but he is regularly armed with a formidable array of devices and weapons he has invented, usually specifically designed to defeat whichever superhero he expects to run into. He almost always carries his electric rifle and a small pistol that shoots bursts of soporific gas.

Until his exposure as Bentley in 1939, he operates out of the Benford family mansion on Long Island, where he had converted the garage into a trap-filled laboratory. After his identity was revealed, he built a series of hidden bases

BRAINS BENTLEY

VAL	CHAR	COST	ROLL	NOTES
8	STR	-2	11-	Lift 75 kg; 1-1/2d6 HTH dam [1]
18	DEX	16	13-	
10	CON	0	11-	
25	INT	15	14-	PER Roll 14-
20	EGO	10	13-	
25	PRE	15	14-	PRE Attack: 5d6
6	OCV	15		
7	DCV	20		
3	OMCV	0		
6	DMCV	9		
4	SPD	20		PHASES: 3, 6, 9, 12
5	PD	3		TOTAL: 12 PD (7 rPD)
5	ED	3		TOTAL: 12 ED (7 rED)
8	REC	4		
35	END	3		
10	BODY	0		
30	STUN	5		TOTAL CHARACTERISTICS COST: 136

MOVEMENT: Running: 12m/24m

COST POWERS

END

55	Recent Inventions: VPP (Gadget Pool), 45 Pool + 40 Control Cost; Focus (all gadgets must have at least -½ of this Limitation; -½), Only Change In Lab (-½)	
25	Electrical Gun: Blast 10d6, OAF (-1), 16 charges (-0)	[16]
17	Knockout Gas Gun: Blast 5d6, NND (Self-Contained Breathing, +1); OAF (-1), Limited Range (4m; -¼), 6 charges (-¾)	[6]
8	Padded Suit: Resistant Protection (4 PD/ 4 ED)	
10	If You Didn't See The Body, He Ain't Dead: Luck 2d6	

PERKS

35	Bentley Gang: 8x 100-pt. Followers
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underwater, in the center of dormant volcanoes, abandoned missile silos and the like from which to menace the world.

APPEARANCE: Brains Bentley wears ordinary but expensive suits - he's short, a little balding (which shows off his impressively large head) and a little overweight. His hair is brown, and he usually has some sort of unusual and clunky-looking invention to menace the heroes with.

10 Contacts: Various Useful in New York City's Criminal Underground

5 Well-Off

TALENTS

6	Combat Luck (3 PD/ 3 ED)
17	Danger Sense 14- (Sense, Out of Combat, Intuitional)
5	Eidetic Memory
3	Lightning Calculator
4	Speed Reading x10

SKILLS

20	+2 With All Combat
6	+2 with Electronics, Mechanics, and Inventor
3	Acting 14-
3	Breakfall 13-
3	CK: New York City 14-
3	Combat Driving 13-
3	Combat Piloting 13-
3	Disguise 14-
3	Electronics 14-
5	Inventor 15-
3	KS: New York City Administration & Politics 14-
3	KS: New York City's Underworld 14-
3	Lockpicking 13-
3	Mechanics 14-
3	Scientist
2	SS: Geology 14-
2	SS: Pharmacology 14-
2	SS: Physics 14-
2	SS: Robotics 14-
3	Security Systems 14-
3	Stealth 13-
3	Streetwise 14-
7	TF: Common Motorized, Tracked Military, Balloons, Small Planes, Large Planes, Small Motorized Boats, Submarines, Parachuting
4	WF: Small Arms, Flamethrowers, Grenade Launchers
9	Weaponsmith 14- (All Categories)

TOTAL POWERS & SKILLS COST: 304

TOTAL COST: 440

400 MATCHING COMPLICATIONS (75)

15	Hunted: New York Police (Freq, Less Pow)
20	Psychological Complication: Overestimates Own Brilliance (Com, Tot)
15	Psychological Complication: Loves A Challenging Caper (Com, Str)
10	Reputation: Underworld "Fixer" and Weapons Supplier
15	Social Limitation: Secret Identity (Freq, Maj)

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 40



6

After The War: Korrex survives his physical disincorporation, though he wanders lost in time for several decades until his sanity recovers. He retakes control of his armies from his son, and becomes a regular menace to various superheroes throughout the rest of the century.

KORREX THE CONQUEROR

BACKGROUND/HISTORY: Earth in the 51st Century has become a paradise, at least for most of its inhabitants. Robots perform all of the unpleasant labor. Vast mechanized factories produce healthy, tasty food and drink, sufficient for everyone. Weather-controlling satellites make sure that the skies are sunny and clear except for occasional scheduled rainfall. Computers provide artificial virtual environments based on times and places from Earth's own past to interact with. There is no conflict, no war, no injustice; everyone has everything they need to be happy.

Except, of course, for Earth's ruler, Korrex the Conqueror. Korrex seized control of the planet in a revolution decades ago, taking anything he

wanted by force against a population so decadent and dulled by centuries of having every need fulfilled instantly that they didn't even put up a fight. As long as they were permitted to remain indolent and well-fed, Korrex could rule them to his heart's content. No one else even wanted the job. Korrex's own warrior spirit, and that of his followers, would hardly be satisfied by such an easy victory.

Then, Korrex's own prayers were answered by his discovery of the secrets of time travel. The video probes that observed Earth's own history for the population's entertainment could be modified to send actual physical objects back and forth in time as well! Korrex recruited a small army of warriors who shared his dreams of conquest, battle, excitement, and actual danger, and built a miles-long warship to travel back in time to interesting areas of human history in order to fight them.

Over decades, he traveled to hundreds of different eras in human history and battled the greatest of the local warriors. He matched wits and swords with Alexander and Genghis Khan, Napoleon, Hannibal and Kanagawa. In each battle, Korrex limited himself to the use of weapons and technology just slightly ahead of what was available to his opponents, to preserve some sense of danger and excitement without subjecting himself to any risk of actually losing. With each era that he conquered, Earth's own history was changed, creating a new timeline that spun off from the moment of his arrival without actually affecting the timeline that led to his own present. After his inevitable victory, he would place one of his soldiers in command of that alternate world as a reward, and then move on to another era and new challenges.

