

MERGENARIES

By
Darren
Tenor

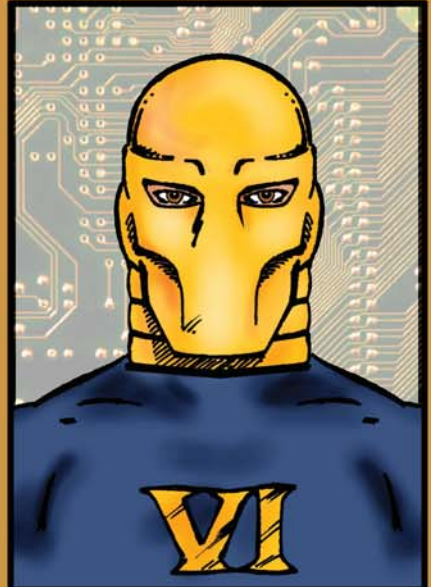
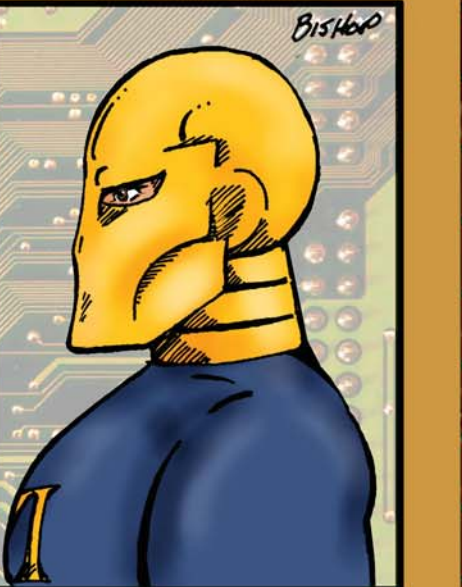
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<p>A ALEXANDER VI</p>	<p>BAAL</p>	<p>BURNMASTER</p>
<p>IDENTITY: Lex Saint-Anders DESCRIPTION: Male/5' 10" Blue combat uniform, golden mask Roman numeral 'VI' on chest DISTINGUISHING FEATURES: Cyber-prosthetic left arm KNOWN POWERS: Several cyber-prostheses granting various random weapons upgrades; Known to ride modified CHESSE air vehicle, "Sky Chariot", capable of traveling high speeds. DEFICIENCIES: Reported nerve damage in left forearm limits fine manipulation. LEGAL STANDING: U.S. citizen No known criminal record Possible violations alleged in some jurisdictions. See expanded file.</p>		
<p>ASSAULT</p>	<p>BISON</p>	<p>CAPTAIN DARING</p>
<p>AUGER</p>	<p>BLACK CONDOR</p>	<p>CRACKERJACK</p>

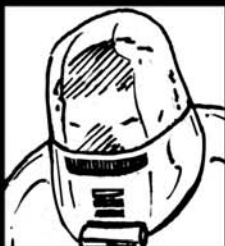
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AT METAHUMAN RESOURCES, WE BELIEVE IN MORE VALUE FOR YOUR MONEY! IN THIS VOLUME IS A PREVIEW OF OUR INVENTORY OF THE LATEST MERCENARY TALENT FOR YOUR VILLAINS AND VIGILANTES CAMPAIGN. GOOD? EVIL? OTHERWISE AFFILIATED? NO PROBLEM! JUST NAVIGATE TO OUR RESOURCE CATALOG AND FIND THAT SPECIAL AGENT WHO CAN HELP YOU ACHIEVE YOUR CLANDESTINE GOALS TODAY!

COMPILED BY DARREN TENOR * VISUALS BY JAMES BISHOP * FINAL ARCHIVE BY SCOTT BIZAR



ALEXANDER VI



ALGER



AUTO-DA-FE!



CLAYMORE



CRACKERJACK



CRASH



EXPRESS



FLECHETTE



GRACE



GRIDLOCK



GRIFFIN



GRUMPY



HEATSEEKER



HOUND



HURTSICKLE



MAGPIE



MINDSWEEPER



MIRROR



OVERLOAD



PAINTED LADY



POWERPLAY



RAD



RONIN



SILENCER



SMOKE



SOLO



SPARTAN



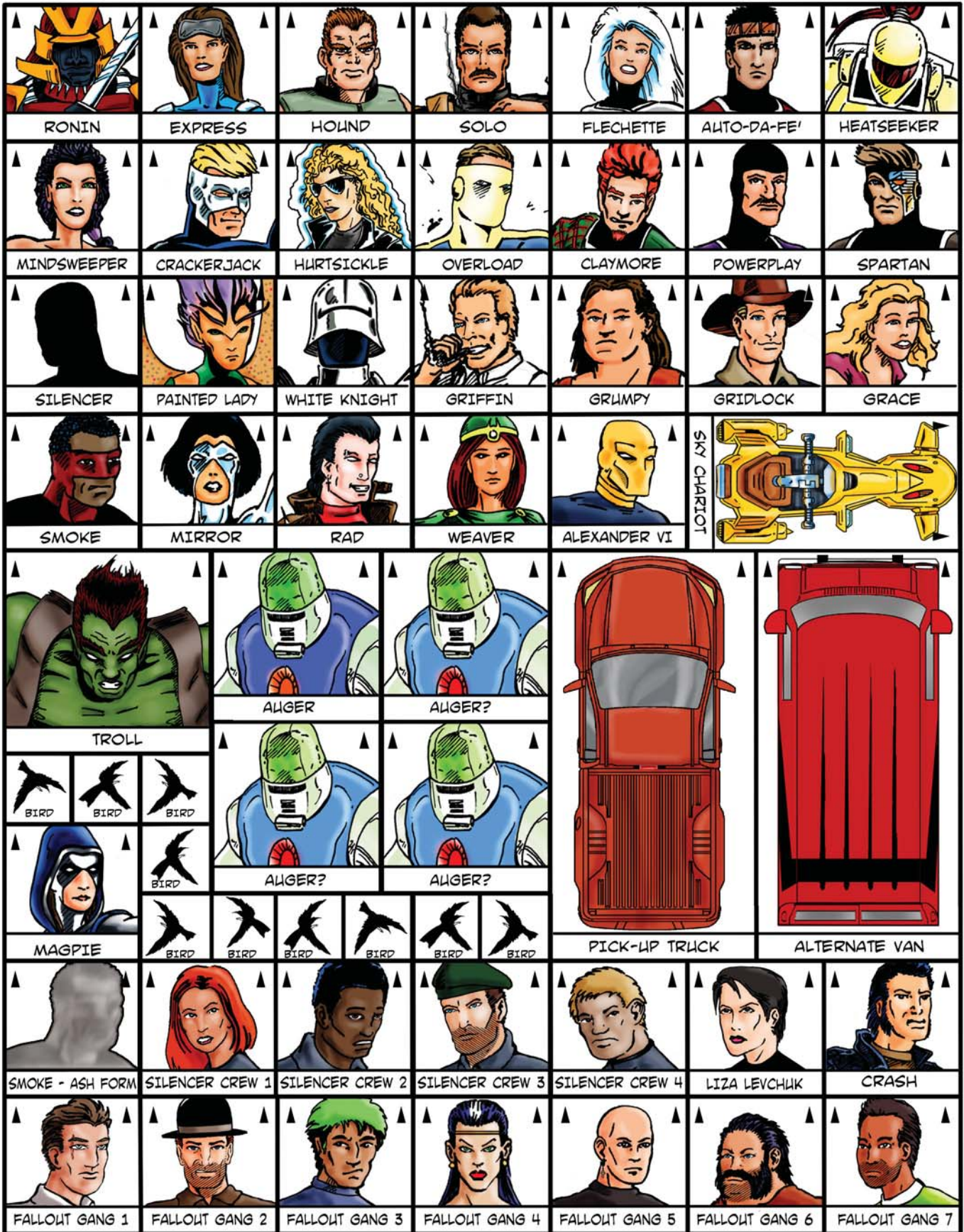
TROLL



WEAVER



WHITE KNIGHT



MERGENARIES

A

VILLAINS
AND
VIGILANTES™

SOURCEBOOK

written by Darren Tenor
illustrated by James Bishop



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AUTHOR'S INTRODUCTION

In life, things are not always black and white. Sometimes the people who are supposed to be our heroes and protectors just don't act that way. Other times, the people we expect to challenge and provoke us, just don't. In the spirit of this lack of conformity, this is a V&V compendium of super-humans that work individually or in small groups, selling their abilities to the highest bidder and generally doing as they please.

This book is assembled into three sections: Hired Muscle, Special Operatives, and Mercenary Teams. Unlike previous compendiums where it's clear what side the characters are on, this compendium is filled with people who could be coming to the player's aid, or opposing them, depending entirely on who can afford their rates and book them first. This gives the GM more flexibility in their story telling, and it means that the players may be tested even by normal opponents who can simply afford to hire this extra muscle to protect themselves (such as crime lords, foreign dictators and warlords, special government projects at home and abroad, or even well-financed business patrons or movie stars). These mercenaries could also become future allies, even if only temporarily.

I'd like to thank current and past players for their support, and acknowledge the efforts of all the other authors to build a game that my friends and family could spend countless hours enjoying. And finally, this book is dedicated to three of the most amazing players it has been my distinct pleasure to play with:

Terminal
Decibelle
Arctic Rose

But enough talk. The world needs our help, so let's go save it.

Darren Tenor

EDITORIAL INTRODUCTION

This is the type of project that we've been bouncing around and discussing for quite a while. When Darren Tenor proposed doing a compendium of mercenaries, hirelings, and the like, it was easy to approve the idea.

Mercenaries represents the second Villains and Vigilantes book by Darren Tenor, following Signs of the Zodiac. It is nice to be able to promise that Darren is already at work on new V&V projects, including a complete campaign designed to fill a GIANT.

It is hoped that the types of "hired guns" listed in this book will prove useful to GMs in their campaigns. The choices are varied and include traditional hired muscle, true specialists, and several teams – all available for hire to either the villains in a campaign, or to help any group of heroes in need of extra assistance.

We've noticed on some forums discussing V&V that many people don't recognize that characters presented in a compendium (or even in an adventure) are not first level characters who have just been generated. There have been complaints that such characters seem to violate the rules by having too many powers or devices (often listed with the powers). Remember that any character, a player-hero or an NPC, may have created or obtained a device or even gained a power of some kind. Once it is realized that this applies to NPCs as well as to players' characters, this misunderstanding should be clear and the "complaint" should simply go away.

Scott B. Bizar, Editor-in-Chief

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HIRED MUSCLE

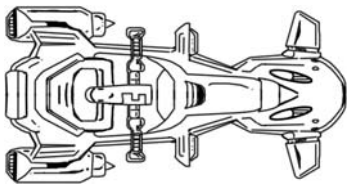
ALEXANDER VI

Identity: Lex Saint-Anders
Sex: Male
Age: 32

Side: Evil
Level: 7
Training: Agility

Powers:

1. Heightened Charisma A: +7.
2. Heightened Intelligence A: + 10.
3. Heightened Senses: Naturally Intuitive : 2 x normal detection scores.
4. Bionics:
 - a) Reinforced Modular Mount: Where his left hand was, there is now a weapon mount that allows him to switch weapons and devices with a single action. As an extension of his body, melee weapons are +1 to hit and +2 to Damage (this is in addition to their normal Damage) due to the bionic reinforcement of his forearm for combat.
 - b) Cyber Organs: Cybernetic heart/lung package. Bonus Endurance: +8. Air cells in these organs allow him to hold his breath for twenty minutes before exhausting them. They require an hour of non-use before the air cells are "recharged" with new air.
 - c) Modular Hand Units:
 - i) Inarticulate Hand: Passes for a common replacement hand used by average people. This is essentially used as a disguise in his real life.
 - ii) Long Blade: +2 to hit, HTH+1d6 Damage.
 - iii) Mace ball with extendable chain: +2 to hit, HTH+1d4 Damage, maximum attack range: 4".
 - iv) Grappler: mini-grappling hook with 100' of reinforced monofilament line. Motor can pull up to 500 pounds. The line can withstand 678 pounds of weight before breaking.
 - v) Hand Laser (+3 to hit, 1d12 Damage, Range: 60", 6 shots per power cell; take 30 seconds to change power cells.)
 - vi) Stealth Unit: Simple tools for audio and video surveillance, still pictures, automated lock pick tools, electronic file transmission device and flashlight.
 - vii) Pincer: This unit can pinch and release. Maximum pinch is 1500 pounds of pressure (1d10 Damage).



5. Vehicle: Sky Cycle. Lex has upgraded an old Chess Sky Cycle (his "Sky Chariot"):

- a) Armor B: ADR – 70. The armor is largely front and rear protection.
- b) Afterburner: Maximum speed of 180 mph for up to minute before exhausting this secondary fuel cell. The Sky Cycle's normal maximum speed in 150 mph.
- c) Voice Controls: Alexander can remotely command the Sky Cycle using specific voice commands, the cycle's auto-pilot and a simple two-way communicator. Maximum range for voice control is four miles with the communicator.

Weakness: Physical Handicap: Missing left hand. Nerve damage in the forearm will not permit a full manipulation bionic hand (one with working fingers), although simple controls in the modular mounts can still be utilized.

Weapons: Energy Pistol (+2 to hit, 1d10 Damage, Range 60", 10 shots per energy clip; 3 energy clips carried)

Weight: 190 lbs
Agility Mod: -
Endurance: 20
Intelligence: 24
Reaction to Good: -3
Hit Mod.: 8.778
Damage Mod: +4
Accuracy: +3
Carrying Cap: 511 lbs.
Movement Rates: 55" ground
Det. Hidden: 36%
Inventing Points: 14.8
Security Clearance: 17 (CHESS; Rook, technician)

Basic Hits: 4
Strength: 15
Agility: 20
Charisma: 19
Evil: +3
Hit Points: 36
Healing Rate: 2.0
Power: 79
Basic HTH: 1d8

Det. Danger: 44%
Inventing: 72%



Origin and Background: American / Government and Law Enforcement Knowledge.

Lex Saint-Anders was an excellent student in college who was contacted after graduation by CHESS to begin training as a Rook. He was quite successful and immediately began taking on junior missions and field work. He advanced up the ranks quickly, and had already begun his training as a Knight, when a former target who blamed Lex (and wasn't aware he was working for CHESS), planted a bomb in his car. Lex survived the blast, but lost his left hand, left lung, and suffered damage to his heart. As he lay broken in the hospital bed for months, he considered with disgust the desk job at CHESS that loomed before him for decades to come.

The loss was too much for him, and he mentally retreated to the interests of his childhood. Lex began to research Alexander the Great, and it soon became his obsession to emulate the great conqueror. He had bionic parts purchased from Auger, and then had them installed by an underworld surgeon who owed him a big favor. Lex forged a new identity for himself as a mercenary to build up his resources. Lex still uses his limited security clearance as a Rook (now part-time and limited strictly to desk work) to quietly and secretly access information from CHESS files that he can sell on the market for more capital or for his own quest to become the next Alexander the Great.

Combat Tactics / M.O.: Alexander VI enjoys testing out tactics on his foes, and prefers to research his opponent(s) in painful detail long before he confronts them. Lex likes using thugs ("soldiers") in his employ to soften up the enemy, and even lawyers, bureaucrats and politicians opposed to his enemy to give him advantages and allies that most mercenaries can only dream of. In combat, he knows that his offense is much stronger than his defense, so he tends to do a full assault, and then signals an ally to attack as he pulls back. As the enemy shifts their focus to the new attacker, he'll signal a new force to attack as he readies himself to attack again from a new position.

Personality/Character Traits: Lex has grown more egocentric and unstable over time, in his attempts toward becoming the next Alexander the Great. He's very interested in assuming military and political power, and growing it for his own purposes. Lex can be a very loyal mercenary, but only so long as he sees his mercenary work as a stepping stone to eventual world dominance. Lex isn't ashamed of his bionic components or his missing hand, and simply views them as the cost of doing business, and getting the tools he needs for his quest.

Appearance: Alexander VI is 5'10, with short blonde hair and brown eyes. He has an old scar on his left cheek from the bomb that crippled him, but most of his scars are found on his left arm and chest. Alexander's costume is classic one-piece blue jumpsuit with matching mask, and the gold roman number VI over the heart. When in costume, Alexander wears tinted contact lenses, a voice modulator and shaped facial forms under his mask to further hide his identity from his co-workers at CHESS. His hand replacements are found in golden thigh pouches on either leg when not in use, and a golden holster for his energy pistol is attached to his belt.

HURTSICKLE

Identity: Hiltrude Schmidt-Herder
Sex: Female
Age: 31

Side: Neutral
Level: 5
Training: Strength

Powers:

1. Heightened Endurance B: +20.
 2. Heightened Strength B: +21.
 3. Heightened Expertise: +4 to hit with HTH attacks. This skill is due to intense training.
 4. Invulnerability: 20 points except versus mental attacks.
 5. Adaptation: PR = 1/Hour, or if used as a defense, PR = 1/attack.
- Weakness: Low Self-Control: Bioluminescence. Hurtsickle releases glowing blue light from her body that lasts for a number of minutes equal to the amount of damage that her invulnerability allows her to ignore. She also glows blue when her adaptation defense is active, and for one hour afterward. In addition to this aura, Hurtsickle's fluids (blood, saliva, sweat, etc.) give off this light as well when her Invulnerability or Adaptation are actively working. If they are left behind after battle, they take 1d8 hours to fade away, and tend to attract insects, pollen, spores, etc. that are attracted to this benign life energy. The blue light has about the same intensity as candle light (she can't blind people with it, but she can read by it). She can't turn off this effect, and while harmless, it has meant that she can't hide her paranormal nature from people for very long. It also tends to eliminate stealth options when she's exposed in low light and darkness situations, and

has been known to drive people away who assume she's radioactive, or somehow toxic.

Weight: 170 lbs.
Agility Mod: -
Endurance: 31
Intelligence: 15
Reaction to Good: -1
Hit Mod.: 18.9696
Damage Mod: +2
Accuracy: +2
Carrying Cap: 3908 lbs.
Movement Rates: 82" ground
Det. Hidden: 12%
Inventing Points: 7.5

Basic Hits: 4
Strength: 35
Agility: 16
Charisma: 14
Evil: -1
Hit Points: 76
Healing Rate: 3.6
Power: 97
Basic HTH: 2d8
Det. Danger: 16%
Inventing: 45%



Origin & Background: German / Agriculture and Law Enforcement. Hiltrude was a normal young German girl who lived on the farm with her grandparents, after her father's accidental death (he was hit by a car; her mother died in childbirth). Playing one day at the farthest corner of the farm among the Hurtsickle (a flowering blue weed common to her farm), she discovered a hidden chamber in the ground, filled with strange old machinery. Her curiosity got the best of her, and like any good treasure hunter in the adventure books she had grown up with, she climbed down into the lair and searched. She soon found a small office filled with a large Nazi flag and picture of the Nazi super-soldier called Chamber (See "World War II Super Soldiers") shaking hands with Gottlob Berger, Chief of Staff for Germany's SS during World War II, and a small box-like device.

Hiltrude took the picture, box device and flag, and turned to leave, only to trigger a very old security system. The wall closed in, and

trapped her in a small chamber, as a yellow gas sputtered and began to fill it. Terrified, she frantically searched for a way out, and, in the process, dropped the box-like device. The box cracked and projected a syringe with a pale blue liquid within it. Hiltrude was overcome by the gas, and collapsed, falling on the syringe as her body thrashed uncontrollably in the gas. Hours later she awoke in the yellow gas, with glowing blue skin, and the now empty syringe sticking out of her leg. Desperate to be free, she hammered at the sliding walls, and managed to peel back the metal frame enough for her to wiggle free. She was still glowing when her grandparents found her, and for a time they were very afraid.

Hiltrude never went to Chamber's lair again, and her grandfather filled the hole with soil. She tried to live a normal life, but the girl had changed. She could lift up the front of the tractor for her grandfather, easily outrun the dogs on the farm, and could work for hours without getting tired. And bumps and bruises were a thing of the past, replaced with a blue glow that was the color of the hurtsickle flower. She was schooled at home, and eventually began training to become an adventurer. She still owns the family farm, and on rare occasions she wonders what else could be hidden under the Hurtsickle of her land.

Combat Tactics/M.O.: Hurtsickle relies primarily on purely physical attacks to get the job done, and isn't afraid to openly brawl with the big boys. She is willing to be a human shield, and uses her defenses to squash attacks against her and her employers. She has also been known to drag her opponents into hostile environments that she can adapt to, but that they can't. She also won't hesitate to leave her glowing hand prints (assuming she's broken a sweat) on her enemies, since it sometimes will mess up disguises, invisibility, darkness powers, and protests of innocence.

Personality/Character Traits: Hurtsickle tries to be as normal as possible considering her powers. Something of a loner, she avoids crowds and tries to keep a low profile. She has no secret identity, and doesn't bother to wear a mask. She enjoys spending time in the country where things are so much simpler. In Europe, she actually has a fan base because of the attention she's gained from the tabloids (who regard her as a "the baby blue mercenary"), and she has been seen occasionally signing autographs or showing off for her fans. Hurtsickle has recently become a member of MHR, and advertises her services there.

Appearance: At a height of 5'10 and quite solid, Hurtsickle has long, curly blonde hair, blue eyes, and excellent teeth (she can't get cavities anymore). On missions she tends to wear a black leather bomber jacket, a black t-shirt, blue jeans, leather boots, dark sunglasses and lipstick. She has a noticeable German accent, but speaks English, French and Spanish fluently.

MAGPIE

Identity: Mindy Pollins	Side: Neutral (Good)
Sex: Female	Level: 6
Age: 27	Training: Intelligence

Powers:

1. Heightened Strength A: +8.
2. Heightened Intelligence A: +16.
3. Natural Weaponry: +3 to hit, +6 Damage. Martial arts training.
4. Speed Bonus Device (Azure Glider Cloak): 100 inches airspeed per turn. Magpie must have air currents in order to gain altitude with her glider cloak. Magpie re-engineered this cloak recently for greater speed, but she still has a few copies of the old cloaks kicking around at her lair. These old black cloaks only reach speeds of 60 inches per turn. As Blackbird she used the old cloaks, and she sometimes let allies or trusted goons borrow them for a caper.
5. Animal Control Device (Blue Mask with Silver Trim): Controls 24 hit points worth of Magpies. Treat as a falcon or hawk. Attacks as 4th level character. Magpie's range for summoning Magpies is 200", but range

of control is only 10" without a signal enhancer clip attached to the bird (see below).

Weakness: Low Self Control: Code versus Killing: Magpie began her career as the super-villain Blackbird. She discovered that when push came to shove, she didn't like even the notion of killing people. If ordered by an employer to commit murder, she will likely not accept that particular mission, but in performing her contractual obligations, she will avoid killing if at all possible.

Inventions: Magpie has invented several items during her career:

1. Signal Enhancer Clip: This small silver clip slips painlessly over a bird's leg and increases Magpies range of control to 50". In order to control a magpie at a distance, she has to first summon the bird to her, control it to land on her arm, and then clip a signal enhancer onto its leg (this takes a round usually). Each clip also stores a computer chip that Magpie can store audio and video on, and an alert button that the birds themselves can tap (and her mask will alert her to). She wears the clips on her fingers when not in use, where they look like matching silver rings.
2. Protective Costume: This slinky white bodysuit with silver trim acts as Invulnerability 9 vs. hand-to-hand attacks, falls and fire arms. Against energy attacks it functions as body armor (ADR 66).
3. Grapple Launchers: Each bracer can fire a mini-grappling hook with 40' of reinforced mono-filament line. Each motor can pull up to 400 lbs. of weight and completely retract (40') in one round. Each line can withstand 678 lbs. of weight before snapping. Being shot with a grapple causes 1d8 Damage.
4. Crow Upgrade – This module can replace a similar logic core in Magpie's mask, allowing Magpie to control Crows instead of Magpies. Switching modules takes thirty seconds. The module also alters the appearance and shape of the mask.
5. Raven Upgrade – As the Crow upgrade above, but it works only on Ravens.
6. B&E Utility Belt – Includes glass cutter, suction cup with ten feet of retractable monowire, miniature lock pick gun, mini-blowtorch with flash shield (1d12 Damage; no range; works for four minutes), mini-aqualung (mini-tank lasts for ten minutes), an acid jetgun (2d8 Damage chemical damage; range = 1"; 2 shots), smoke bombs (3; creates 3" radius cloud), and a waterproof keypad scanner (has a 22% chance per turn of determining the entry code to a keypad; takes one turn to set up).

Weight: 111 lbs.	Basic Hits: 3
Agility Mod: +2	Strength: 20
Endurance: 13	Agility: 18
Intelligence: 30	Charisma: 15
Reaction to Good: -2	Evil: -2
Hit Mod.: 7.2352	Hit Points: 22
Damage Mod: +5	Healing Rate: 0.9
Accuracy: +3	Power: 81
Carrying Cap: 517 lbs.	Basic HTH: 1d8
Movement Rates: 51" ground or 100" air	
Det. Hidden: 22%	Det. Danger: 26%
Inventing Points: 9	Inventing: 90%

Origin & Background: Canadian / Research/Technology and Transportation (Gliders) skills.

Mindy was a clever and inventive young lady with an interest in gliders, from her childhood love of birds. When the inventor Auger decided that he wanted to investigate the development of the glider devices (eventually to be followed by Wing devices), he researched the field and decided that Mindy was just the person he wanted to work with. The two worked together and almost immediately built a functioning glider cloak.

As their relationship grew closer, Auger explained his profession, and Mindy immediately offered to help him research other devices. They worked well together, but it soon became clear that both were addicted to the excitement of discovery, and without it, their relationship lost its sizzle. After they created a functioning animal control mask (for the



magpies common to her neighborhood), they decided to go their separate ways. Auger gained renown as an extremely gifted inventor, and Mindy learned martial arts and became Blackbird, creating a mysterious reputation as a super-thief. But after a few close calls, she discovered that she didn't like threatening innocent people, so she changed her costume and became an occasional hero, and a mercenary.

Her heroic work tended to be in the areas of saving people during natural disasters or crushing local gangs and eliminating street crime. The criminal endeavors of Blackbird were related to the theft of valuables, and since she'd already spent the money she made from those crimes, the crimes are still outstanding and she is always aware that she could be arrested for them.

With time, Magpie's arsenal of gadgets has grown to encompass all of her interests. Despite going their own ways, they are still friends, and Magpie has Auger on speed dial for technical support, and Auger calls Magpie sometimes when he needs some hired muscle that is subtle, and that he can trust.

Combat Tactics / M.O.: Magpie is slowly building up a reputation as a hero and mercenary through good deeds and loyal service. She's considering doing one last appearance as Blackbird, where she would play the villain and fake her death (she'll use her old black glider cloak, use the raven module only, wear a black version of her body suit, and disguise her accent as an Englishwoman). As Magpie she tends to gather her flock of birds in advance, and gives them specific jobs like lookout (for someone sneaking up on her), snatch (valuables, or small weapons mostly), distract (dive repeatedly at a target or defecate on them), or messenger (using the clips to carry information or messages). She rarely uses birds in combat, because she really doesn't like to see them get hurt. Her mercenary work as hired muscle is usually as an extractor or bodyguard, and she's recently joined SHR to promote her new identity as Magpie.

Personality/Character Traits: Magpie is crafty and energetic, and her greatest enemy is boredom. She really likes to travel, see and explore new places, and plans to slowly but surely get rich in the process. She could probably be convinced to join a team of heroes for a while, but only if the opportunities for adventure (or rewards) are very high.

Appearance: Magpie is 5'8, with a lean powerful build from hours of time working in the gym. She has straight black hair and green eyes. Her mask is a form-fitting blue with silver trim, while her protective costume clings to her in white with silver trim. Glittering rings, utility belt and forearm bracers look like decorations until they are activated and brought into play.

OVERLOAD

Identity: Oscar Leland
Sex: Male
Age: 23

Side: Neutral (Evil)
Level: 3
Training: Endurance

Powers:

1. Heightened Agility A: + 12.
2. Heightened Intelligence A: +15.
3. Lightning Control: PR = 4 per attack. 2d8 Damage. Range: 36"
Electrical defense costs one action to set up, and then free to maintain. Overload's magical lightning has no ability to control machines, but it's extremely good at overloading and shorting them out. Electrical Overload: PR = 4 per attempt. Chance of success is (E x 4) or 72%.
4. Body Power: Energy Field. Overlord can create a static field along his skin that allows him to walk on walls and ceilings at normal speed. PR = 1 per minute. Overload's supercharged muscles can also lift more than a normal human. When calculating his carrying capacity, use his full weight, not his weight divided by 2.

Weakness: Special Requirement: Requires a magic ritual that must be performed every day to retain his lightning control and body power for the next day. The ritual takes a minute to perform and requires a candle and the open sky. At the end of the ritual, either lightning crashes or thunder rumbles.

Weight: 170 lbs.
Agility Mod: -
Endurance: 18
Intelligence: 27
Reaction to Good: -
Hit Mod.: 13.7984
Damage Mod: +6
Accuracy: +5
Carrying Cap: 880 lbs.
Movement Rates: 61" ground or wall walking
Det. Hidden: 20%
Inventing Points: 8.1

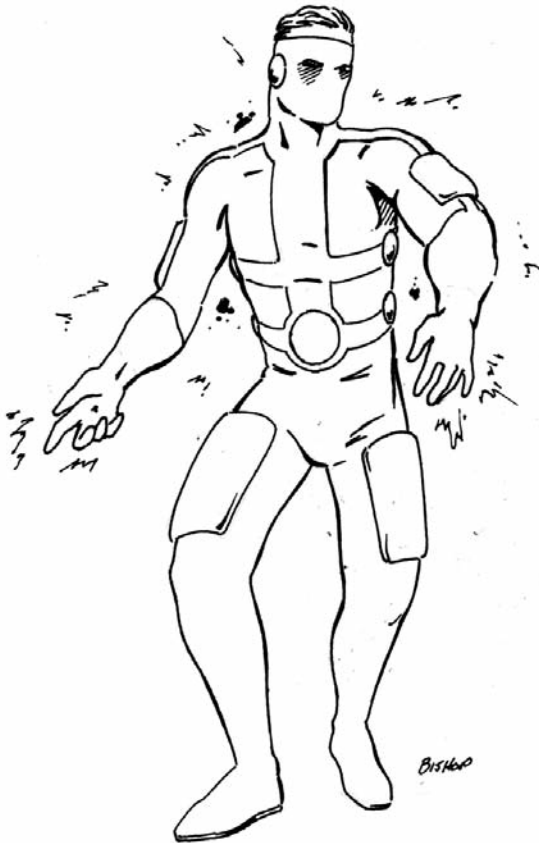
Basic Hits: 4
Strength: 15
Agility: 28
Charisma: 10
Evil: -
Hit Points: 56
Healing Rate: 2
Power: 88
Basic HTH: 1d8
Det. Danger: 24%
Inventing: 81%

Origin & Background: American / Mysticism and Communications (mail) skills.

Oscar was a mailman who loved his work until one day he encountered a situation far more complicated than an angry dog. As he was delivering mail to a poorly maintained house, there was a huge explosion as a storm went off inside the house and showered the street with wind, lightning, and debris. A strange whirlwind hovered over the ruined house, and looked down upon Oscar, as a wounded wizard in a mask came up from the basement, glowing with grey magic in the air about him. In a flash, the elemental flew down as Oscar screamed, causing him to inhale the creature. The wizard howled in frustration as Oscar's body began to break down the creature and absorb it before the wizard could find a way to stop it. Oscar ran down the street, and jumped into his mail truck, his lungs throbbing as he peeled out of the neighborhood.