KORREX THE CONQUEROR

VAL CHAR COST ROLL NOTES

23/53 **STR** 13 14-/20- Lift 600 kg/35 tons; 4-1/2d6/
10-1/2d6 HTH dam[2]

21 **DEX** 22 13-

25 **CON** 15 14-

23 **INT** 13 14- PER Roll 14-

20 **EGO** 10 13-

25 **PRE** 15 14- PRE Attack: 5d6

7 **OCV** 20

7 **DCV** 20

3 **OMCV** 0

5 **DMCV** 6

5 **SPD** 30

PHASES: 3, 5, 8, 10, 12

8 **PD** 6 **TOTAL:** 23 PD (15 rPD)

8 **ED** 6 **TOTAL:** 23 ED (15 rED)

12 **REC** 8

45 **END** 5

20 **BODY** 10

40 **STUN** 10 **TOTAL CHARACTERISTICS COST: 209**

MOVEMENT: Running: 12m/24m
Flight: 40m/160m

COST POWERS

END

38 **Battlesuit Battery Systems:** Endurance Reserve, 120 points, 20 REC; IIF (Battlesuit; -¼)

50 **Offensive Battlesuit Systems:** Multipower, 75-point reserve; all slots OIF (Battlesuit; -½)

5f **1) Standard Blasters:** Blast 15d6; OIF (-½)

5f **2) AP Blasters:** Blast 12d6, Armor Piercing (+¼); OIF (-½)

5f **3) Wide-Pattern Blasters:** Blast 10d6, AoE Cone (16m, +½); OIF (-½)

40 **Force Manipulation Systems:** Multipower, 60-point Reserve; all slots OIF (Battlesuit; -½)

8v **1) Force Manipulation:** Telekinesis, 40 STR; OIF (-½)

7v **2) Force Field:** Resistant Protection (20 PD/ 20 ED); OIF (-½), Costs END To Activate (-¼)

8v **3) Force Barrier:** Barrier 8 PD/8 ED, 8 Body, (6m long, 2m tall, ½m thick); Dismissable, Configurable (+¼); OIF (-½)

4v **4) Force Strength Enhancement:** +30 STR; OIF (-½)

30 **Battlesuit Jets:** Flight 40m, x4 N-C; OIF (-½)

24 **Armored Battlesuit:** Resistant Protection (12 PD/ 12 ED); OIF (-½)

13 **Armored Battlesuit:** Life Support (Self-Contained Breathing, All Safe Enviro); OIF (-½)

7 **Armored Battlesuit:** Power Defense (10 points); OIF (-½)

10 **51st Century Mental Protection Techniques:** Mental Defense (10 points)

13 **51st Century Genetic Improvements:** Life Support (Longevity (800 years), Immune to Disease & Poison)

PERKS

15 FB: Emperor of the 51st Century and Multiple Timelines

15 Filthy Rich

∞ Vehicle: Korrex's Time-Ship and all the Followers and Vehicles He Might Need

TALENTS

6 Combat Luck (3 PD/ 3 ED)

4 Regal Bearing and Handsome Face: Striking Appearance (+2/+2d6)

SKILLS

15 +3 with All Suit Weapons

10 +1 With All Combat

3 Acting 14-

3 Breakfall 13-

3 Charm 14-

3 Combat Piloting 13-

3 Computer Programming 14-

3 Deduction 14-

3 Electronics 14-

3 High Society 14-

5 KS: History Of Earth 16-

3 Navigational (Dimensional, Space) 14-

3 Oratory 14-

3 Persuasion 14-

3 Riding 14-

2 SS: Chronal Physics 11-

3 Systems Operation 14-

5 Tactics 15-

4 TF: Equines, Common Motorized, Combat Aircraft, Space Vehicles

4 WF: Common Melee, Small Arms

TOTAL POWERS & SKILLS COST: 391

TOTAL COST: 600

400 MATCHING COMPLICATIONS (75)

15 **Distinctive Features:** Regal Bearing (and Royal Armor) (Conc, Major)

15 **Hunted:** Various Enemies In His Own Court And Time (Freq, Less Pow)

25 **Psychological Complication:** Utter Belief He's The Chosen Son of Destiny (VC, Tot)

20 **Psychological Complication:** Obsessed With The 20th and 21st Centuries (Com, Tot)

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 200

Korrex finally turned his attention to the Twentieth Century, the chaotic era of superhumans and world wars, of which so little was known in the future. He entered in 1939, and began his challenge by placing all of the island of Manhattan inside a force field bubble, tearing it out of the very earth, and then miniaturizing it and bringing it aboard his timeship. He brought some of the Defenders of Justice aboard as his invited guests, while others escaped the force bubble and roamed his ship while still miniaturized, causing havoc. Optimus made contact with a secret group of rebels on the ship thanks to the assistance of Korrex's daughter Aura, who had romantic designs on the young hero, while Meteor Man was forced to fight for his life in Korrex's arena. In the end, Doctor Twilight discovered that some of Korrex's own people were dying from typhoid fever, which their screening programs did not recognize and for which their futuristic metabolisms had no defense. Twilight traded them a program of antibiotics and long-lost medical information, in exchange for a promise not to invade the Twentieth Century again. Korrex saluted the heroes for providing his greatest challenge to date, and left.

The heroes encountered him again in 1941 from their perspective, though for Korrex several additional decades of conquest and war had passed. A villain had used what he thought was a "disintegration gun" on the Defenders, but the actual effect the weapon created was a dimensional rift that deposited everything it shot at on another parallel Earth, this one being one where the dinosaurs had not been wiped out by a meteor and humanity had never evolved. Fortunately for the heroes, Korrex personally used this particular Earth as a hunting preserve, and was able to rescue the heroes in exchange for a favor in the future.

Korrex came back after the war to cash in the favor he was owed, recruiting the Defenders to act as his champions in a contest against Entropus, the eternal embodiment of Time itself. Entropus had selected the Fabulous Five of the late 1960s as its champion, and the two teams were pitted against each other in fights in various parts of Earth's timeline. When the heroes began to suspect Korrex's motives, he stranded them in the far distant future near the end of the sun's lifespan. Korrex then attacked Entropus and stole his vast powers, becoming like a god himself. The team was able to return thanks to the sacrifice of Time Rider's horse Eon, and overloaded Korrex's power source until he went insane, his physical form discorporating across the timestream.

PERSONALITY/MOTIVATION: Korrex travels up and down the timestream in search of challenges that he claims give life meaning. Of course, there's no fun or edification in a challenge that's too hard, so he makes sure to retain an advantage over whoever it is he's fighting. This advantage might be technological, sheer numbers (the timeship has room to carry millions of troops), or simply the knowledge of how the future will come out without Korrex's interference.

Korrex considers himself an honorable man, and though he doesn't recognize his maintaining advantage as dishonorable in any way, he will generally keep his word, not break truces, etc. However, most of his professed convictions eventually turn out to be pretty flexible when he's actually placed under pressure.

The art and science of war are Korrex's chief loves, and he greatly admires anyone who demonstrates tactical skill, bravery, or impressive sheer firepower while deriding anybody who disdains fighting and competition.

QUOTE: "Invigorating, isn't it? I thank you for the privilege of killing a brave soldier like you."