When Oscar reported it, the police discovered evidence that indicated

harmless Jacob's ladder effect of electricity will travel between his limbs from time to time, causing static electricity to make nearby hair (even his own) to stand on end.



PAINTED LADY

Identity: Rebecca Lane
Sex: Female
Age: 28

Side: Good
Level: 4
Training: Charisma

Powers:

1. Butterfly Powers:

- Armor A: ADR 50. Weight increased by 1.5 times. The armor heals back 14 HP per day.
- Heightened Agility A: +13.
- Heightened Endurance A: +9.
- Heightened Strength A: +10.
- Natural Weaponry: +1 to hit and +2 to Damage. Her limbs are hardened with armor. This gives her an edge in combat.

f) Heightened Senses: Her antennae quadruple her Detect Hidden score by detecting changes to air currents and heat.

2. Wings: +3 to Agility. Airspeed: 986 inches per turn. PR = 1/Hour of flying.

3. Mutant Power: Chrysalis: Painted Lady's has the ability to cause her natural armor to part from her body and become a cocoon of spongy tissue that glues itself on the outside to a single location, while on the inside a series of healing actions occur. In this cocoon, Painted Lady gains the power of regeneration, and can regenerate missing organs, limbs (like a wing, for example), and potentially purge her entire body of toxins like poison, radiation, disease, viruses, etc.

While within the Chrysalis, Painted Lady heals 33.6 HP per day (this can be split between her armor and her body; HP as she sees fit). She can cure herself of a non-lethal ailment (like a cold, for example), but she'll heal 15 HP less that day. She can also try to cure a lethal ailment (like radiation poisoning), but she'll heal 25 HP less that day and will need to make an Endurance Save vs. 1d100 in order to successfully purge it from her system. Regenerating a limb or organ costs one or two days of healing, depending on the size of the limb. Each day in the Chrysalis has a PR of 9, and while in the Chrysalis, Painted Lady can't regain power points or move.

Weakness: Reduced Charisma: -4 (training could further reduce this penalty to -2).

Weakness: Lowered Intelligence: -8 (cannot be improved further with training).

Weight: 195 lbs.

Agility Mod: -

Endurance: 24

Intelligence: 9

Reaction to Good: -1

Hit Mod.: 15.12

Damage Mod: +3

Accuracy: +5

Carrying Cap: 1273 lbs.

Movement Rates: 73" ground, 986" winged flight

Det. Hidden: 32%

Inventing Points: 3.6

Basic Hits: 4

Strength: 22

Agility: 27

Charisma: 8

Evil: +1

Hit Points: 61

Healing Rate: 2.8

Power: 82

Basic HTH: 1d10

Det. Danger: 12%

Inventing: 27%

Origin & Background: American / Scientist, Education, and Law Enforcement Skills.

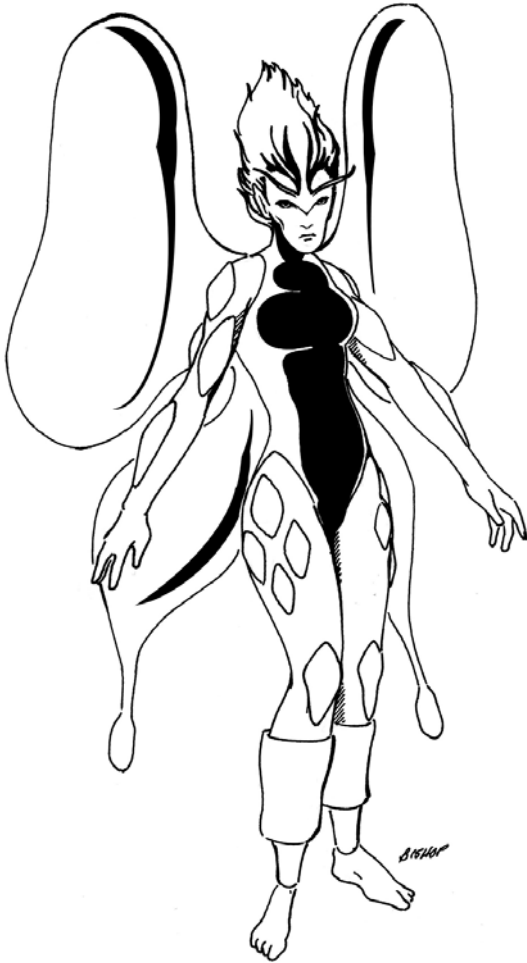
Rebecca Lane was a scientist teaching at a major university, working with butterflies to isolate and break down the transformation from caterpillar to butterfly. While her research was proceeding extremely well, another scientist (Conrad Kast) at the university had isolated a powerful viral spore that failed to prove any of his theories. Knowing that this failure and recklessness would disgrace him throughout the community, he tried to buy time by making it seem like Rebecca's butterflies had escaped and had contaminated his work, and blamed

that the house simply had a gas leak, and that the owner was apparently away in another country. His strange tale was chalked up to shock, and he was told to check himself into a hospital. He did, and almost immediately began hearing voices in his head as his powers began to appear. The strange air creature told him that the wizard's name was Aquarius (see "Signs of the Zodiac") and that it had hidden inside Oscar to escape certain torture and eventual destruction. In the next few days, Oscar learned about magic from the spirit, until the voice faded and the two completely merged. He trained with his new powers, and he took up a mask to gain fame and fortune. He avoids the strange weather controller called Aquarius for fear that the villain will find a way to take his powers away.

Combat Tactics / M.O.: Overload always begins combat by setting up an electrical defense around himself. He then begins throwing lightning at super-humans or closing for hand-to-hand combat if the targets are normal humans. Overload will seek to short out powerful devices in order to even the odds a bit, or use his wall climbing ability to get the jump on his enemies or simply escape.

Personality/Character Traits: Overload is pretty impressed with his powers, and has a fairly inflated view of his ability to crush his opponents. He has no interest in becoming a true super-villain because he's seen how people treat them, and he's better than that. He prefers to work for governments and corporations, who tend to always have new work for him to do. Overload doesn't really respect technology very much. He's got an old car, an old TV, and a nice old house. Computers, cell phones, and other high-tech devices just annoy him and he loves making them short out. He recently joined MHR in the hopes of meeting the right woman.

Appearance: Overload is 5'9", with a slim build and surprisingly graceful movements. He has very short blonde hair and ice blue eyes. He wears a full mask and a blue and white costume. Occasionally a



it all on a lab assistant. Unfortunately, the viral spores that got on the butterflies managed to infect them without killing them.

When Rebecca came back the next day, she retrieved the butterflies, but the now mutated viral spores tried to replicate butterfly tissue within her. Her lab was ready for the surprising contamination, and as she entered her first Chrysalis, she was carefully monitored by her lab assistant, Betty Casper. Painted Lady (a nickname Betty gave her based on her new wing colours) emerged days later, with a new body and a scrambled mind that couldn't recall anything leading up to her transformation.

Her mercenary work pays for her therapy, and the resources and money that Betty needs to devote to curing her friend. Painted Lady lives at the lab, working with Betty to isolate the cause of her mutation. They take assistance from Conrad Kast, even as he quietly throws barriers up to block their efforts, and tries to do his own research into the effects his viral spore had on Rebecca (and wondering whether he could replicate the effects on Betty with another insect).

Combat Tactics / M.O.: Painted Lady makes a very good bodyguard. For one thing, she's superhumanly strong, tough and agile, giving her the edge on any kind of conventional opponent. She can also fly and escape with her charge to safety. She isn't very good at deep thinking, complex logic and predicting human interactions. She will only enter the Chrysalis when she's in a safe place and protected by people she trusts.

Personality/Character Traits: Painted Lady is a fragment of the person that her family and friends once knew, and she's lost contact with many of them because of it. While there's no denying her new form is somewhat beautiful, it's also alien and not nearly as human as she used to be. She's been working to regain her intellect and personality since the accident, but the road is a long and hard one. Being a mercenary is simply her way of trying to fit into a world that no

longer recognizes her and give her some wealth to pay for her numerous expenses. She's now a complete herbivore, with little capacity to digest meat (other than some simple insects).

Appearance: Painted Lady is tall and willowy, at 6'3" tall. Her skin is a creamy pale orange, her eyes are a deep, dark blue, and she has a small pair of flexible antennae that sprout from her forehead. Her wings are very colorful with splashes and dots of orange and brown on the upper side, and the leading edge of her forewing appears black with a prominent white bar with smaller white dots. When Painted Lady rests, her wings fold together and four small eyespots are noticeable on her hind wing. Her body naturally gives off a scent resembling peppermint.

RONIN

Identity: Paul C. Harrette

Sex: Male

Age: 25

Side: Neutral

Level: 6

Training: Endurance

Powers:

1. Heightened Agility A: +13.
2. Heightened Intelligence A: +6.
3. Heightened Strength A: +13.
4. Heightened Expertise: +4 to hit with traditional Samurai weapons and HTH combat.
5. Heightened Defense: -4 to be hit.
6. Speed Bonus: +70" ground movement.
7. Natural Weaponry: +2 to hit, +4 Damage. Special: Ronin is an excellent martial artist and all-purpose brawler. When determining if he knocked out a person with a successful hand-to-hand strike, add 3% to the chance of being knocked out.

Weakness: Reduced Charisma: -3 (with training the best it can be is -1).
Invention: Modern Samurai Armor - Ronin's samurai armor is made of modern materials, the armor has an additional 12 points of ADR over traditional Samurai armor (ADR 79), and can be completely removed in fifteen seconds if necessary by bursting some access points (causing 2d8 Damage to its ADR). It can be donned in one minute. While it's still not possible to truly swim in it, the armor is designed to float and uses the motion of the waves to roll him over onto his back in the water even if he's unconscious.

Weapons: Ronin usually selects from the following weapons for any given mission:

1. Katana (Long Sword: +2 to hit, HTH +1 d6)
2. Wakizashi (Short Sword: +2 to hit, HTH +1d4)
3. Tanto (Dagger: +1 to hit, HTH+1d2 Damage)
4. Shuriken (Throwing Stars: +3 to hit, HTH +1 Damage; Ronin carries six on his person.)
5. Yumi (Longbow: +4 to hit, HTH+1 Damage, range 78"; Ronin carries 16 arrows in his quiver)
6. Naginata (Staff with short sword blade on one end; +3 to hit; HTH+1d8; 8 foot tall weapon)
7. Glock 17 (Automatic Pistol: +3 to hit, 1d8 Damage; range: 162'; 17 shots per clip, 3 clips carried)
8. Grenade (+2 to hit, 1d10 Damage in a 2" radius; 3 grenades carried)
9. Small Bomb (+3 to hit, 1d12 Damage in a 3" radius; includes timer and remote detonator)

Weight: 210 lbs.

Agility Mod: -

Endurance: 18

Intelligence: 20

Reaction to Good: -

Hit Mod.: 16.016

Damage Mod: +4

Accuracy: +5

Carrying Cap: 1830 lbs.

Movement Rates: 140" ground

Det. Hidden: 14%

Inventing Points: 10.0

Basic Hits: 5

Strength: 25

Agility: 27

Charisma: 9

Evil:-

Hit Points: 81

Healing Rate: 2.5

Power: 90

Basic HTH: 1d10

Det. Danger: 18%

Inventing: 60%



Origin & Background: American / Sports and Performing Arts

Paul was a Japanese American who was raised by his parents in both cultures as he travelled back and forth between the two countries with his parents and brothers. Loving the code of bushido and the way of the Samurai, he poured over books and novels about the famed warriors. For a few years, it was merely a hobby, like baseball for some boys who never left America.

Then Paul's life took a turn for the worse. When his mother began to accumulate debts with the Japanese underworld, his father tried to escape Japan with the boys, but the underworld was watching them, and then abducted the entire family. When Paul became aware that the Dragon's Claw had captured his family, he understood what they were capable of. When the cult demanded to know how the Harrettes were going to settle their debt, Paul offered to join the Dragon's Claw as one of their pupils in the profession of Samurai. The Cult accepted Paul's offer but they needed more. They also took his younger brother, Sam, and forced his parents to assume new jobs (his mother in law enforcement, his father with a shipping company) so that they could use his parents to protect and organize their illegal trade with America, and protect their projects from the law.

For a time, things went well as the family followed the plan. Paul received training as a Samurai, Sam as a Ninja. His parents worked hard, and made crime much easier for the Dragon's Claw. Paul and Sam had a drive to learn more and learn faster than their classmates, who derided them for the taint of foreignness and their accents. Eventually, after more than a decade of daily training, Paul and Sam became full warriors of the Dragon's Claw, and began going on missions. Then things took a new turn for the worse. Their mother was discovered leaking secrets, and arrested. Shortly afterward, their father was killed by a rival gang to hurt the Dragon's Claw, and the youngest

son, Timothy, was sent back to America to live with an uncle.

Paul and Sam decided that something had to be done, and together they hatched a plan to escape the Dragon's Claw and abduct their mother from prison before the Dragon's Claw had her killed for their betrayal. In a daring assault, they escaped the cult and burst into the prison, freed their mother and managed to blame it all on The Dragon's Claw. They escaped back to America, and managed to retrieve Timothy. The Harrettes now lead a nomadic life on the edge of society. Paul has become Ronin, and works as a mercenary to provide money for the family to build a new life that is beyond the reach of the Dragon's Claw. Sam guards the family constantly, and is training the family in ways to defend themselves from anyone who should cross their path.

Combat Tactics/M.O.: Ronin has a specific code of conduct that requires he enter in one-on-one combat with warriors who are his equal. And by equal, he means other samurai. For non-samurai combatants, he has no qualms about using explosives, shooting targets from cover, or just dumping a clip into a target. He isn't an assassin, however. Ronin treasures the traditional ways, but he doesn't expect those traditions to be understood or respected by flying aliens, monsters, robots, wizards, and mind controllers. He relies on his speed and armor to protect him once the fight is engaged, but if his opponents show restraint, he will rise to the occasion.

Personality/Character Traits: Ronin likes being a samurai, but he's had to adapt to the new ways of the world. This has meant that he catches grief from other warriors who want him to adhere to the old ways, and from modern soldiers who consider his methods quaint. Always being on the outside and working for a criminal cult has damaged his personality, leaving him cold and mechanical at times. This makes him a better soldier, but less of a man. The best thing for Ronin would be a long-term contract or some new allies. Either would give him the chance to forge friendships and open up his cold heart.

Appearance: Ronin is a Japanese American who stands at 5'9", with brown eyes and a very short brush cut. His full armor looks somewhat similar to traditional samurai armor, although the Kevlar weaves and chrome accents would give the experts pause. His helmet has a built-in mask that is shaped to protect his face, but is featureless. When he's not wearing his full armor, he just wears dark sunglasses, a trench coat and a brown felt fedora.

SILENCER

Identity: Eli Smith

Sex: Male

Age: 28

Side: Evil

Level: 7

Training: Endurance

Powers:

1. Heightened Expertise: +4 to hit with Sonic Abilities. This also gives him a +20% to destroy objects with a sonic attack (added below).
2. Sonic Abilities: PR = 1/Shot. 1d12 Damage (see below). Range: 32'. 36% chance of destroying an object on a special attack. Note: generating a sonic blast for the amplifiers (see below) costs 2 PR.
3. Heightened Endurance A: + 18.
4. Heightened Defense: -4 to be hit.
5. Weakness Detection: +5 to hit and learn a weakness. Range: 1'
6. Special Weapon: Silence Suit: Silencer wears a suit that absorbs sound and stores it as energy to defend Silencer. The suit can absorb sound in a 1' radius, and store the energy at a rate of 1 charge per turn. While the suit is doing this, Silencer is essentially mute and deaf, but he has an Invulnerability 20 defense vs. Sonic Attacks and Vibratory Attacks, and no amount of normal noise that Silencer (or anyone else) makes within 1" of his person can be heard. The suit's batteries can store up to six charges at a time. Silencer tried (and failed) to make this suit, so eventually he had Weaver create it for him. Inventions: Silencer has these accessories built into the suit:

1. Boom Belt: Silencer can use the stored energy from the Silence Suit to power this belt to release a "deafening boom" as per the Light Control's blinding flash power (PR = 1 charge, spent between turns)

that this will deafen targets unless they save versus 1d00 vs. Endurance. The Boom Belt can't work while the Silence Suit is absorbing, and takes charges from the Silence suit. The deafening boom affects a radius of 30', and has a 36% of destroying any crystalline/glass structures in the area.