POWERS/TACTICS: Korrex is a near-perfect physical specimen of humanity thanks to medical and genetic advances well before the 51st Century. He is over four hundred years old when the Defenders first encounter him, and is immune to almost all poison and disease (though as it turns out typhoid is missing from his ship's medical database when he first appears.) He is a brilliant tactical mind, well-versed in thousands of years of military history. He wears a battlesuit that is state of the art in the 51st Century, giving him incredible strength and a suite of force manipulation-based powers. Most importantly, he is the leader of a vast army, with nearly infinite resources to draw upon if he chooses to do so.

APPEARANCE: Korrex wears a suit of armor that looks like an ancient tabard of mail over a green jumpsuit, with large blue gloves and boots and a flowing blue cape. He wears his royal crest on a belt at his waist. His helmet is towering, suggestive of ancient Egyptian design.

DARGON THE USURPER

VAL	CHAR	COST	ROLL	NOTES
35	STR	25	16-	Lift 3200 kg; 7d6 HTH dam [3]
19	DEX	18	13-	
22	CON	12	13-	
18	INT	8	13-	PER Roll 13-
18	EGO	8	13-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
6	DCV	15		
3	OMCV	0		
5	DMCV	6		
4	SPD	20		PHASES: 3, 6, 9, 12
6	PD	4		TOTAL: 22 PD (16 rPD)
7	ED	5		TOTAL: 23 ED (16 rED)
12	REC	8		
60	END	8		
15	BODY	5		
50	STUN	15		TOTAL CHARACTERISTICS COST: 187

MOVEMENT: Running: 12m/24m
Swimming: 34m/136m

COST POWERS

- 19 **Oricalchum Trident:** HKA 2d6 (4d6+1 w/STR), Armor Piercing (+¼); OAF (-1) plus Stretching 2m; OAF (-1)
- 24 **Tough Atlantean Body:** Resistant Protection (8 PD/8 ED)
- 15 **Tough Atlantean Body:** Damage Reduction, Physical, Resistant, 25%
- 10 **Nictating Membrane:** Flash Defense (Sight Group) (10 Points)
- 4 **Atlantean Physiology:** Life Support (Safe Environments: High Pressure, Intense Cold; Longevity: 200 Years)
- 5 **Atlan's Gift:** Life Support (Expanded Breathing: Breathes Air (Water normal))
- 20 **Swift Swimming:** +30m Swimming, x4 noncombat 2
- 5 **Atlantean Eyes:** Nightvision
- 16 **Atlantean Battle Armor:** Resistant Protection (8 PD/8 ED); OIF (-½)

PERKS

- 10 FB: Ruler of Atlantis
- 15 Filthy Rich

END

TALENTS

- 3 Aquatic Movement: Environmental Movement (no penalties in water)

SKILLS

- 20 +2 with All Combat
- 3 Acting 13-
- 2 Animal Handler (Aquatic Animals) 13-
- 3 Breakfall 13-
- 3 Bureaucratics 13-
- 3 Charm 13-
- 3 High Society 13-
- 4 AK: Atlantis 14-
- 3 AK: Oceans of Earth 13-
- 5 CuK: Atlanteans 14-
- 2 KS: Atlantean History 11-
- 3 KS: Atlantean Politics 13-
- 4 L: English (Fluent), German (fluent) (Atlantean native)
- 2 Navigation (Marine) 13-
- 3 Oratory 13-
- 3 Persuasion 13-
- 3 Stealth 13-
- 2 Survival (Marine) 13-
- 3 WF: Common Melee Weapons, Nets

Martial Arts: Trident Fighting

Maneuver	OCV	DCV	Notes
5 All-Out	+1	-2	3d+1K Strike (5-½dK w/STR)
4 Attack	+0	+2	2-½dK Strike (5dK w/STR)
4 Flat	+0	+2	9d6 Strike
4 Defend	+2	+2	Block, Abort
1 Use Art with Polearms			

TOTAL POWERS & SKILLS COST: 238

TOTAL COST: 425

400 MATCHING COMPLICATIONS (75)

- 0 **Dependence:** Water (Weakness: -3 To Characteristic Rolls and related rolls per 6 hours) (Very Common)
- 10 **Distinctive Features:** Green Skin, Pointed Ears (Concealable; Noticed and Recognizable)
- 10 **Hunted:** Allied Forces (Inf, As Pow, Harshly Punish)
- 10 **Hunted:** Rebels in Atlantis (Freq, Less Pow, Harshly Punish)
- 10 **Physical Complication:** Unfamiliar With Lander Culture and History (Inf, Slightly Impairing)
- 20 **Psychological Complication:** Hates Landers (Common, Total)
- 15 **Psychological Complication:** Vengeful (Common, Strong)

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 25



DARGON THE USURPER

BACKGROUND/HISTORY: Dargon the Usurper is the King of Atlantis, having seized the crown from Mara's father Oceanus after he killed him in the Royal Palace in the fall of 1937. Dargon was the son of Gangar, who had been one of Oceanus' generals and most trusted advisors decades earlier. When Oceanus revealed to Gangar his plans to make peaceful contact with the surface world, Gangar had turned against him, believing that his plans were a sign of weakness and would eventually lead to Atlantis' destruction. Gangar instead felt that Atlantis should conquer the coasts of the Atlantic before the Landers' advancing technology overwhelmed the mystical might of the empire. With the support of a faction within the army, Gangar attempted a coup in 1883, which was unsuccessful; in the end, Oceanus and Gangar met

in personal combat and Oceanus regretfully slew his former friend.

Dargon was only a child when his father was killed, and grew up hating Oceanus and Landers in equal measure. He hid his true beliefs well, though, and in public claimed to be a loyal citizen. His own martial skill and noble status earned him a high rank within on the army on his own, but he maintained contact with other officers who shared his views (even though after the attempted coup Oceanus himself had decided the Atlanteans were not ready for peaceful overtures to the surface.)

By 1937, Oceanus had once again begun speaking of the possibility of peaceful contact, and Dargon was able to organize his secret allies to attempt a second coup. This one was successful, and Dargon killed the king with his father's sword in the army's map room. He declared himself the new king, and the rebels within both the army and the priesthood supported him, killing many of Oceanus' loyalists and driving many others out of the city to take refuge among the barbarian tribes.

Dargon knew that his legitimacy would be questioned, and immediately announced his intention to take the Princess Mara as his bride. Mara was horrified at the thought of marrying her father's assassin, and fled the city. Nereus was assigned to retrieve her, but failed, and rather than admit his failure falsely reported her death

instead (see p. 166). Dargon instead took one of Mara's cousins as a bride, content that no one with a better claim to the throne remained.

Once firmly in control of Atlantis, Dargon moved forward with his own plans. He made a secret alliance with the Germans, seizing one of their U-boats before returning it and then hosting Totenkopf himself in the city to sign treaties of mutual support. Dargon reasoned that with Atlantean support the Nazis would easily conquer the rest of the surface world, and then he would be able to use them as puppets to control the humans and reclaim the long-lost Atlantean magical secrets he was certain they possessed.

The alliance lasted until early 1943, with the Atlanteans harassing and destroying Allied ships in the North Atlantic. Dargon's knight Phorcys served in the superhuman Axis Legion as the Steel Shark (see p. 259), and in 1943 he discovered that Mara was not only still alive but fighting on the

side of the Allies. Infuriated, Dargon sent a team of warriors to New York City to kill her, but they were themselves defeated. Instead, Mara was able to make contact with Atlantean rebels opposed to Dargon's rule, and eventually returned to Atlantis with her teammates in the Defenders at her side. At first Dargon's forces held the upper hand, but a surprise attack by barbarian forces led by Bulletproof turned the battle's tide. Mara faced Dargon in single combat at the palace, and after a brutal battle she impaled him on his own trident.

PERSONALITY/MOTIVATION: Dargon is motivated primarily by his hatred of Landers, who he considers to be inherently inferior creatures suitable only to be slaves. His father was killed by Oceanus, whose weak sympathies towards humans only made him more contemptible, and he took his greatest pleasure in killing the old man. Once he took the throne, he turned Atlantis' formidable resources to conquest of the surface world. He knew that the humans outnumbered his own forces vastly, and many of them lived in places inhospitable to Atlanteans; therefore, he would require agents to rule the surface on his behalf, and he selected the Germans since they seemed to be both an impressive military power and yet easily manipulated by both magic and propaganda. Apart from his commitment to Atlantean supremacy, Dargon was a traditional military man, a firm believer in tradition, order,

and rule by the strong. He genuinely believed that he would be capable of controlling both Hitler and Totenkopf, and never suspected that the latter was in fact manipulating him like a true master.

QUOTE: "The cursed Landers will never know what hit them!"

POWERS/TACTICS: Dargon is a healthy young Atlantean male, strong and fast even by their superhuman standards. As a member of the Royal Family, he has Atlan's Gift and is able to breathe air and move with equal ease in and out of the ocean; however, he dislikes spending time on the surface and avoids it when he can. He is highly skilled with his trident.

As a tactician, Dargon is a firm believer in using overwhelming force, both for strategic reasons and to instill fear in both his opponents and his own followers. He's technically skilled, but unimaginative, and is extremely prone to underestimating his opponents (especially if they happen to be Landers.)

APPEARANCE: Dargon was a young man of about 65 when he claimed the throne, and remains in excellent physical condition. Like all Atlantean nobles, he has green skin, pointed ears and aquiline features, with a long thin nose and thick dark hair. He was fond of wearing his fine military armor most of the time in public.

NEREUS

VAL	CHAR	COST	ROLL	NOTES
25	STR	15	14-	Lift 1600 kg; 5d6 HTH dam [2]
18	DEX	16	13-	
19	CON	9	13-	
21	INT	11	13-	PER Roll 13-
15	EGO	5	12-	
15	PRE	5	12-	PRE Attack: 3d6
6	OCV	15		
7	DCV	20		
5	OMCV	6		
5	DMCV	6		
4	SPD	20		PHASES: 3, 6, 9, 12
7	PD	5		TOTAL: 11 PD (4 rPD)
7	ED	5		TOTAL: 11 ED (4 rED)
9	REC	5		
50	END	6		
13	BODY	3		
36	STUN	8		TOTAL CHARACTERISTICS COST: 160

MOVEMENT: Running: 12m/24m
Swimming: 24m/48m

COST POWERS

66	Atlantean Magics: Variable Power Pool (Magic Pool), 50 pool + 40 Control Cost, Magic Only (-¼)	
54	Monster Summoning: Summon Sea Monsters (400-point monsters, x4, Loyal (+½)); Incantations (-¼), Extra Time (1 Turn, -1-¼)	13
12	Tough Atlantean Body: Resistant Protection (4 PD/4 ED)	0

END

NEREUS

BACKGROUND/HISTORY: Nereus is an Atlantean male born in the late 18th Century. At an early age he fell in among one of the various shadowy cults in the city who practiced ancient magics and demon-worship, and became a master of various dark arts. His particular skill was in calling upon monsters who lived in the black depths of the ocean beyond the reaches of even the Atlanteans, and he learned their secret names and commands. By the time he was an adult he was feared and respected even by the ancient priests of Poseidon.

Like many of his fellow cultists, Nereus believed that the surface world hid even greater magical secrets that had belonged to Atlantis but were lost when the city collapsed. As the Landers became more technologically advanced, he feared that these secrets would either be forever denied to Atlantis or worse, that the Landers would find and master these secrets

15	Tough Atlantean Body: Damage Reduction, Physical, Resistant, 25%	0
10	Nictating Membrane: Flash Defense (Sight Group) (10 Points)	0
4	Atlantean Physiology: Life Support (Safe Environments: High Pressure, Intense Cold; Longevity: 200 Years)	0
10	Swift Swimming: +20m Swimming	2
5	Mystic Wards: Power Defense (5 points)	
5	Atlantean Eyes: Nightvision	
0	Atlantean: Breathes Underwater Only	

PERKS

5	FB: Vizier of Atlantis
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TALENTS

3	Aquatic Movement: Environmental Movement (no penalties in water)
23	Spells of Translation: Universal Translator, 16-

SKILLS

15	+3 with Multipower
3	Analyze Magic 13-
3	Charm 12-
3	Concealment 13-
3	Disguise 13-
3	High Society 12-
5	Interrogation 13-
3	KS: Atlantean Magic 13-
3	KS: Atlantean Politics 13-
3	Oratory 12-
13	Atlantean Magics: Power 18-
3	Shadowing 13-
3	Stealth 13-
3	Streetwise 12-
2	WF: Common Melee Weapons

TOTAL POWERS & SKILLS COST: 280

TOTAL COST: 440

400 MATCHING COMPLICATIONS (75)

0	Dependence: Water (Weakness: -3 To Characteristic Rolls and related rolls per 6 hours) (Very Common)
10	Distinctive Features: Green Skin, Pointed Ears (Concealable; Noticed and Recognizable)
10	Hunted: Allied Forces (Inf, As Pow, Harshly Punish)
10	Hunted: Enemies of Dargon (Freq, Less Pow, Harshly Punish)
10	Physical Complication: Unfamiliar With Lander Culture and History (Inf, Slightly Impairing)
20	Psychological Complication: Power-hungry But Cautious (Common, Total)
15	Psychological Complication: Searches For Ancient Magics (Common, Strong)

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 40

instead. He joined a faction within the army that believed Atlantis should conquer the surface world before it was too late, and supported Gangar during his attempted coup. When that failed, he took Gangar's son Dargon under his wing and served as his advisor, fanning the flames of passion in him that led to his own successful uprising years later.