2. Amplifiers: These two forearm bracers channel and focus his Sonic Powers, increasing the Damage from 1d12 to 3d6, or can increasing the chance of destroying an item with a special attack from 36% to 54%. Increasing the Sonic Damage or the destroying item percentage costs one charge (in addition to costing 2 PR for powering the amplifiers with sonic energy). Each device has six charges before exhausting their power cells.

Weight: 220 lbs.

Agility Mod: -

Endurance: 33

Intelligence: 15

Reaction to Good: -

Hit Mod.: 11.2896

Damage Mod: +2

Accuracy: +2

Carrying Cap: 814 lbs.

Movement Rates: 64" ground

Det. Hidden: 12%

Inventing Points: 1.5

Basic Hits: 5

Strength: 16

Agility: 15

Charisma: 10

Evil: -

Hit Points: 57

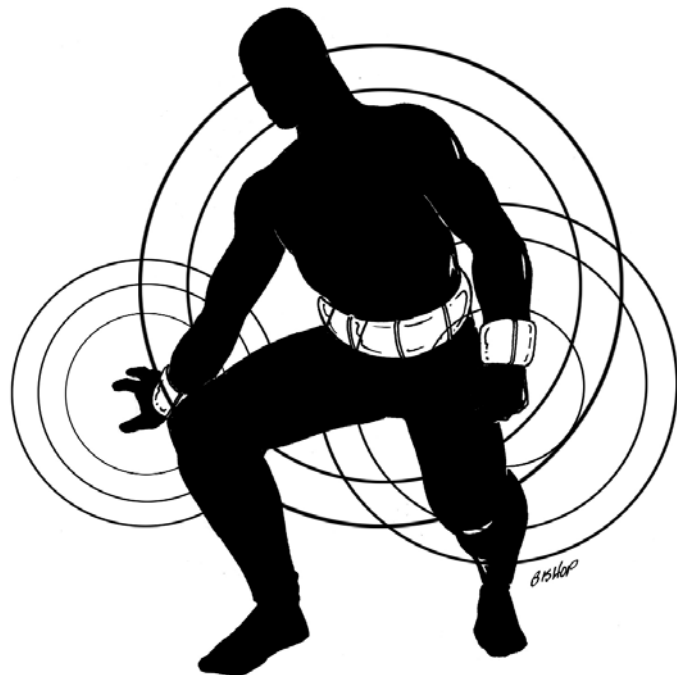
Healing Rate: 5.0

Power: 79

Basic HTH: 1d8

Det. Danger: 16%

Inventing: 45%



Origin & Background: Canadian / Research/technology and Performing arts:

Eli was a high school drop-out with few great aspirations and just a general love of sex, drugs and rock and roll. His biggest idol was the heavy metal rock star, Billy Klang. He had a perfect collection of all of Klang's works, and was bitter about Klang's overnight departure from the rock and roll world. Eli had an affinity for identifying music and notes, and managed to keep himself employed as a sound technician for a variety of second rate rock acts. One day, he bumped into Klang's old manager, Eddy Way, and sensing that the manager had a weakness for the bottle, managed to get the manager drunk enough to explain Klang's departure. Eddy said that Billy Klang's voice had changed over night, and became nothing less than a sonic weapon, and he could no longer get gigs as a musician for fear of hurting his

audience. Klang had given up the business and had dropped out of sight after joining the Church of Divine Harmony.

Eli was drunk and mad, and committed himself finding a cure for Billy Klang's ailment. Eddy, also drunk, agreed to help him because he wanted Billy Klang back as an client and didn't see how it could do any harm. Over the next few weeks, Eli poured over the recordings of Billy Klang in a drunken frenzy, and pinpointed the exact point when Billy's voice changed, and understood, on a semi-conscious level, how Billy could shut it off. But when the Eddy and Eli contacted Billy, Billy wasn't interested. He'd found something better than rock and roll, and he would never go back. Billy told them both to drop dead.

Eddy was stunned, but Eli was enraged. In a fit of anger, he let out a shout that shattered a sound booth. Eddy was shocked and angry, and tried to throw Eli out. Seconds later, Eddy was dead. Carefully, Eli went about destroying all of Eddy's music recordings in an effort to destroy all traces of the secret power he'd discovered, and then torched Eddy's house. Then he destroyed Eddy's car, and then his office. Anything that could be traced back to Eli was destroyed that night.

Eli Smith went underground. He couldn't sing like Klang, and he never knew religion. But that night, Eli had found his calling. He became an assassin, and was soon selling his services to the highest bidder, and augmenting his powers with devices that made him even more lethal.

Combat Tactics / M.O.: Silencer is an assassin who usually gets hired by governments, corporations and the criminal elite. He begins by researching his targets in the hopes of getting close enough to use Weakness Detection on them. He then chooses a time when the target is vulnerable to strike, and plans out how he will escape. He has a trusted group of accomplices to do things like drive the get-away car, research targets, provide distractions for local law enforcement, etc. When he strikes, he always uses his amplifiers on the targets, has at least two charges in his silence suit (in order to power the boom belt), and will use the silence suit to move quietly from one place to another or quietly silence a bodyguard. If the target seems immune to his power (like they have Adaptation or Invulnerability) Silencer will try to use his Sonic Powers to shatter ceilings, vehicles, and drop solid structures on them. He's also not against having an accomplice fire the killing shot with a sniper rifle in the face of stiff opposition. For this reason, he prefers to target normal humans, and likes to attack targets inside buildings where he has plenty of places to hide, retreat to, or collapse.

Personality/Character Traits: While old Eli loved sex, drugs and rock and roll, the new Silencer likes money, technology, and the kill. He knows that there are lots of other super-humans and assassins out there, so he tries to perfect his skills and technology to the best of his ability. His accomplices have very specific skill sets, they're paid quite well to do what they do best, and he gives them respect. Silencer has developed enough credibility that he doesn't need to advertise very much for clients, which is how he likes it. When not working or taking technology classes at the local college, he's quite the hedonist, and will spend his time enjoying rock concerts, night clubs, piano bars and even fine dining, if he has a hot date.

Appearance: Eli Smith is 5'9 Caucasian, with a stocky, broad build, blue eyes and blonde hair in a pony tail. Silencer's costume is a black, one piece body suit with a full mask, brass bracers, a matching belt of brass plates on his hips. A soft hum seems to flow off this man whenever he's in costume.

SOLO

Identity: John Wayne Prescott

Sex: Male

Age: 32

Side: Evil

Level: 9

Training: Intelligence

Powers:

1. Heightened Agility A: +14.

2. Heightened Endurance A: +13.

3. Heightened Defense: -4 to be hit.

4. Heightened Senses: Solo's five core senses are super-humanly

acute. Multiply his detection scores x 3. Solo has a +2 to hit with any weapon in combat (including HTH combat) due to his incredibly acute senses.

5. Natural Weaponry: Martial Arts: Chun Kuk Do, Jujitsu, and Kick boxing. +2 to hit, +4 Damage. Special Ability: Dirty Fighter – If Solo fights an injured foe, he can choose to have his attacks land near nerve clusters associated with the wounded area, or upon the wound itself. Add 1d4 Damage to all attacks on these wounded areas. While anyone can perform this kind of attack, Solo has trained specifically in its use, and it's considered a normal attack, not a special attack for him (which would require two successful hit rolls). This ability only works in hand to hand, where you can pinpoint the wound's location.

6. Power Blast Device: Plasma Rifle. 4d6 Damage; Range: 15". Powered by energy clips. Each clip can hold 8 shots. The effective damage output of the rifle was upgraded by Solo (this cost him two Inventing points). The energy clips themselves, in addition to powering the rifle, have an explosive property detailed below.

7: Special Weapon: Weaver Suit: Solo wears a symbiotic suit designed by Weaver. The suit gives Solo an Invulnerability of 12 points. PR = 4 per turn when the suit is activated.

Invention: Explosive E- Clips. Solo has re-engineered the energy clips from his Plasma Rifle to explode if a hidden switch is flipped. The E-clips explode as a large bomb (2d20 Damage in a 4" radius) with a timer delay of 1 to 8 turns. Only unused, fully charged E-clips can be detonated. Solo carries four on his person.

Weapons: In addition to his plasma rifle (see above), Solo usually selects from the following standard weapons for any given mission:

1. Long Sword: +2 to hit, HTH +1d6.
2. Throwing Knives: +1 to hit, HTH+1d2 Damage, range 29"; usually carries a set of six.
3. Automatic Pistol: 'Desert Eagle': +3 to hit, 1d10 Damage; range: 174", 9 shots per clip, 4 clips carried.
4. Grenade: +2 to hit, 1d10 Damage in a 2" radius; 4 grenades carried.
5. Small Bomb: +3 to hit, 1d12 Damage in a 3" radius; includes timer and remote detonator.

Weight: 240 lbs.

Agility Mod:-

Endurance: 28

Intelligence: 17

Reaction to Good: -2

Hit Mod.: 15.9936

Damage Mod: +4

Accuracy: +5

Carrying Cap: 926 lbs.

Movement Rates: 74" ground

Det. Hidden: 36%

Inventing Points: 9.3

Basic Hits: 5

Strength: 17

Agility: 29

Charisma: 16

Evil: +2

Hit Points: 80

Healing Rate: 4

Power: 91

Basic HTH: 1d8

Det. Danger: 48%

Inventing: 51%

Origin & Background: American / Military and Crime skills.

John Wayne Prescott was raised by his father, Adam Prescott, to be prepared years before he applied to the military for basic training. While some kids went to play baseball or soccer, John had learned how to field strip an assault rifle, and how to find food in the wild. While some kids went to cubs and scouts, John learned how to stitch shut a bullet wound, and how to drive an armored personnel carrier. By the time John entered basic training, he sailed through it and was immediately tagged for admission in the special forces.

After over dozen years of life in the American military, and time in twenty-five very violent campaigns, John left the military the day after his father died, and became a freelance contractor selling his skills and abilities to the highest bidder. As Solo, he recently had the inventor named Auger create a plasma rifle and an energy clip system, and he commissioned a protective suit from Weaver. John's father would have been very pleased, despite the lack of grandchildren.

Combat Tactics / M.O.: Solo's a dirty fighter and soldier who will stop at almost nothing to reach his mission objectives. He tends to look for



ambush sites where he can blast an enemy a few times with impunity, or using distractions (like smoke bombs, explosives, or triggering alarms) to draw the enemy into a trap, or simply to draw them away from their static defenses. Solo doesn't hint at how effective he is at close quarter combat, and revels in finding weaknesses within his enemy's compound to exploit and manipulate. Solo also has a tendency to pick up weapons from the battlefield to temporarily add to his arsenal (he immediately discards these weapons after the mission is complete).

Personality/Character Traits: Solo is a soldier of fortune, and he considers war zones, raids and military expeditions to be his bread and butter. He enjoys violence, crude jokes, short term relationships and easy money. He respects any mission he's taken on, and won't consider flipping sides for less than four times the amount promised for the original mission. To say that Solo is a casual killer is an understatement, but that said, he won't ever kill for free.

Appearance: Solo is 5'10 tall Caucasian with a lean, powerful frame. His eyes are brown and his hair is forever in short, messy brown curls. He keeps a carefully groomed mustache, and is a habitual cigar smoker. His plasma rifle is a solid device roughly the length of his forearm, and his costume is a one piece grey camouflaged uniform that covers him from the neck down with an array of holsters and scabbards.

TROLL

Identity: Clayton Rold
 Sex: Male
 Age: 16 (about 21 years old as a troll)

Side: Neutral (Evil)
 Level: 3
 Training: Charisma

Powers:

1. Heightened Strength B: + 26.
 2. Heightened Endurance A: + 15.
 3. Heightened Agility A: +5.
 4. Armor A: ADR 115. This armor heals back at a rate of 38.5 points/day.
 5. Heightened Senses: Night vision and an acute sense of smell: x2 Detect scores.
 6. Natural Weaponry: Combat training. +1 to hit and +2 to Damage.
- Weakness: Reduced Charisma: -3 (No further improvement by training is possible).

Weight: 552 lbs.
 Agility Mod: -4
 Endurance: 25
 Intelligence: 14
 Reaction to Good: -
 Hit Mod.: 16.896
 Damage Mod: +1
 Accuracy: +2
 Carrying Cap: 24,201 lbs.
 Movement Rates: 84" ground
 Det. Hidden: 20%
 Inventing Points: 4.2

Basic Hits: 12
 Strength: 44
 Agility: 15
 Charisma: 10
 Evil: -
 Hit Points: 203
 Healing Rate: 8.4
 Power: 98
 Basic HTH: 3d10
 Det. Danger: 28%
 Inventing: 42%



Origin & Background: Extradimensional / Sports and Performing Arts skills.

The creature called Clayton Rold was the child of a pair of mated mountain trolls. While they were foraging in the field for tubers, berries,

roots and animals to kill, Clayton came upon a great glowing black circle, and thinking it was the mouth of their cave, entered it. The portal closed behind him, and he was transported to Earth, in front of a very scared and shocked albino boy, who went by the codename of Necron. Necron fled before the massive creature (even little, Clayton was still over six feet tall), as the young troll wandered through the wilderness of the area of Banff, Alberta. Eventually discovered by park rangers, they coaxed him away from indigenous wildlife with bribes of food, and he was transported to Edmonton.

Time passed, and Clayton learned English and his handlers came to understand that he was, in fact, a troll from a planet called Razer in another dimension. He missed his parents, but when he discovered he had no way back (Clayton didn't understand that Necron had accidentally created the dimensional portal). He decided to make the best of a bad situation by trying to fit in. To this end, Clayton used the television set as the surrogate parents and tour guide to create his new life on Earth.

At the suggestion of his handlers, Clayton applied and got a few jobs immediately as a monster in a series of low budget, but essentially harmless films. This went on for a few years, as he finally finished growing. In exchange for American citizenship, Clayton took on a few missions as a super-human for the American government, and eventually wandered down to Hollywood for more work as a monster in various films. Hollywood suited Clayton better because there was more opportunity for mindless aggression and excess than in Canada, which appealed to his inner nature. Now, a stuntman and B movie actor in his own right, Clayton has adopted the codename of Troll, half as a joke, and partly to advertise that he's here in hopes of finding another of his kind.

Combat Tactics / M.O: "Troll likes to hit things, so that's what he does. If people are shy and don't want to dance with Troll, he'll happily come to them or send them a gift (usually a nice solid object that flies well)." While this kind of movie dialogue is essentially accurate, Troll is quite willing to play it up for a camera or unsuspecting super-hero.

Personality/Character Traits: Troll is an outsider who understands that he looks like a monster. He's worked for various organizations and super-villains over the last five years since he appeared. He likes the sense of belonging that comes from working for an organization that likes his abilities. While he's grown accustomed to people staring and finger pointing, but he draws the line at taunts, and feels quite justified scaring people to make them shut up.

Appearance: Troll is 8'1, with a massive and powerful frame. His skin is a soft green with darker areas of light blue and black, and bumps dotting his flesh. His eyes are large and black, and he still has tufts of black hair on the top of his head. He wears a tattered pair of jeans and a leather vest over his huge shirtless frame, and his sweat smells like cinnamon. His voice is a low, powerful and deep.