When Mara spurned Dargon's attempt to marry and fled the city, Dargon ordered Nereus to use his magics to bring her back. He summoned several sea monsters to pursue her, but she avoided them, and rather than admit his failure to the furious new King Nereus lied and claimed that one of his monsters had killed the girl accidentally.

While Dargon worked his military alliance with the Nazis in secret, Nereus exchanged magical documents and secrets with Totenkopf. He quickly realized that the demonic creature was vastly more powerful and intelligent than Dargon presumed, and tried to subtly discourage the king from spending time with the beast or investing too much Atlantean blood and treasure to their alliance. Dargon dismissed his concerns, and Nereus was too much of a coward to confront him directly.

When Mara was proven to still be alive, Dargon nearly killed the old man in his anger. He demanded that Nereus demonstrate his worthiness by defeating the Defenders, and Nereus was successful at first, repelling the team's initial attack and scattering their number. However, the Defenders recovered and regrouped, and their second attack on the city was too powerful even for Nereus' magic. Optimus led one of his own creatures to destroy Nereus' own tower, which collapsed on the older man and killed him.

PERSONALITY/MOTIVATION: Nereus is devious and sneaky, and far too concerned with his own safety to fulfill his own dreams of power directly. He instead works as a "power behind the throne" advisor to the more forceful Dargon. More than anything he wants to recover the fabled lost secrets of Atlantean magic from before the Cataclysm from the surface world, and the chance to acquire an artifact or spell from that period is the only thing that might cause him to risk his own neck.

QUOTE: "My lord, a word in private please. May I suggest that perhaps a direct assault should be delayed until we have had a chance to gather information more... quietly?"

POWERS/TACTICS: Nereus is a powerful wizard, whose own powers have been increased by the Walpurignacht Working like every other mystic on the planet, though he doesn't understand why. After centuries of practice with less powerful magic, he still prefers to rely on subtle and sneaky effects with his magic, favoring spells of clairsentience and telepathy over direct offensive effect.



6

When violence is called for, he much prefers to summon terrible beasts from the depths of the ocean trenches to do his fighting for him. These creatures usually resemble serpents or hideous combinations of sharks and whales, but occasionally will take even stranger forms.

Note that Nereus is not part of the Atlantean royal bloodline, and therefore cannot breathe air. He has never been to the surface world and has no intention of ever going himself, as much as he longs for its secrets.

APPEARANCE: Nereus is a typical middle-aged Atlantean male, tall and thin with an elaborately waxed long mustache and a supercilious air. He favors long robes that are bejeweled in elaborate patterns that shimmer when they catch the light.

LOBSTER-MEN

VAL	CHAR	COST	ROLL	NOTES
30	STR	20	13-	Lift 1600 kg; 6d6 HTH dam [3]
15	DEX	10	12-	
25	CON	15	14-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-2	11-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		PHASES: 4, 8, 12
9	PD	7		TOTAL: 17 PD (8 rPD)
5	ED	3		TOTAL: 13 ED (8 rED)
10	REC	6		
50	END	6		
13	BODY	3		
40	STUN	10		TOTAL CHARACTERISTICS COST: 121

MOVEMENT: Running: 8m/16m
Swimming: 16m/32m

	COST POWERS	END
30	Claws: HKA 2d6 (4d6 w/STR)	3
24	Shell: Resistant Protection (8 PD/ 8 ED)	
8	Breathe In Air: Life Support (Expanded Breathing (Underwater native), Safe Environments (Cold, High Pressure)	
6	Swift Swimming: Swimming +12m	1
5	Dark-Adapted: Nightvision	
5	Eight Arms: Extra Limbs	
-4	Slow: Running -4m	
16	Long Spear: HKA 2d6 plus Stretching 1m; OAF (-1)	
15	Bolas: Entangle 4d6, 4 PD/ 4 ED, Entangle & Character Both Take Damage (+¼); OAF (-1), 2 Recoverable Charges (-1), Range Based on STR (-¼)	

TALENTS

3	Aquatic Movement: Environmental Movement (no penalties in water)
6	Monstrous: Striking Appearance +2/+2d6
3	Homing Sense: Bump Of Direction

SKILLS

8	+1 Level with HTH Combat
2	AK: Atlantic Ocean 11-
2	KS: Lobsterman Society 11-
1	KS: Atlantis 8-
0	L: (Lobsterman native)
2	Navigation (Marine) 11-
2	WF: Polearms, Bolas

TOTAL POWERS & SKILLS COST: 134

TOTAL COST: 255

250 MATCHING COMPLICATIONS (50)

5	Dependence: Water (Weakness: -3 To Characteristic Rolls and related rolls per hour) (Very Common)
25	Distinctive Features: 8-foot Tall Lobster Creature (Not Concealable, Extreme)
20	Physical Complication: Mute (Speaks In Gestures) (All The Time, Barely)

TOTAL COMPLICATIONS POINTS: 50

EXPERIENCE POINTS: 5

LOBSTER-MEN

BACKGROUND/HISTORY: The Lobster-Men (called the Astakani by the Atlanteans) are a race of sentient creatures who live in the depths of the central Atlantic Ocean, primarily centered between 30 and 40 degrees North Latitude and 40 and 50 degrees Longitude. Though they are primitive, they are tool-users (including carrying weapons like bolas for hunting live prey and spearlike polearms for battle.) They have a tribal culture and apparently a religion that includes worship of idols, which are usually oddly-shaped outcroppings of rock or coral.

No one knows if they are a result of natural evolution or magical transformation; according to Atlantean lore they were first discovered shortly after the Cataclysm that sank their city, and that in the first decades of their underwater life they fought regularly before finally coming to a relatively peaceful accommodation, where Atlanteans simply stopped traveling into or through areas that the fiercely-territorial Lobster-Men considered their own hunting or breeding grounds. Despite having very few natural predators or competitors, the Lobster-Men population has remained stable for tens of thousands of years, never increasing or decreasing beyond an approximate total of ten to twenty thousand individuals.

The territories claimed by the Lobster-Men include some of the most fertile potential

“farmland” for Atlantean kelp and other plant crops, and so when Dargon claimed the throne of Atlantis in 1938 he mobilized his army to take these areas by force (though of course this was at least as much intended to give his soldiers an enemy to fight while he prepared them for eventual war against the surface world.) Over a year or so the Lobster-Men were driven from their ancestral home and spent time wandering closer to the coast of the United States, where the Defenders of Justice encountered them on a couple of occasions. When the team eventually accompanied Mara in her quest to free her people from Dargon’s rule, the Lobster-Men, who had come to respect Meteor Man and Lady Mystery during their previous meetings, eventually joined the heroes in their battle. Once Dargon had been killed, Mara ordered that the Lobster-Men be given back their territories and peace was restored.