WHITE KNIGHT

Identity: James White
 Sex: Male
 Age: 25

Side: Good
 Level: 2
 Training: Endurance

Powers:

1. Armor B: ADR – 116. This armored exoskeleton is styled to appear like a suit of plate mail (although it's much easier to get into and out of).
2. Heightened Strength B Device: +18.
3. Heightened Senses Device: This helmet has retractable lenses can give him Night vision or Infrared. Sound amplifiers give him 2 x Detection scores.
4. Paralysis Ray Device: 10 charges. Range: 16". PR = 1 charge per beam. This device is built into his gloves.
5. Light Control Device: Light Sword: 2d8 Damage. PR = 1 charge. Range: 20". 14 charges. Blinding Flash: PR = 1 Charge. Radius of 20". The sword can also be used in combat (+2 to hit, HTH+1d6 Damage), and then the Light Control can be used for a carrier attack.

Weight: 240 lbs.	Basic Hits: 5
Agility Mod: -	Strength: 35 (17)
Endurance: 14	Agility: 15
Intelligence: 14	Charisma: 12
Reaction to Good: +1	Evil: -1
Hit Mod.: 6.4064 (2.9568)	Hit Points: 33 (15)
Damage Mod: +1	Healing Rate: 1.5
Accuracy: +2	Power: 78 (60)
Carrying Cap: 5313 lbs. (758 lbs.*)	Basic HTH: 2d8 (1d8)
Movement Rates: 64" ground (46" Ground*)	
Det. Hidden: 20%	Det. Danger: 28%
Inventing Points: 2.8	Inventing: 42%

*Stats in parentheses indicate White Knight's Carrying Capacity and Movement Rate without his armored exoskeleton – though he is unlikely to fight while not wearing it.

Origin & Background: Canadian / Research/Technology and Transportation (Cranes & Heavy Equipment) skills.

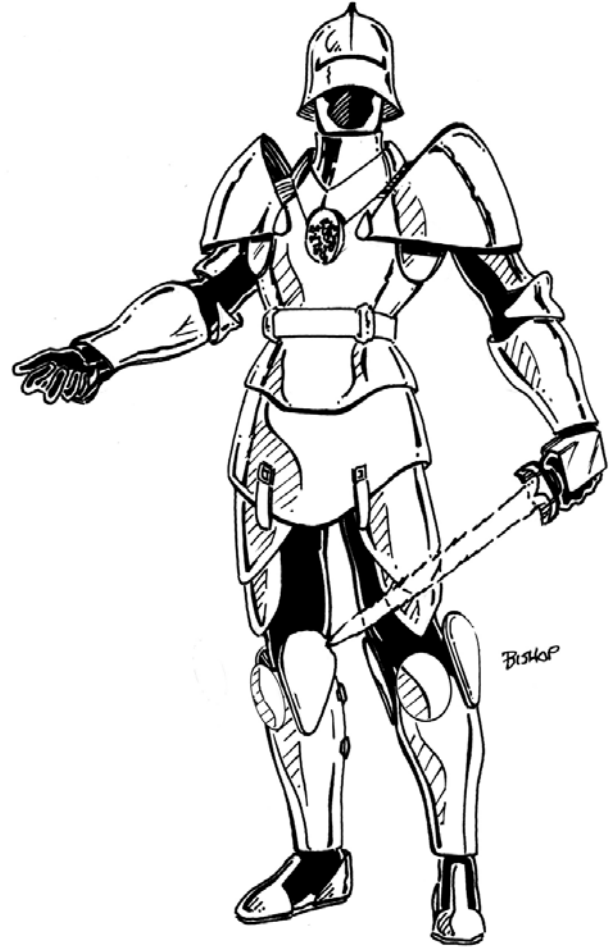
James White always had a fixation with being a super-hero, and always admired all the tales and comic books he read as a kid growing up. He grew to be a great, strong teenager who did well on the football team and even had reasonably good grades. After he graduated high school, he went into his father's salvage business (White Salvage Ltd.), and for a time, life was boring.

Things turned around when they got a government contract to do salvage for CHESSE. While a variety of the salvage work was rather boring, occasionally they would come across something interesting. While they were contracted to turn everything over to CHESSE that wasn't destroyed, after a few years, and dozens of Intercrime encounters, James had quietly come into the possession of blueprints and information to develop his own devices. The main problem was, of course, money. So, James put a mortgage on his home, got all the components, assembled them, and became the White Knight.

He became a hero briefly, helping people, assisting in a building fire, and stopping a villain. But it soon became apparent that he had cash flow problems. So, he switched and became a mercenary, in the hopes that it will pay well enough that he can still be a hero sometimes.

Combat Tactics/M.O.: White Knight is very new to the hero and mercenary life, and it shows. Against foes he always starts with his Paralysis Beam. Against robots, golems, and monsters he always uses his light sword, and his augmented strength is also a ready choice for the brawny fighter. However, doing a light flash is about as tricky as it gets, and most times he doesn't even remember he could use the sword and Light Control as a carrier attack until long after the fight is over.

Personality/Character Traits: White Knight tends to babble when nervous, and relies almost entirely on his devices to stop the enemy. While he is honest, good natured and kind, he's also painfully naïve and can't understand why being a hero isn't easier. White Knight would



really like to be invited to join a super team, as long as they had some kind of plan for repairing his armor and devices. If the mercenary gig doesn't work, he's considering applying with local law enforcement to see if he could be come some kind of special constable.

Appearance: White Knight is 6'4" and quite broad inside the exoskeleton, which is, of course white. The helmet hides his brown eyes and brown hair. James White's true height is 5'10". The helmet has a speaker that distorts his voice enough that his own family couldn't recognize him.

The exoskeleton hums constantly when it's operating and has a crest of a golden griffon over the heart of the armored suit.

SPECIAL OPERATIVES

AUGER

Identity: Adrian Uger
Sex: Male
Age: 33

Side: Neutral
Level: 5
Training: Agility

Powers:

1. Heightened Intelligence A (x2): +30.
2. Heightened Expertise: +4 to hit with any of his inventions.
3. Willpower: Creative Genius. Quadruple the normal amount of Inventing Points that are received every level.
4. Weakness Detection (Variant): This ability only works on machines, devices, vehicles, robots, and androids. Range: 1". This alerts him to weaknesses in the object and gives him a bonus of +8 or +40% bonus to fix, modify or repair it. It takes a full turn of study to receive this bonus. He can repair, modify, and jury-rig engines and other vehicle systems to operate as required, or integrate new components. Note: This bonus doesn't apply to devices that he cannot touch, manipulate, or interact with.
5. Armor B – ADR: 240. Battery: 200 Charges. The suit has various safeguards to ensure only Auger uses it (retina scan, voice activation, and a 12 key alphanumeric code).
 - a) Invulnerability: 20 pts vs. Energy and Kinetic attacks.
 - b) Flight: Maximum Speed: 500 mph. Cost: 1 charge per hour.
 - c) Life Support: Cost 1 charge per hour.
 - d) Pulse Cannons: 3d8 Damage. Range: 30". Cost 2 charges per blast. Hits as Light Control.
 - e) Psi-Shields: Treat as -4 to be hit by any mental attack. Cost: 1 Charge per hour.
 - f) Exoskeleton: Carrying capacity using the suit is increased twentyfold: 7220 lbs. 2d8 Damage in HTH.
 - g) EM Buffers: -32% to short out or control the armor with Lightning Control. To manipulate with Magnetic Powers, consider the armor to weight 4000 lbs.

Inventions: Auger usually has one or two minor inventions on his person that are in some stage of being upgraded, changed or assembled. These change often, and can be randomly determined by the GM, or used for one-shot inventions.

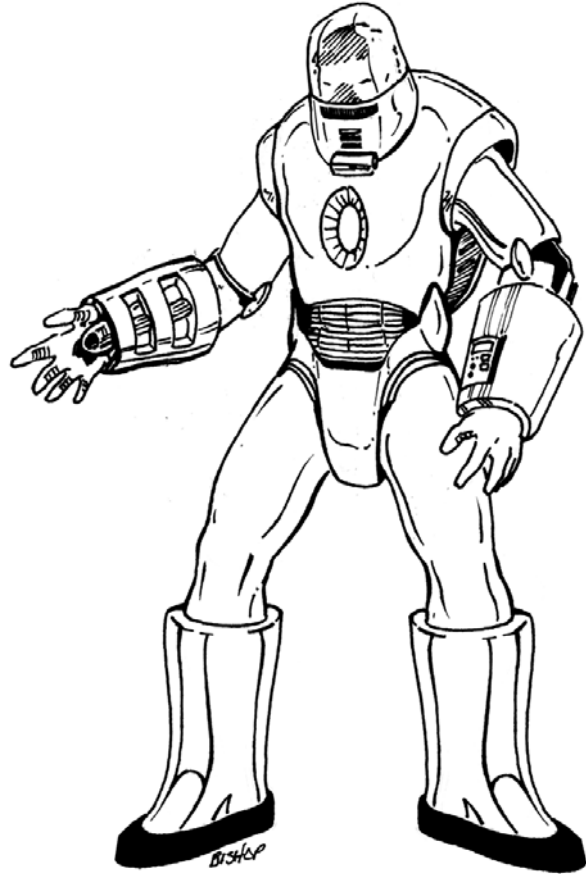
NOTE: Auger is an expert in computer design and programming, robotics, weapon design, biochemistry, medicine and various types of engineering. His work is usually a decade or two ahead of his contemporaries.

Weight: 170 lbs.
Agility Mod: -
Endurance: 15
Intelligence: 40
Reaction to Good: -2
Hit Mod.: 6.912
Damage Mod: +6
Accuracy: +2
Carrying Cap: 361 lbs.
Movement Rates: 44" ground
Det. Hidden: 28%
Inventing Points: 37

Basic Hits: 4
Strength: 14
Agility: 15
Charisma: 15
Evil: -2
Hit Points: 28
Healing Rate: 1.6
Power: 84
Basic HTH: 1d6
Det. Danger: 32%
Inventing: 120%

Origin & Background: German / Research/Technology, Education, Scientist (Biochemistry), Engineering, Weapons Designer, Robotics, and Medical skills.

Adrian Uger was born to poor parents in Berlin before the fall of Berlin Wall. The family struggled within the Communist system, but it seemed



to continually defeat their efforts to get ahead. Young Adrian was an unusual child – he loved his time at school and became an unofficial teaching assistant because he understood everything the teacher had to say the first time she said it. His class prospered, but the secret assistance Adrian gave everyone couldn't be hidden forever, and just before the fall of the Berlin Wall, Soviet Agents snatched Adrian away from his family as a probable mutant.

Adrian adapted to his life of servitude to the Soviet by doing enough to impress people, but not passing on the ideas that he had swimming in his head. Under the Soviets he learned more languages (English, French, Spanish, Japanese, and Chinese) to augment his native tongues of German and Russian. The Soviets assumed that his gift was the ability to learn, and they decided he would make an excellent researcher or technician. After eight years, he finally escaped using the facilities to create a special one-shot jet pack and limited armored suit.

Adrian reunited with his family just before his father died of cancer, and managed to care for his mother in her twilight years by quietly creating a few inventions for interested clients, and slowly amassing enough wealth to create his workshop. His lair has only grown with time, despite the fact he's had to relocate it twice. Adrian's only living relative is his young sister Andrea, who lives with him at his lair. She has a similar intellect to Adrian, but she's still going through a learning phase similar to what Adrian went through with the Soviets. Only time will tell whether or not she decides to follow in his footsteps, but they are close and she is privy to most of his projects.

Combat Tactics / M.O: Auger usually avoids direct conflict since he tries to work with clients, not opponents. Against people who would seek to steal his technology, he is utterly ruthless and almost deadly. He has no qualms about destroying his technology to keep it out of enemy hands, and technology that he sells to clients is never his best work, since he doesn't trust them not to attempt to mass produce it, and it means he can count on getting their repeat business. His own technology often has tracking devices, micro-explosives, security protocols, and/or sub-programs to keep his technology from being mass produced or stolen. To retrieve lost technology he will frequently ask heroes to retrieve them, since he'd rather not risk his own capture.

Personality/Character Traits: Auger tends to avoid conflicts, preferring to simply act as an inventor for hire. Auger has been captured twice in the past and forced to build for his captors. For this reason, he's grown far more cautious, and has created a few android doubles of himself to run interference for those who would seek to pry his technology from him. His armor is another example of his new outlook on the world - largely defensive, with just enough armaments and flash to remind his clients that he's to be respected. Auger sees himself as above the law, and he's become fairly out of touch with normal people from the comfort of his hidden lair.

Appearance: Adrian Uger is 5'7", with a solid build, brown eyes, and is completely bald. He tends to wear t-shirts and pants that have their own screen savers (displaying artwork or wisdom from historical figures that changes every thirty seconds). His blue and silver armor suit is 6'6" tall and usually has some new minor design or upgrade that he's trying out.

CRACKERJACK

Identity: Jack Crosby
Sex: Male
Age: 32

Side: Neutral
Level: 10
Training: Endurance

Powers:

1. Heightened Agility A: +13.
2. Heightened Intelligence A: +15.
3. Heightened Strength A: +14.
4. Natural Weaponry: +3 to hit and +6 to Damage. Crackerjack has martial arts training in Jeet Kune do, Capoeira, Wing Chun, Boxing and Karate.
5. Willpower: Type A. PR = 1 per hour or per attack as a defense.
6. Body Power: A magically energized physiology giving him the following advantages:
 - a) +18 to Power score (Add Endurance twice to compute power score).
 - b) Crackerjack's magically enhanced body gets its healing rate every six hours whether or not he rests.
 - c) Acute senses: x2 Detect scores.
7. Magic Spells:
 - a) Instant Key: This spell creates a silver key that matches any lock touched by the caster. Each silver key is quite specific and ornate, so it's easy to find even among other silver keys. PR = 4 to create. Caster can dismiss it afterwards or keep on their person for up to an hour before it completely disintegrates.
 - b) Muffler: This spell muffles sound within a five foot area. PR = 5. The field lasts for one hour. Cast on a living target, it hits as transmutation and dampens sound in a five foot radius of wherever they go. Treat the target as mute and deaf, and they can make no sound in the area immediately around themselves. They also have an Invulnerability 12 vs. Sonic Attacks. People with Sonic powers are immune.
 - c) Short Cut: This spell creates a man-sized teleportation gate between two points that are not more than thirty feet apart. It lasts one hour. PR = 8. If something larger than man-sized tries to squeeze through the gate, they have a 50% chance of getting through before it collapses. The gate itself appears as a small black hole speckled with moving star-like motes.

d) Second Skin: This spell creates a layer of skin over the caster (or a target person) that looks exactly like another person (99% ability to disguise). This skin is treated as Armor A (ADR 33). For every point of damage that the skin sustains, reduce the disguise percentage down by 3%. The skin has no ability to be healed or repaired. PR = 9. Lasts six hours. To cast the spell, you must have a picture of the person that the skin will emulate, preferably in color and detailed, since the skin will match the picture. The skin can be discarded by the wearer as needed.

e) Camera Shy: This spell makes the caster invisible to mechanical sensors, robots, and devices. Lasts one hour. PR = 5.

f) Crawler: This spells lets the caster (or a target person) wall walk at ½ their normal speed. Lasts one hour. PR = 4.

g) Rupture: This spell is designed to sunder force fields and force bubbles, causing the energy to violently explode outward. Range: 29" (Range of Int), PR = 8. Causes 2d8 Damage in 3" radius outward from the force structure. This spell also ends the force field itself.

h) Calling Card: This spell imprints a normal playing card with whatever imagery or words that the caster desires. The effect is instantaneous and permanent. This doesn't make the card more durable than it was before. PR = 1 per unique cards, or PR = 3 for a handful of cards (up to a deck's worth).

i) Static charge: PR = 6 per weapon. This spell loads a missile weapon (bow, crossbow, pistol, rifle, etc.) with a charge of electric energy that's passed on to its ammunition. These weapons do an additional 1d8 Damage as a Lightning carrier attack. The spell lasts for ten minutes (one minute per level) or 10 missiles (1 per level) before its exhausted.

j) Force Shield: PR = 9 per casting. This spell creates a round disc of energy on one of the caster's arms (caster's choice). This gives the caster invulnerability 10 vs. any attacks that are stopped by a force field (Ice, Fire, HTH, Vibratory, etc.). The Force shield collapses after its stopped 100 points of damage.

k) Soul Shield: This spell makes Crackerjack mildly invulnerable to Devitalization Rays. PR = 2/turn. Allows caster to ignore the 12 points of Devitalization Ray Damage per turn.