PERSONALITY/MOTIVATION:

The Astrakani are a mysterious people, who have no spoken language and communicate only in gestures, which are hard for humans or Atlanteans to understand and nearly impossible to duplicate, since humans don’t have nearly enough limbs to “speak” their language. However, they seem to be a brave and ethical people, and though they are slow to trust either Atlantean or Lander, once that trust is won they are loyal friends and allies. They care for each other very deeply, and will risk many lives to rescue a single imperiled member of their tribe.

QUOTE: None. The Lobster-Men are functionally mute, and their sign language is mysterious to humans.

POWERS/TACTICS:

Lobster-Men are enormously strong, and the average soldier is twice as strong as an average Atlantean. Their two primary claws make deadly weapons, and the wounds they inflict were originally mistaken by human investigators to be from particularly savage axe blows. The other “legs” along their thorax are shorter, but have manipulating “fingers” with a high

degree of dexterity. Though they are somewhat awkward on land, they are perfectly capable of surviving for short periods above the surface; eventually, the water between the layers of shell begin to dry out and they become increasingly uncomfortable. In battle they prefer to overwhelm enemies with force of numbers- they follow their military chieftains with remarkable precision, and strike in infantry lines that might be as much as half a mile long.

APPEARANCE: A Lobster-Man looks like nothing more than an eight-foot long ordinary lobster, stood upright with an extra pair of extra-long legs ending in clawed feet emerging at the base of the tail. Their heads are oriented forwards rather than up, but otherwise look similar to actual lobsters with their stalked blue eyes, mandibles, and long antennae.

After The War: The Lobster-Men continue to live in their traditional lands on the outskirts of Atlantean territory, and seem to regularly become swept up in the various political and military affairs of Atlantis whenever Mara is temporarily deposed, a barbarian tribe acquires a dangerous weapon or artifact, or Landers accidentally dump toxic waste or lose a nuclear submarine on Atlantean territory.



After The War: The Jersey Devil continues to manifest itself periodically throughout the 20th and 21st Centuries. Jefferson's mind is driven out of the creature for a period of the 1980s, during which it occasionally goes on mindless rampages or is controlled briefly by various masterminds for one scheme or another. From 1989 until 1997, it is controlled by Nolan Harris, a young scientist who uses the Devil's powers for good, including a brief membership in the Freedom Patrol. In 2001 the Devil's form is co-opted by former Air Force General Henry Scott, and returns to the ranks of supervillainy.

JERSEY DEVIL

VAL	CHAR	COST	ROLL	NOTES
40/85	STR	30	17-	Lift 6400kg. / 3.2 ktons; 8d6/17d6 HTH dam [5/8]
14	DEX	8	12-	
33/48	CON	23	16-/19-	
8	INT	-2	11-	PER Roll 11-
13	EGO	3	12-	
25/40	PRE	15	14-/17-	PRE Attack: 5d6/8d6
7	OCV	20		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		PHASES: 3, 5, 8, 10, 12
22/31	PD	5		TOTAL: 22 PD (15 rPD)
20/29	ED	3		TOTAL: 20 ED (15 rED)
20	REC	16		
70	END	10		
25/34	BODY	15		
70/88	STUN	25		TOTAL CHARACTERISTICS COST: 211

MOVEMENT: Running: 12m/24m // 48m/96m
Tunneling: 12m/24m

COST POWERS

- 60 **Plant Control:** Multipower, 60-point reserve
- 4f **1) Blinding Spore Attack:** Blast 4d6, No Normal Defense (LS: No Breathe Or Poison; +1); Limited Range (8m, -¼) plus Sight Group Flash 4d6; Linked (Blast; -½), Limited Range (8m, -¼) **END**

JERSEY DEVIL

BACKGROUND/HISTORY: Dean Parker was a mobster for the Black Aces in Harlem in 1939, one of the gangs that ran New York City under the overarching control of the Buoniconte family. Black Aces boss King Jefferson fell for Parker's girlfriend Rosie Gordon and turned on his loyal henchman, blaming him for some financial losses at one of their numbers operations. Parker was taken out into the Pine Barrens by Jefferson and a couple of his goons, where he was executed and buried in a shallow grave.

Parker's death, it turned out, was only temporary. Somehow, his spirit merged with the vegetation of the marsh, and created a new body made of plant matter around his skeleton. This shambling creature rose up from Parkers grave and began to slowly walk back to New York, with only one thought in its confused mind- vengeance!

In the weeks after Parker's murder, the Buoniconte family and their various allied mobs had been under assault from the Defenders of Justice, and the combined efforts of Optimus and Doctor Twilight had gotten King Jefferson, among other mobsters, sent to Sing Sing (a prison about 50 km north of New York City.) It took the creature that was once Dean Parker several months to slowly walk there,

- 6f **2) Sticky Sap:** Entangle 4d6, 4 PD/ 4 ED, Sticky (+½) 6
- 6f **3) Tangling Branches:** Entangle 6d6, 6 PD/ 6 ED 6
- 4f **4) Thorn Spray:** RKA 2d6, Armor Piercing (+¼), +2 Increased STUN Multiplier (+½); No Knockback (-¼) 5
- 6f **5) Branch and Root Limbs:** Telekinesis (40 STR) 6
- 2f **6) Burrowing Roots:** Tunneling 12m through 6 DEF material 2
- 112 **Mighty Oak:** Growth (see Stats, -18m KB, 25t, +6 to Opponent's OCV, +6 PER Rolls to perceive character, 16m tall, 8m reach), Costs END Only To Activate (+¼) 9
- 4 **Roots:** Knockback Resistance -10m; Only In Earth/Soil (-1), Costs Endurance (Only Costs END to Activate; -¼) 1
- 5 **Long Limbs:** Stretching 6m; No Noncombat Stretching (-¼) 1
- 16 **Body Of Vegetation:** Desolidification; Does Not Protect Against Damage (-1), Cannot Pass Through Solid Objects (-½) 4
- 3 **Never Sleeps:** Life Support (Doesn't Sleep) 3
- 32 **Take Life From the Green:** Regeneration (3 BODY per Turn); Only With Sufficient Plant/Soil Nearby (-½) 0
- 45 **Tough:** Resistant Protection (15 PD/15 ED) 45
- 30 **Not Entirely Solid:** Physical Damage Reduction, Resistant, 50% 30
- 5 **Tendrils:** Extra Limbs 5
- 60 **Quicken Plant-Monsters:** Summon 4x 200-point Plant-Creatures, Loyal (+½); Extra Time (Full Phase, Only to Activate, -¼) 7

TALENTS

- 3 Bump Of Direction

SKILLS

- 20 +2 with All Combat
- 3 Climbing 12-
- 3 Stealth 12-

TOTAL POWERS & SKILLS COST: 429

TOTAL COST: 640

400 MATCHING COMPLICATIONS (75)

- 25 **Distinctive Features:** Plant-Monster (Not Concealable; Extreme Reaction)
- 30 **Physical Complication:** Almost no speech (All the Time, Greatly)
- 15 **Susceptibility:** Weed-killer or similar toxins 3d6 damage Instant (Uncommon)
- 5 **Vulnerability:** 1-½x BODY Anti-plant Toxins (Uncommon)

TOTAL COMPLICATIONS POINTS: 75

EXPERIENCE POINTS: 240

during which time it was seen several times by various residents of New Jersey and upstate New York. A few of the terrified witnesses associated the creature with the Jersey Devil, a legendary creature reputed to live in Pine Barrens, and the name eventually stuck.

Finally, the creature made it to Sing Sing and attacked the prison, trying to get to Jefferson (and inadvertently freeing a number of other prisoners,

who began a riot on the grounds.) The Defenders of Justice were called in and battled the creature for some time, until Optimus used herbicides he found in the prison's groundskeeping facility to apparently destroy the creature.

However, the Jersey Devil proved to be more difficult to destroy permanently. It eventually regenerated, trying again to kill Jefferson (who had returned to New York City after serving a



short sentence.) This time, Meteor Man and Lady Mystery collapsed a condemned building on the creature, and when they removed the rubble the creature had disappeared. It appeared several more times, and was defeated by various heroes, until finally in 1947 it succeeded in killing King Jefferson, or at least his physical body. The strong-willed Jefferson was able to overcome Parker's personality and seize control of the creature, leading to several more encounters with superheroes over the next few years.

PERSONALITY/MOTIVATION: In its earliest appearances, the Jersey Devil is solely motivated by Dean Parker's quest for vengeance on the man who killed him and stole his girlfriend. Whenever it manifests, it is somehow able to tell Jefferson's location and singlemindedly marches (very slowly) in that direction until it gets close enough to try to kill him, usually destroying a lot of property along the way.

In later appearances, Jefferson is the dominant personality (though Parker is still in there as well, and one more than one occasion has reclaimed temporary control of the Devil.) In these manifestations, the Devil is much more intelligent and sneaky, and Jefferson has tried at various times to get revenge on his own personal enemies, gather a gang of his own, and to find a way to return to a human body (though he is also loath to give up the power the Devil's body gives him, and would prefer a solution where he could switch back and forth between this form and a more human one.)

QUOTE: "Raaargh!" (In his first appearances, the Jersey Devil cannot speak.)

"Ha! Puny little suckers with your guns. As though you could hurt something like me!" (When King Jefferson is in control, the Jersey Devil can speak.)

POWERS/TACTICS: The Jersey Devil is a spirit of vegetation, controlled by a human mind. Its body is made up mostly of undifferentiated plant matter, so it suffers little injury from most physical attacks (though fire and other energy attacks are more effective) and it can "heal" itself by absorbing nearby plants into itself. It is ordinarily human-sized (allowing it to hide more easily until it reaches whatever goal it's pursuing), but when it's time to fight it can grow to 16 meters in height, becoming one of the strongest creatures on the planet. Furthermore, it can mentally control other plants around it, bringing them to "life" to wrap around and smother opponents or create new forms of attacks like thorns or poisonous spores. It can even create miniature facsimiles of itself to fight alongside it, though these lack the ability to control other plants or create more facsimiles.

When Parker is in control the Jersey Devil never uses tactics more complicated or subtle than "smash my way towards King Jefferson or whoever is currently hurting me." Under Jefferson's control, the Devil is considerably more subtle, taking advantage of his plantlike form to slip through tiny spaces or attack opponents by surprise.

APPEARANCE: The Jersey Devil is a roughly human-shaped creature made of shaggy plant matter, mostly green and brown with ropey "veins" of roots and vines coating his entire body. He has several vaguely mushroom-like protuberances that define his spine, shoulders and upper arms. His face is an oversized approximation of a human's, with enormous black eyes and a wide mouth.

SIRIANS

VAL	CHAR	COST	ROLL	NOTES
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
11	DEX	2	11-	
9	CON	-1	11-	
20	INT	10	13-	PER Roll 13-
15	EGO	5	12-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
3	DCV	0		
3	OMCV	0		
5	DMCV	6		
3	SPD	10		PHASES: 4, 8, 12
5	PD	3		TOTAL: 8 PD (3 rPD)
8	ED	6		TOTAL: 11 ED (3 rED)
10	REC	6		
50	END	6		
12	BODY	2		
24	STUN	2		TOTAL CHARACTERISTICS COST: 77

MOVEMENT: Running: 6m/12m

COST POWERS**END**

7	Pipette: HKA 1 pip (1d6 w/ STR), Penetrating (+½)	1
27	Pipette: HKA ½d6, NND (defense is not having blood or protective skin or equipment too thick to penetrate; +1), Does BODY (+1), Constant (+½), 0 END (+½); Pipette Must Do BODY First (-½)	
10	Sirian Thought Interchange: Mind Link, specific group (any Sirian)	
9	Tough Skin: Resistant (+½) on 3 PD/ 3 ED	
6	Heavy: Knockback Resistance -6m	
3	Tireless: Life Support (No Need For Sleep)	
6	Tentacles: Extra Limbs (16), Inherent (+¼)	
2	Tentacles: Stretching 2m, Persistent (+½), 0 END (+½); No Noncombat Stretching (-¼), Limited Body Parts (tentacles; -¼)	
5	Tentacles: +10 STR; Only For Grabbing (-1)	
5	Red-Shifted Vision: Infravision	
-6	Slow: Running -6m	

TALENTS

3 Ambidexterity

SKILLS

7	Combat Driving 13-
3	AK: Local Space 13-
0	L: Sirian (Native, Literate)
3	Mechanics 13-
2	Navigation (Land) 13-
3	SS: Choose one: Metallurgy, Biochemistry, etc. 13-
2	TF: Sirian Vehicles
4	Weaponsmith (Missiles & Rockets, Chemical Weapons, or Energy Weapons) 13-
2	WF: Sirian Vehicle Weapons

TOTAL POWERS & SKILLS COST: 103

TOTAL COST: 180

150 MATCHING COMPLICATIONS (50)

10	Physical Complication: Large (1.5m sphere; -2 DCV, +2 to PER Rolls to perceive) (Inf, Slightly)
5	Physical Complication: No Sense of Smell (Inf, Barely)
5	Physical Complication: Clumsy In Our Gravity (Inf, Slightly)
10	Psychological Complication: Overconfidence (Com, Mod)
20	Vulnerability: 2x Effect from Diseases and Biowfare Agents (Com)

TOTAL COMPLICATIONS POINTS: 50

EXPERIENCE POINTS: 30

After The War: Sirians are commonly seen in this portion of the Milky Way galaxy, and are regarded as vile creatures by most civilized races. Several superheroes and teams have encountered them since their first attempt at invasion, and it rarely goes well for them.