Weakness: Vulnerability: Crackerjack takes twice the Damage from silver weapons.

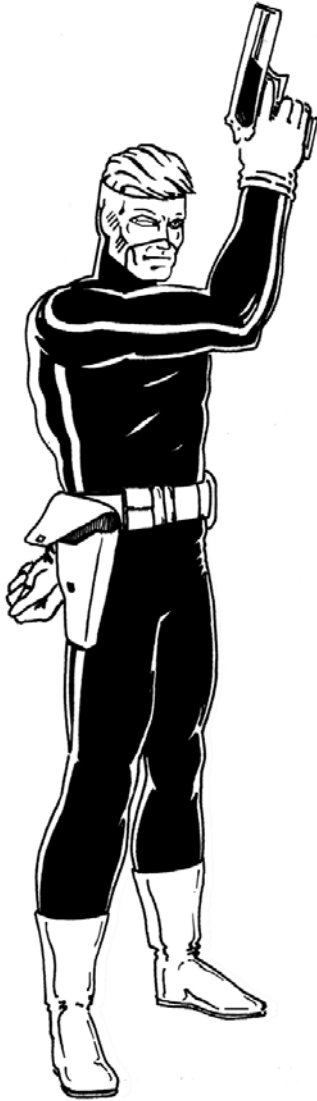
Weapons & Equipment:

1. Automatic Pistol: Silver-plated Desert Eagle: +3 Accuracy, Damage:1d10, Range: 162". 9 shots/clip; carries 4 additional clips on his utility belt. Often has a static charge placed on it.
2. First Aid Kit.
3. Bombs (2) with timers.
4. Cell Phone.
5. Mini-flashlights (4).

Weight: 220 lbs.	Basic Hits: 5
Agility Mod: -	Strength: 28
Endurance: 18	Agility: 27
Intelligence: 29	Charisma: 15
Reaction to Good: -2	Evil: -2
Hit Mod.: 21.6832	Hit Points: 109
Damage Mod: +6	Healing Rate: 2.5
Accuracy: +5	Power: 120
Carrying Cap: 2613 lbs.	Basic HTH: 1d12
Movement Rates: 73" ground, or 36" wall walking	Detect Danger: 48%
Detect Hidden: 40%	Inventing: 87%
Inventing Points: 15.0	

Origin & Background: British / Crime, Mysticism/Religion and Transportation (Small Planes) skills.

Jack Crosby was a fledgling mercenary who heard about a huge score: the mission was to free an old man named Joseph Mire who was trapped on an island. Just get him off the island alive. Jack went for it, even though he was told that a dozen had tried before and none had been heard from again. Jack researched the island, planned his assault and then navigated past the reefs to land on the island with a motorboat. The island was brutal - a pair of lions had their hunting



grounds in the green wilds, a strange autonomous robot prowled the island and destroyed Jack's motorboat when it found it, and automatic weapon platforms guarded the front gates of a castle.

Tricking the lions into giving him protection from the gun platforms, Jack managed to climb over the castle wall and immediately was set upon by a series of deathtraps. He managed to penetrate the inner manor house, and eventually found the old man in a small locked apartment. He managed to carry the old man back over the castle wall and evade the lions and gun clusters long enough to get the old man to the ocean. Jack revealed his back-up boat plan and began taking Joseph Mire out to sea.

The old man smiled and shut down the islands' defenses. He admitted that the entire mission was just an opportunity for him to find the right person to be his successor, and that he was once the WWII German super-villain called Professor Grimm (See "World War II Super Soldiers"). He'd faked his death long ago and there were no existing warrants out for his arrest, so he'd assembled this last gamble. The old man gave Jack a small fortune in gold, and then taught Jack everything he could about magic and spell craft before he died. He even taught Jack how to make himself a magical creature in his own right.

Following Mire's burial, Jack continued life as a mercenary for hire, claiming that he could crack in anywhere, and liberate anything. Business has been brisk.

Combat Tactics / M.O.: Crackerjack will rely on his spells to limit the number of opponents that he's facing at any one time. He'll use weapons or hand-to-hand combat interchangeably as required – he's a very efficient and effective warrior in both regards. He can also use his spells to set up traps and dead ends, and truly loves to use people's strengths against them.

Crackerjack is a mercenary who believes that for the right price, there's no place that's impregnable, and that anyone can be sprung from captivity with enough planning, skill, daring and power. To this end, when Crackerjack has a mission, he'll have a plan to reach his goal and then get out in the most elegant and seamless way possible. For him, it's always better to leave people scratching their heads and confused, rather than a trail of bloody and unconscious bodies. Unlike many spell casters, Crackerjack happily uses modern technology (cell phones, computers, guns, explosives, etc.) and magic spells to complete his missions.

Personality/Character Traits: Crackerjack is a smartass, and tends to get more cheeky as the odds stack up against him. He's actually quite charming in casual situations but never completely relaxed (he simply has too many jilted lovers, embarrassed enemies, and snubbed law enforcement agencies against him to completely let his guard down). Crackerjack stays on the move, and enjoys breaking into and out of areas, and then stealing things, rescuing people, or just leaving a calling card behind. He loves the thrill of the hunt, the brief attention, and the fun of being where he's not supposed to be. He thinks of himself as a kind of Robin Hood, returning things that should never have been taken in the first place. He's quite cheerful, and will usually unload a truckload of jokes and insults during any mission.

Appearance: Crackerjack is 6'1", with a powerful build. He keeps his blonde hair short, and his eyes are grey. His costume is a black body suit with shinning silver trim and a half mask that reveals his frequent smirk. His utility belt has a holster for his gun, in addition to an array of pouches and small devices. Crackerjack usually leaves a calling card behind after a successful mission: a playing card with a classic smiling one-eyed jack in his black and silver costume.

CRASH

Identity: Eddie Aday
Sex: Male
Age: 43 (appears 28)

Side: Neutral (Good)
Level: 7
Training: Strength

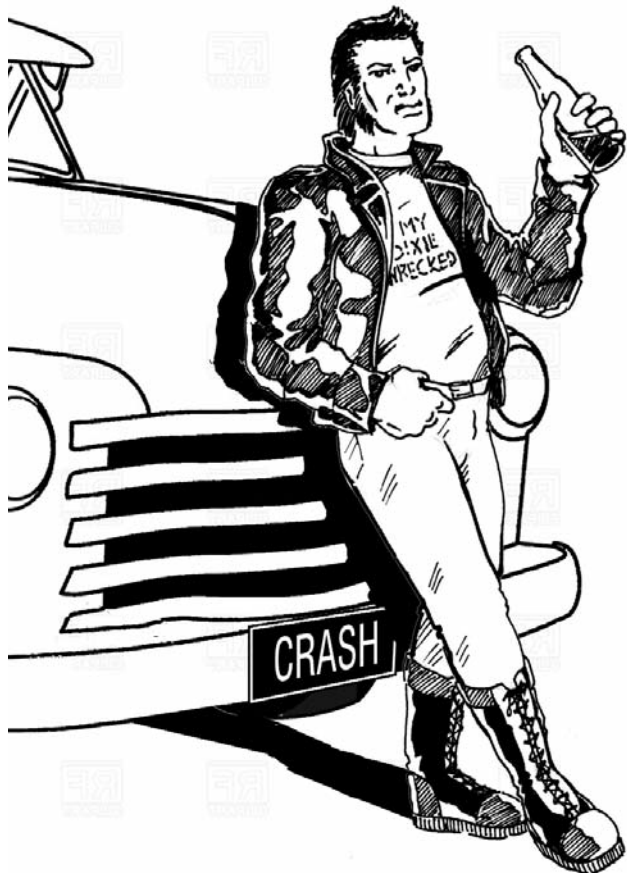
Powers:

1. Heightened Endurance B: +26.
2. Regeneration: 6 Hit Points are healed per action spent, except for disintegration rays.
3. Heightened Expertise: +4 to hit with vehicles and vehicle-mounted weapons.
4. Pilot Training: +7 on any vehicle piloting feat requiring an Agility save.
5. Weakness Detection (Variant – Vehicle Knowledge): Crash is versed in all twentieth century and modern vehicle systems. He can repair, modify, and jury-rig engines and other vehicle systems to operate as required, or integrate new components. He can diagnose weaknesses and failures in vehicles as spending one turn examining the vehicle. After his diagnosis, he gains a +5 to hit with that vehicle in combat, and a +5 or +25% bonus on any repair/modify attempts made to that vehicle. Note: This bonus doesn't apply to vehicles that he cannot walk around, examine and/or enter.
6. Mutant Power: Allies Anywhere: Crash is a nomad with a nearly-legendary status among bikers, truckers, and even some members of law enforcement. He's helped thousands of stranded drivers, accident victims, and even wounded animals over the years. Crash can usually find allies (and enemies) almost anywhere from his past exploits and he has few qualms about calling in favors to get a job done so long as his ally isn't harmed or loses their livelihood. This good will is based on his past actions, and often they have no idea about his current adventures. This power doesn't work as well in Asia or Africa, where

Crash hasn't spent as much time yet. His chance of encountering someone who knows him is 48% (C x 3); this is rolled once per day. If 5% or less is rolled, then he gets another roll that day.

Weight: 230 lbs.
 Agility Mod: -
 Endurance: 40
 Intelligence: 16
 Reaction to Good: -2
 Hit Mod.: 11.52
 Damage Mod: +2
 Accuracy: +2
 Carrying Cap: 776 lbs.
 Movement Rates: 69" ground
 Det. Hidden: 12%
 Inventing Points: 11.2

Basic Hits: 5
 Strength: 14
 Agility: 15
 Charisma: 16
 Evil: -2
 Hit Points: 58
 Healing Rate: 6.0
 Power: 85
 Basic HTH: 1d8
 Det. Danger: 16%
 Inventing: 48%



Origin & Background: American / Transportation, Crime and Performing Art skills,

Eddie was in love, when his girlfriend Brit invited him over to see a scientific experiment that a foreign scientist and friend of hers was performing. She promised there would be a party afterward, so Eddie eventually relented, and after he was done with his deliveries, dropped by the manor house. From the outset, the foreign scientist and Eddie didn't get along because Eddie parked his Harley in foyer. The scientist had money, brains, and some kind of life-granting energy machine that made no sense to the young delivery driver, but Eddie could see that it wasn't enough, and that the strange scientist was after Brit as well.

Eddie's memories are fuzzy about his time in the manor, but he can vaguely recall that there was a party, and that early in the evening the scientist killed him. Sometime later, he awoke in a strange metal and glass coffin, surrounded by the ruins of the manor house, and the bodies of the scientist, Brit, and many other guests. Confused and

heart-broken, Eddie picked up Brit and carried her to a secluded hill, hoping that like him, she too would awaken from the cold grip of death. But she didn't, and eventually he was forced to bury her, and say good bye to his old life.

Eddie abandoned that hollow town and never looked back. He became a nomad, wandering the world in search of excitement and pleasure.

Combat Tactics / M.O.: Crash generally prefers vehicular combat because he's really very good at it. Against normal humans, Crash will try to simply cripple other vehicles and turn their vehicles into barriers that hamper further pursuit. Crash will also drive against traffic, go cross country, perform jumps, hard turns, or even crash through other vehicles and walls in order to complete a mission. Outside of his vehicles, he'll use his fists or any weapons that are on hand.

He will always work to add something to his vehicle, whether it's better speed, durability, weapons systems, sensors or at least a better sound system. These aren't inventions, just upgrades (Crash is a mechanic, not an inventor). If Crash has to crash a vehicle, he'll do something spectacular and play dead (while he quietly regenerates from his wounds), and let normal folks assume he's dead or dying until he has a chance to escape, attack, steal their vehicle or just find a way to complete his mission.

Personality/Character Traits: Crash would probably be classified as a hero except that some of his missions involve contraband, he happily works with criminals (he can charge them more), and his extremely cavalier attitude towards all forms of vehicular combat. So, instead, Crash is a wanted man, and that's just how he likes it. He doesn't trust scientists, big government, or any kind of organization that requires its people to wear a uniform (he won't hold that against the uniformed staff though). Crash has become an expert on human vices and women, and relies on his super-human endurance and regeneration to remove all the damage his social activities would normally inflict upon himself. To say he's an epic party animal is something of an understatement.

Appearance: Crash is 5'10", with a wide, powerful frame and a little pot belly. He has a short slightly wavy black hair with sideburns, sharp brown eyes, and often a certain amount of stubble. With an easy smile and an optimistic view of life, Crash is very loud and proud. He wears a black leather jacket, jeans, various t-shirts (usually with a joke, lewd comment or his codename on it), army boots, and dark sunglasses. He's occasionally sings and has been mistaken for Elvis by witless tourists and the criminally intoxicated.

EXPRESS

Identity: Shantal Spicer
 Sex: Female
 Age: 24

Side: Good
 Level: 2
 Training: Agility

Powers:

1. Heightened Speed: +780" ground speed. Express has a +26 bonus to initiative.
2. Absorption: Memories (Variant). Express can copy the memories from a subject and hold this "package" of memories within her mind. She can then release those memories to another person. While Express can use this power on unwilling targets, only the target has control over the memories she packages – Express only has a general sense of the memories she's collected unless she releases the memories into her own mind. She can absorb and distribute about fourteen hours-worth of memories (equal to her intelligence score in hours) and can hold the package of memories intact in her mind for up to fifty-eight hours (equal to Int. + Chr. x 2). After this time has elapsed, Express absorbs the memories into her own mind, whether she wants them or not. Absorbing or releasing a package of memory costs 5 PR. Express must have contact (touch) with the victim, willing or not.

3. Telepathy (Variant): Express has developed a patchwork telepathy that only works on those whose memories packages she's currently holding or has fully absorbed. To these specific people, her maximum range (actually radius) is 1400'. Express can detect all thoughts within that radius; PR=1, and one action to perform. She may read the minds of, broadcast her own thoughts too, or act as a mental switchboard for up to fourteen of these people at a time. This takes an action to set up, and is PR = 1 each turn to maintain. She can track a mind by continued "thought scanning" (at least once per turn). PR = 1 per person being tracked per hour. Express cannot mind probe, but she can keep her thoughts from being detected, tracked or read at will. She defends against mind probe as if her current power score is doubled.

4. Special Weapon: Impact Suit. This skintight suit is a sentient Armor A with an ADR of 60. The suit heals damage at a rate of 1 ADR point per hour. The process of healing also causes the suit to clean itself. The cost to Express to heal the suit is 2 PR per hour. The suit must be worn by Express in order for this healing to take place. Designed by Weaver to absorb impact, she may further activate the suit for Invulnerability 12 pts. for 4 PR per turn when this option is utilized.