SIRIANS

BACKGROUND/HISTORY: The Sirians are an alien race, whose home world orbits the white dwarf star Sirius B approximately nine light years from Earth. The Sirians are rulers of a small empire based around their home system, and apparently are the only species in that empire with the capacity for superluminal travel. The other species within their empire are treated as slaves and food sources, and Sirians have no concept of trade or political negotiation with other alien races as equals.

The Sirians have visited Earth on several occasions in our prehistory, and their scouting missions reported back that Earth, though having a higher gravity than they find comfortable, was teeming with life that the aliens found both nutritious and tasty. They launched a direct invasion attempt in 1936, landing a small force on Mars from which to observe our current state of development and judge our defenses. Finding us to be a backwards and primitive race by their standards, they began their invasion on October 30 of 1938, firing several small cylinders that landed on the

northeastern coast of North America, which were observed by astronomers.

The first landing of a cylinder was on a farm in Grovers Mill, New Jersey. The cylinder's opening was witnessed by a small crowd that included the superhero Optimus, and the creatures inside soon launched an attack using their heat beams to clear the area while they assembled their tripod war machine. As several such tripods began to move across the New Jersey and New York areas, several local superhumans came together in defense of humanity, including Cowboy, Dr. Twilight and Mara the Sea Hawk. This original grouping went on to form the Defenders of Justice, Earth's first superhero team.

The destructive battle raged through the night, as both the superheroes and the US military battled the tripods. Though it soon became clear that the humans were outmatched, assistance came from an unexpected source. Under mysterious circumstances, the erstwhile Defenders received a small metal cylinder, similar in design to the ones the Sirians were themselves using to bombard cities with poisonous gas. It came with a message attached, reading "This world is mine, not theirs. You're welcome, Korrex" and

resisted all efforts to open or determine what was inside.

The Defenders, who had not yet met Korrex (see p. 298), debated as to whether to use the canister, but finally agreed to try. Dr. Twilight managed to insert the cylinder into one of the Sirian cannons and it went off, seeding the local atmosphere with microbial life forms that were harmless to humans but fatally toxic to Sirians. The invading force was wiped out by the airborne bacteria in a matter of hours, winning the "war" for humanity and thwarting the invasion.

For some time humanity believed that the Sirians were Martians, since that is where they launched their attack on us from, but the Defenders would encounter the Sirians on two more occasions over the next decade, and eventually learn their true nature (as well as why Korrex, who was himself planning to invade the 20th Century from his own era, had saved us that first time.)

PERSONALITY/MOTIVATION: Sirians are cold and emotionless, truly alien to humans in their slow and methodical thought processes. They regard any non-Sirian life form as

6



Callahan '12'

SIRIAN TRIPOD

Val	Char	Cost	Notes
10	Size	50	("Head" is 12m x 8m x 8m, On 3x 30m Legs; OCV +6, KB -10)
60	STR	0	
15	DEX	10	
5	OCV	10	
5	DCV	10	
3	SPD	10	
10	PD	12	
12	ED	15	
20	BODY	0	Total Characteristics Cost: 117

MOVEMENT: 44m/88m

inferior regardless of its actual state of development, only interested in whether they can provide nourishment (in blood primarily for humans) or slave labor. Efforts to communicate with them, even using magic, only reveals their complete disdain for us.

QUOTE: "Ulla ulla!" Sirians generally communicate with each other telepathically, on a mental wavelength that human mentalists find difficult to penetrate. They also hiss at each other and at other creatures to get their attention. When they are in danger or difficulty, they frequently blow air through their pipettes, making the sound that humans hear as "ulla" repeated over and over.

POWERS/TACTICS: Sirian technology is an odd mix of mechanical and biological, and many of their devices seem oddly primitive. They travel faster-than-light in their main ships, but use some form of rocketry within planetary systems; it's been theorized that their ships cannot travel at interstellar speeds when they are too close to a star or other gravitational source. Their primary weapons are their heat rays, but they also employ various forms of toxic biological material (delivered in either gaseous clouds or sprays of red liquid) and living plant-analogues that wipe out other plant life and require blood for sustenance.

Individual Sirians are strong but slow and awkward in our gravity. Their tentacles have needle-like tips, and if they puncture human skin they suck blood out of the wounds like enormous mosquitoes.

APPEARANCE: Sirians are approximately the size of bears, consisting mostly of a head (with two eyes and a small, v-shaped mouth) and eight tentacles coming from the underside; in lower gravity, they can walk on these tentacles, but on Earth they struggle to pull themselves along. They have no ears, but a single tympanic membrane on the back of their head. Though they have lungs and a heart, they have no real equivalent to our digestive system, and require that their food be liquefied before ingestion. Their skin is reddish-brown in color.

COST POWERS

END

32	Running +32m	
-2	Swimming -4m	
15	Endurance Reserve: 40 END, 30 REC; OIF Bulky (-1)	
4	Extra Limbs: (3 Legs, 6 Tentacles); Limited Manipulation (-¼)	
37	Heat-Ray: RKA 3d6, Area Effect (4m Radius; +¼), Armor Piercing (+¼), Constant (+½), Reduced END (0 END, +½); OAF Bulky (-1 ½), No Knockback (-¼)	
138	Black Smoke Launcher: RKA 4d6, Area Effect (32m Radius; +1), NND (defense is appropriate LS [Immunity] or LS: Self-Contained Breathing; +1), Does BODY (+1), Constant (+½), 8 Charges lasting 1 Hour each (cleared away by high winds, rain, or the like; +1), Indirect (can arc attack over intervening obstacles; +¼); OAF Bulky (-1 ½), Limited Range (2 km; -¼) plus Change Environment (-4 to Sight Group PER Rolls, 32m Radius (+1), 8 Charges lasting 1 Hour each (cleared away by high winds, rain, or the like; +1), Indirect (can arc attack over intervening obstacles; +¼); OAF Bulky (-1 ½), Linked to RKA (-½)	
36	Steam Jet: Dispel Gas/Mist/Smoke Powers 20d6; OIF Bulky (-1), Limited Arc Of Fire (Only On Undercarriage Level Or Below; -¼), Limited Range (40m; -¼) plus RKA 2d6; OIF Bulky (-1), Limited Arc Of Fire (Only On Undercarriage Level Or Below; -¼), Limited Range (40m; -¼)	10
12	Tripod Communications System: Hearing Group Images, +8 to PER Rolls; Only To Create Simple Noises For Long-Distance Communication (-1), No Range (-½)	3
6	Fire Control Systems: +3 with Fighting-Machine Weapons; OIF Bulky (-1), Costs Endurance (-½)	1

TOTAL POWERS & SKILLS COST: 278

TOTAL COST: 395 (79)



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