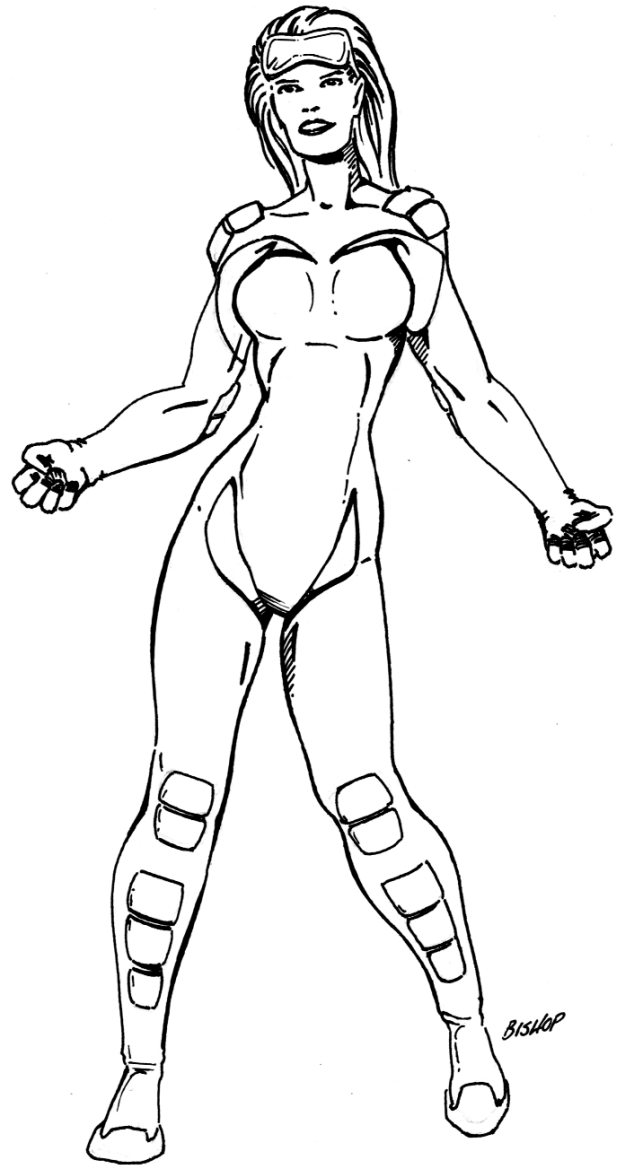
The suit also has a dozen hidden pockets of various sizes that retract into the suit when not in use. The pockets allow Express to carry cargo while running and still keep her hands free. In addition to cargo, she also carries some minor supplies in these pockets (a first aid kit, ID, business cards, mini-tool kit, some money, sunglasses, a change of clothes, and a cell phone loaded with digital maps).

Weight: 180 lbs.	Basic Hits: 4
Agility Mod: -	Strength: 13
Endurance: 15	Agility: 13
Intelligence: 14	Charisma: 15
Reaction to Good: +2	Evil: -2
Hit Mod.: 3.0888	Hit Points: 13
Damage Mod: +1	Healing Rate: 1.6
Accuracy: +1	Power: 55
Carrying Capacity: 333 lbs.	Basic HTH: 1d6
Movement Rates: 821" ground (186.6 mph)	
Det. Hidden: 10%	Det. Danger: 14%
Inventing Points: 2.8	Inventing: 42%

Origin & Background: Canadian/Communication and Transportation skills.

Shantal Spicer is a mutant, or at least that's her best guess. She was a single mom to two sweet boys (Joshua and Lucas) when her powers of super speed and telepathy suddenly appeared. At first, it was alarming until she realized she could do all the chores in an hour, could sense the needs of her little boys instantly, and she had the memories of the way her children saw her as their mom. The only thing she didn't have was money, but after she saw an ad for Meta Human Resources, she came up with an idea about that as well. At first, she was just a courier of things, but as she began to understand her mental powers better, she has begun to develop the more complicated business of moving perfect memories between people. She upgraded her suit to a Weaver outfit after she nearly had an accident, and now she feels like she's finally entering the big leagues. She still isn't sure where her powers came from, but her belief that she's a late blooming mutant comes from the fact that her younger sister Kody may also be super-human.

Combat Tactics / M.O.: Express relies on her speed and her impact suit to get her out of trouble. If people start waving weapons, guns or fists at her, she'll probably simply leave them in a cloud of dust and far out of range of their weapons. She prides herself on running a business that is legal, and so she has little interest in hurting anyone. The only exception that could occur is if her children were threatened, but even then, she would act in a way that would save her sons and keep her out of jail. She focuses on fulfilling her missions, whether she's delivering special objects, corporate secrets, or intimate memories.



Personality/Character Traits: Express is a single mom using her powers to provide for her sons. She has no interest in being injured or taking unnecessary risks, but she also believes in doing the right thing and being a good role model for the boys. Outside of her work, she's a caring, gentle person who likes to help people. She's not in any rush to enter another relationship, since her boys and her business take up most of her time and energy. Shantal relies on her younger sister Kody to look after the boys while she's working as Express. Kody has powers of her own (as the hero called Golden Girl), but Shantal hasn't managed to corner Kody and get the details from her.

Appearance: Express is a 6'0" tall Caucasian woman with an athletic body. She's has bright hazel eyes, shoulder length straight brown hair that she sometimes puts in a braid or pony tail. The impact suit covers her from her neck down in silver and blue, and has visibly reinforced protection on the feet, knees, elbows, shins, and hands. She relies on her speed to blur her appearance when she's moving, and dons her sunglasses when she has to spend much time standing still.

HOUND

Identity: Harry Dumont Jr.
Sex: Male
Age: 24

Side: Evil (Neutral)
Level: 5
Training: Agility

Powers:

1. Heightened Intelligence A: +9.
2. Heightened Strength A: +12 .
3. Heightened Senses: Night vision, Acute Sense of Hearing and Smell (3 x Detection scores). Tracking by scent (save vs. Intelligence on 1d20, -1 per hour).
4. Heightened Expertise: +4 to hit with HTH combat.
5. Speed Bonus: +70" ground speed.

Inventions:

1. Tracer Rounds: These hollow bullets contain a green sticky substance with a distinctive scent marker. Someone shot with a tracer round is +2 to be tracked by scent for two hours. The bullets are sized for Hound's pistol, but unlike normal rounds, they do only 1d6 Damage. If the target didn't suffer damage from the round (due to Invulnerability, for example), then the tracer effect will only last until the round is completely washed off.

Weapons/Equipment:

1. Pistol: +3 to hit, 1d8 Damage, range: 228", 7 shots per clip. He normally carries two clips, plus a clip of tracer rounds hidden in a compartment in his left boot. Hound carries a permit for the pistol, but not for the tracer rounds.
2. Bulletproof Vest: Allows the wearer to roll with twice as much damage (firearm attacks only). Disguised as a normal vest.



Weight: 210 lbs.
Agility Mod: -
Endurance: 17
Intelligence: 24
Reaction to Good: -1
Hit Mod.: 8.64
Damage Mod: +3
Accuracy: +2
Carrying Cap: 2024 lbs.
Movement Rates: 130" ground
Detect Hidden: 54%
Inventing Points: 11.0

Basic Hits: 5
Strength: 26
Agility: 17
Charisma: 12
Evil: +1
Hit Points: 44
Healing Rate: 2
Power: 84
Basic HTH: 1d12
Detect Danger: 66%
Inventing: 72%

Origin & Background: American / Law Enforcement and Crime skills

Hound was a member of an inbred country family that cut themselves off from civilization due to a number of bizarre mutations within the family, and a pathological fear/hatred of the government. Like most of the family members, Hound had abilities that appeared in his youth, and the family used his senses to literally hunt down trespassers and hitchhikers who strayed onto the Dumont family land. Hound didn't feed on the trespassers like his older cousins, although with time, it was likely their cannibalistic habits would have been passed on to him.

One day, while Hound was chasing a hitchhiker across the corner of their property, Hound cut across the paved country road beside the Dumont property and was promptly clipped by a truck. The truck's owner scooped up the unconscious boy and Hound's quarry (a lost hitchhiker named Tabitha) and took them both into town. As the boy healed, local law enforcement began to piece together the story from Hound and Tabitha's accounts. When the police and FBI rushed the house, they were slowed down by a series of deadly booby traps, and that let Hound's family escape easily. Hound was taken into the protective custody of the state and never heard from his family again, although they soon became infamous and the source of fodder for various slasher films. Hound himself was never adopted, and spent seven years alone, quietly learning about the hard nature of the world, and sharpening his powers to a razor's edge. For his eighteenth birthday, he put an ad in the paper for his services as a bounty hunter.

Combat Tactics / M.O.: Against normal humans, Hound will pursue his targets with a relentlessness and determination that is truly frightening. That said, he will not usually pursue at maximum speed, and is willing to give his targets opportunities to escape temporarily and continue the chase so long as he's not in danger of losing the trail entirely. He sees this simply as another service that he provides – by the time he's defeated his target, they are usually exhausted, harassed and hurt. This tends to make them easy for his clients to receive and store.

Against paranormals Hound won't pull punches and will happily pummel targets into unconsciousness. Hound will also take the time to memorize their unique scent, since it's good for repeat business and more than once he's recognized a hero (or villain) without their costume on.

Personality/Character Traits: Hound enjoys the thrill of the hunt above all else. He prefers targets that run from him and his employers, because it gives him a chance to test his senses and prove his value for future contracts. He wants to be a father someday, but he quickly tires of would-be romantic conquests, and tends to unconsciously sabotage relationships before they go anywhere serious. He won't talk about his former family, and is still quietly looking to find them and somehow cure them.

Appearance: Hound is 5'10", with a wide, muscular frame. His purple eyes have dilated pupils like a cat, and he has a short brown hair, bushy eye brows, and old scars on his right cheek, chin, arms and chest. He has a hard, grim face that comes from a lost childhood, a surprisingly pessimistic life as an adult. Hound wears a black sleeveless jacket (actually a disguised bulletproof vest), leather all-terrain boots, and a one piece brown uniform. A shoulder holster for his gun is hidden under the sleeveless jacket. There are a series of warty lesions along his chest and back, and he's got a series of animal and monster oriented tattoos there to compensate for their ugliness.

MINDSWEEPER

Identity: Judith Sutter
Sex: Female
Age: 27

Side: Good
Level: 5
Training: Charisma

Powers:

1. Heightened Intelligence B: +17.
2. Telepathy: Her maximum range (actually radius) is 310". Mindsweeper can automatically detect all thoughts within that radius; PR=1, and one action to perform. She may read the minds of, broadcast her own thoughts too, or act as a mental switchboard for up to 31 people at a time. This takes an action to set up, and is PR = 1 each turn to maintain. She can track a mind by continued "thought scanning" (at least once per turn). PR = 1 per person being tracked per hour. Mind Probes cost 5 PR per attempt, Range is touch, requires 1d6 turns to perform. See core rules for more details on Mind Probes (see page 17). Mindsweeper can keep her thoughts from being detected, tracked or read at will. She defends against mind probe as if her current power score is doubled.

3. Psionics: Deep Sweep. This mind scan detects whether or not a subject has been altered or affected by the use of Mind Control, Emotion Control, Psionic Illusions, mind probes, and memory absorption / alteration powers. This scan also detects naturally repressed memories, amnesia, hypnosis and other brainwashing techniques. Range: Touch. PR = 2 per scan. This scan can also be used on an area or group of people. The maximum range is 62" (l x 2), and the likelihood of discovering tampering in anyone within the area is equal to Mindsweeper's Detect Hidden x 2 (44%; roll once per altered person). This area scan also costs 2 PR. Installations hardened against radiation, haunted by spirits, or areas of great suffering (torture chambers, etc.) can naturally block or limit this scan at the GM's discretion.

4. Psionics: Clean Sweep. This psionic discipline erases and/or exposes mental tampering by restoring memory, healing damage, and removing old commands and tampering from the subject. PR = 6 / Attempt. Range: 1". The sweep has a 62% of removing each instance of tampering in the subject. If a being is still in mental possession of a subject, then this ability attacks as Mind Control, and mental combat is resolved normally.

Weakness: Reduced Strength: -3 (this weakness can't be reduced further with training)

Weapons/Equipment: Typically, Mindsweeper carries a utility knife, Bible, cellular phone, note book and pen, and a small flask of holy water on her person. Mindsweeper also usually carries a hand gun, pepper spray, a taser or some other protective device, but this will depend entirely on the laws of the area.

Weight: 120 lbs.

Agility Mod: +2

Endurance: 16

Intelligence: 31

Reaction to Good: +1

Hit Mod.: 3.9168

Damage Mod: +4

Accuracy: +2

Carrying Cap: 127 lbs.

Movement Rates: 40" ground

Det. Hidden: 22%

Inventing Points: 15.5

Basic Hits: 3

Strength: 8

Agility: 16

Charisma: 14

Evil: -1

Hit Points: 12

Healing Rate: 1.2

Power: 71

Basic HTH: 1d4

Det. Danger: 26%

Inventing: 93%



attention, and Judith and granny had long talks about what it was to be a ghost, and why some ghosts were so mean. Judith learned and learned, and eventually convinced her granddad that granny was speaking to her, and passed a few messages between the two. Granny faded into the great beyond, while Granddad wasn't lonely anymore, and was at peace for the last year of his life.

Judith went to train at university, and learned about parapsychology and religion as she went to explore the frauds and true believers. When she graduated, she began a business of cleaning up paranormal problems by using the gifts that her grandmother had given to her, secrets of the mind and the soul.

Combat Tactics / M.O.: Mindsweeper avoids hand to hand combat at all costs because she's simply not good at it. She uses her Telepathy to avoid ambushes, direct allies, and keep herself out of harm's way. Against the possessed or those who have been tampered with, she can be quite bold and determined. She is quite devout in her religion.

Personality/Character Traits: Mindsweeper enjoys the thrill of crushing psionic constructs that have no business littering and hurting the minds of the innocent. She hates entities that occupy another's mind, and tries to destroy such parasites whenever possible. She is generally quite open-minded about psychic phenomena, and sometimes will do freebies to learn more about what is possible out in the world. Having exorcised a few demons in her time, and cleaned out a few haunted houses has made her quite patient and careful around the occult.

Appearance: Mindsweeper is 5'4", with a thin, lean frame. She has a curly black hair, with the occasional shot of white for fashion. While not exactly athletic, Mindsweeper certainly has a kind of intensity and energy about her. She typically wears a dress skirt and floral print top, and a matching jacket. On missions she'll wear a trench coat to conceal her costume and a loose pony tail for her hair.

Origin & Background: American / Mysticism and Psychology Skills

Judith was a quiet girl who lived the outskirts of the city, where crime was low, but opportunities to play with other children were also scarce. Her grandfather took care of her while her parents were at work, but he was sad and missed her grandmother who had recently passed on. Judith began to see granny around the grounds of the house, and eventually realized that this was her ghost. She managed to catch her

RAD

Identity: Ivan Zhadovich
 Sex: Male
 Age: 26

Side: Evil (Neutral)
 Level: 6
 Training: Strength

Powers:

1. Heightened Agility B: +25.
2. Heightened Senses: Rad can see the infra red, ultraviolet, and normal visible light spectrums at the same time. This allows him to see even in total darkness, but not light absorbing darkness. He can sense various radiation levels intuitively. He also has an acute sense of smell and hearing (3 x Detect Hidden).
3. Natural Weaponry: +2 to hit, +4 Damage. This bonus reflects Rad's eclectic and unique mixed combat style.
4. Absorption: Rad can absorb Light Control, Flame/Heat attacks, some types of Power Blasts, and all other forms of radiation attacks in a 1 inch radius around himself. The damage from these attacks is stored as Power Points that Rad can use later to power a Light Control attack at a cost of 5 PR (2d8 Damage, Range 76"), a blinding flash for 3 PR (76" radius), or a generate a Light Control defense at a cost of 1 PR. Rad can store up to 425 power points at any one time – any damage beyond this amount is not absorbed, and causes double damage to Rad.
5. Body Power: Radiation Consumer. Rad is immune to blinding light flashes and Light Control defense, cannot be x-rayed, and has no energy signature (he's invisible to infra red or UV sensors). He can live in extremely hot areas and radioactive areas indefinitely with no ill effects. Rad's body gives off no radiation (unlike normal people).
6. Security Systems Knowledge: Rad is adept at all modern security systems and can operate them (i.e., disable or bypass them). This training also included knowledge of picking conventional locks.

Weapons/Equipment:

1. Glock 17 (Pistol: +3 to hit, 1d10 Damage; Range 228", 17 shots per clip, 3 clips carried in his belt.).
2. Knife: +1 to hit, HTH+1d2, range 38". This weapon is concealed in a fitted sheath on the inside of his right boot.
3. Lock Picks: Make an AGL save to open the lock. Normal locks are 1d20, while extremely complex locks and safes are 3d10 or higher. Each attempt takes one turn, and multiple attempts can usually be made.
4. Climbing Shoes and Gloves: The surface of these garments dotted with small suction cups that allow Rad to climb smooth, sheer surfaces, walls, and ceilings at ½ normal movement. No PR.

Weight: 170 lbs.	Basic Hits: 4
Agility Mod: -	Strength: 17
Endurance: 15	Agility: 38
Intelligence: 15	Charisma: 16
Reaction to Good: -2	Evil: +2
Hit Mod.: 11.1888	Hit Points: 45
Damage Mod: +6	Healing Rate: 1.6
Accuracy: +6	Power: 85
Carrying Cap: 546 lbs.	Basic HTH: 1d8
Movement Rates: 70" ground, 35" wall walking	
Det. Hidden: 24%	Det. Danger: 36%
Inventing Points: 9.0	Inventing: 45%

Origin & Background: Russian / Crime and Scientist (Biochemistry) skills.

Ivan's mother and father were government workers caught in the shadow of Chernobyl in 1986, and while they worked to protect the Soviet Union and the world from the meltdown, their efforts and those of hundreds of other Russians assigned to the nuclear power station were only somewhat successful. A few weeks after the accident, his father had cancer and his mother discovered that she was pregnant.

As it turned out though, it seemed that she was naturally resistant to the radiation (she was a minor mutant with a limited Adaptation power), and she had passed on some of this gift to her child, young Ivan. But



Ivan didn't look like the other children, with chalk white skin, little to no warmth in his skin, amazing reflexes and strange milky eyes that could see far more than the average person. To many, young Ivan was a monster. Soon after his father died of cancer, his mother lost her job (there were many rumors about and her superiors no longer trusted her), and Ivan was shunned for his appearance.

Ivan and his mother found homes in the more contaminated areas about Chernobyl, and for a few years managed an existence scavenging from the abandoned towns as his mother home schooled him and tried to make a life on the edge of civilization. They lived without power, but Ivan every night would give off enough light to easily see them through to the morning. Then as he reached his teenage years, Ivan's powers fully matured, and he found that he could see heat patterns and through the darkness without effort, and channel the radiation back out of his body like a flash or a laser.

While his mother taught him science, math, and literature, he began to explore while his mother worked as a janitor in town. He stumbled upon a gang called "The Fallout" that tried to mug him, but who were simply no match for his powers. They accepted him as their leader, and taught him skills (like how to win a fist fight, pick locks and bypass security) and he, in turn, protected them with his powers. His mother was ashamed that her son was becoming the menace they had claimed he would be as a child, but it was hard to resist the money she suddenly had at her disposal. And Ivan was tired of hiding his appearance, so, using contacts through The Fallout, he began to forge a new identity as Rad, the child of Chernobyl.

Combat Tactics / M.O.: Rad always tries to have at least 200 points of energy stored in his body so that he can tap into it and release enough energy to blast and blind his foes repeatedly. That said, Rad knows there's little profit in hurting people, so he usually starts slow, by

hiding from the enemy, bypassing security, and focusing on the mission. He's not afraid to call in The Fallout to act as muscle and security for his exploits (The Fallout have a new leader now, but view Rad as a "principal client"). Rad usually works solo on missions, because few people are as comfortable around radiation and radioactive materials as he is.

Personality/Character Traits: Rad is an outsider and he knows it. He embraces the goth punk scene where pale is fashionable, and weird is cool. He also has friends in survivalist areas, since people who are concerned about surviving nuclear disasters tend to view him as a potential resource. In general, Rad is quite optimistic about the future (and very pro-nuclear power), and is interested in world travel to other radiation hot spots. Rad has set up a hidden safe house in the town of Prypiat (near Chernobyl), and is considering developing something near Fukushima in Japan. Rad views these hidden areas near radiation zones in the same way other people would view a summer cottage.

Appearance: Rad is 5'7" tall, with a lithe, slim frame. He has a braided black hair, and strange all white eyes with no visible iris. His skin is chalk white skin and gives off no heat, and will register the same as the air surrounding him. It's rare that Rad isn't smiling. He wears jeans, t-shirt with a radiation symbol on it, and a leather jacket adorned with metal studs and spikes. When he's entertaining (his word for being on a mission), he usually fills the multiple piercings in his ears, his left eye brow and right nostril with shiny metal rings. A shoulder holster for his gun is hidden under the sleeveless jacket. Rad speaks English, but he still has a Russian accent.

WEAVER

Identity: Vea Tolok

Sex: Female (see below)

Age: 69 (Appears to be 27)

Side: Neutral

Level: 6

Training: Strength

Powers:

1. Heightened Intelligence B: +19.

2. Willpower: Type A. PR = 1 per turn.

3. Body Power: Symbiosis Sense. Weaver has a pair of tentacle-like antennae that allow her to sense emotions and perform simple communication to any symbionts or symbiotic suits in a 175 mile radius (Int x 5 in miles). She can distinguish individuals easily within this radius, and while she doesn't normally intrude on the lives of her clients or their symbiotic suits, she doesn't permit her symbionts or symbiotic suits to be experimented upon or dissect in order to determine how they function. Weaver can usually sense a dying or self-destructing symbiont or symbiotic suit in a range of 350 miles. Weaver usually hides her antennae/tentacles on Earth by wrapping them in hair and disguising them as braids.

4. Alien / Animal Powers – One Celled Organism (Alien) Powers:

-4 Strength, +2 Endurance, +2 Agility (already included).

a) Heightened Endurance A: +10

b) Diminished Senses: Weaver is nearsighted; double all normal range penalties for combat and penalties for Detection.

c) Regeneration: 2.1 HP are healed per action spent except poison/venom.

d) Stretching Powers: Maximum Bodily Length: 114". PR = 1 as a defense. Add up to 57" inches to normal movement.

e) Special – Symbiont Generation: Weaver can create a single Symbiont per day. This living single-celled creature is a hand-sized small grey blob. It has 5 HP, 30 Power, weighs five pounds, has the Stretching Power defense and can regenerate (1 HP per minute). They possess only animal intelligence, and, if left to their own devices, would live out their 100 year lifespan eating bugs around a body of water (they can move on the ground at a speed of 15"; and swim at a speed of 25"). They protect themselves by lashing out a pseudo-pod for 1d2 Damage, but are generally harmless to anything bigger than a bug. If

befriended by another, they will gently wrap around the animal and keep them clean and free all manner of parasites (which the symbiont happily eats).

5. Magical Spells: Many of these spells are permanent when cast.

a) Symbiotic Suit: PR = 3 per casting. This spell changes the shape of the symbiont into a set of clothes (usually a jumpsuit or another one piece item). Weaver can tailor the symbiotic suit to the color, style and texture that she desires. As a symbiotic suit, the symbiont loses most of its mobility (it rarely moves on its own, and then at only 2" along land or water) but has a far more interesting life. While the spell is permanent, the symbiont is caused little discomfort during the reshaping process. Symbiotic suits don't work with androids, robots, and non-living creatures or through armor (type A or B).

b) Tailored Link: PR = 4 per casting. This spell links the symbiotic suit to its wearer. The symbiotic suit will permanently only use its abilities only for that wearer, and is generally as immune to damage from the wearer's powers as the wearer is.

c) Invulnerability: PR = 10 per casting. Weaver can create a suit that can harden for 3, 6, 9, 12, or 15 points of Invulnerability. The cost to the wearer is a PR of 1, 2, 3, 4, or 5 per turn that the Invulnerability is utilized. This ability doesn't work with people who already have Invulnerability.

d) Quick Change: PR = 5 per casting. This spell allows the symbiotic suit to emulate other sets of normal clothing. The wearer can select one set of clothing set per level of experience that they've achieved. There's no PR cost to change into a clothing set, but it costs an action to change. Weaver will teach the wearer how to teach the suit to emulate a set of clothing.

e) Life Support: PR = 8 per casting. Weaver can give the symbiotic suit the ability to withstand pressure extremes, little or no atmosphere, and temperature extremes. The symbiont is still powered by the wearer, at a cost of PR = 4 per hour.

f) Armor A: PR = 10 per casting. This gives the symbiotic suit an ADR of 60. The suit heals damage at a rate of 1 ADR point per hour. For the process of healing to occur, the wearer of the suit must wear and sustain the symbiotic suit as it heals. The cost to wearer is to heal the suit is PR = 2 per hour.

g) Aquatic: PR = 2 per casting. This spell gives the symbiotic suit the ability to swim again. This means the wearer gains a speed bonus of +25" inches of movement in the water. There is no PR cost for this bonus, but it takes an action for the suit to transform.

h) Self-Destruct: PR = 4 per casting. This spell allows the symbiotic suit to end its life immediately if its wearer has died, its wearer is harming it, or if it's suffering from repeated abuse (experimentation, dissection, etc. usually qualify). The self-destruct takes 1d3 turns, during which the suit begins to cook internally, turning the internal organics of the single cell organism into carbonized dust.

6. Costume: Weaver has a symbiotic suit of her own named Nora, with all the upgrades that Weaver has currently developed. Nora has Invulnerability 15 (PR = 5 per turn to maintain), and can use it to quick change into business dress, a formal gown, a night club chemise and mini-skirt, a punk bodysuit with knee high boots, a plunging one piece bathing suit, or a lace nightgown with matching slippers.

7. Special Requirement: Weaver's spells only work on her symbiotes.

Weight: 140 lbs.

Agility Mod: -

Endurance: 26

Intelligence: 35

Reaction to Good: -2

Hit Mod.: 12.312

Damage Mod: +6

Accuracy: +3

Carrying Cap: 303 lbs..

Movement Rates: 58" ground or 115" stretching movement

Det. Hidden: 24%

Inventing Points: 12.0

Basic Hits: 3

Strength: 12

Agility: 20

Charisma: 15

Evil: -2

Hit Points: 37

Healing Rate: 2.1

Power: 93

Basic HTH: 1d6

Det. Danger: 28%

Inventing: 105%



Origin & Background: Extra-terrestrial / Psychology, Manufacturing and Mysticism.

Weaver is an elite alien weapon created to provide for an extra-dimensional army. For decades, she and her ancestors served the Chelicerians Imperium, and provided protection for their most

accomplished ground forces. Then eventually, the Chelicerians worked with Weaver's ancestors so that they could adapt her symbionts to the needs of her masters. Eventually, this became an adaptation that her masters hadn't intended – Intelligence. As they demanded more and more complex protection, Weaver adapted with greater intelligence, and began to understand how enslaved she and her children would be. So, she planned and waited for the right moment.

It came in the midst of a war with the Charinjoi Empire, when she escaped in a star cruiser that was bound for the far ring of the empire. From there, she damaged and exploded the cruiser and escaped to a free port in a shuttle. Stopping only to trade for needed supplies, she fled farther until she crashed her ship on Earth in the Atlantic Ocean. Gathering her supplies and then hiding the shuttle on the ocean floor, she managed to travel upon the ocean and landed herself on the island nation of Cuba. Hiding her true nature and quickly learning the language, she was adopted by the Cubans, who were interested in the strange paranormal in their midst.

Upon arrival, for five years she hid quietly in Cuba and carefully learned about Earth under the assumed identity of Vera Thompson.

About two years ago she left the relative isolation of Cuba to experience the rest of the Earth. She's decided to settle in a major city and develop her symbiotic suits as a means to give her the resources to protect herself from her enemies in the Chelicerian Imperium.

Combat Tactics/M.O.: Weaver isn't interested in combat, and instead focuses mainly on survival. She hides the fact that she's a regenerator and has Stretching Powers until provoked in combat. She keeps a half a dozen lairs, and each is not so special or so important that she wouldn't willingly sacrifice it to save her business and her freedom. She cares for her symbionts, but she would rather see them die than have any more used to prop up a war machine.

Personality/Character Traits: Weaver is a survivor of a massive war campaign, and while she's quite willing to fight her enemies, she's won't accept being enslaved again. Weaver is patient, calm and happy in her relations with customers and friends. She enjoys sampling new experiences, music, and food in her new life on Earth.

Appearance: Weaver looks like a very tall (6'4") female with long red braided hair that hangs to her waist. She keeps a selection of gold beads in her braids. It's hard to place her ethnicity, but her eyes are all black with no visible pupils, and are frequently covered with black sunglasses. Her skin is tan and smooth, and she moves with a lean and delicate grace. Her clothes vary with her mood, but she tends to favor lace dresses, crisp skirts, and gowns.

TEAMS

SMOKE & MIRROR, INC.

Smoke and Mirror are pair of mercenaries who hire themselves out as private investigators, personal bodyguards, and security forces. They usually work with corporations and individuals, and will generally avoid working for nations, or foreign rulers in hopes of avoiding war zones, genocides and dictatorships.

Smoke and Mirror, Inc. is new, and they only have modest resources to fall back on. For contracts within North America, Smoke and Mirror use an old RV as their portable office. Outside of North America, Smoke and Mirror leave the RV behind and usually travel by boat unless their client has a way to speed up their travel time. If necessary, Mirror will usually disassemble her devices to the point where they are unrecognizable to get them across official borders. It usually takes an hour to reassemble the devices, assuming Mirror has her tools with her.

Smoke and Mirror also have one employee, Liza Levchuk. Liza acts as the administrator for their corporation. Liza helps Smoke and Mirror in the background by ensuring contracts are created, papers are filed, and the money is moved as required. She also ensures that the technology for Mirror and the mystic ingredients for Smoke are collected. While Smoke and Mirror do their best to keep Liza safe and out of the limelight, Liza is far more practical and carries a gas mask decorated with hand painted flowers (she dons this when Smoke's Body of Ash spell is active) and an extra pair of Mirror's impact gloves that she won't hesitate to use if things take a turn for the worse. Liza is a moderately athletic Caucasian lady in her 40's, with short, black hair, brown eyes, and a ready smile. Liza typically wears leather chaps when she's riding her motorcycle (named Jimmy). Liza occasionally books Smoke and Mirror to do charity work, or work for a good cause... often without checking with them first.

SMOKE

Identity: Steve Ashberry
Sex: Male
Age: 27

Side: Smoke & Mirror (Good)
Level: 3
Training: Strength

Powers:

1. Heightened Agility A: +15.
2. Heightened Defence: -4 to be hit.
3. Natural Weaponry: +3 to hit, +6 Damage. Smoke is an excellent martial artist and has mastered "the Quivering Palm": PR = 4 per turn. In this state, Smoke's HTH strikes can ignore the defenses of Vibratory Powers and Non-Corporeality, and he can strike solid objects while using the Body of Ash spell (see below).
4. Speed Bonus: Smoke's movement rate is increased by 10". Smoke can also do 10" of wall walking in a turn as part of the rest of his movement. He can't stop his movement on a wall without falling (unless he grabs an outcropping to stop his fall). This is another mystical part of his martial arts training.
5. Magical Spells:

a) Body of Ash: PR = 3/turn. This defensive spell gives Smoke the Vibratory defense, as he becomes a gaseous body of smoke and ash. In this state he can only attack opponents with his "Quivering Palm" (see above), as he normally can't hit solid objects or people. He can also move through small spaces, ventilation and cracks. He can take up two people with him with this spell, but he can't lose contact with them, and they must hold their breath while they travel or suffer damage from smoke inhalation. The spell leaves almost no ash and smoke behind, but the smoke itself is still a breathing irritant to everyone but Smoke (treat as a free chemical power attack for 1d6

Damage for anyone else turned into smoke by this spell).

b) Flaming Fist: This spell creates a aura of heat and flames around one of Smoke's hands (his choice). In addition to lighting things on fire, he can use this to do flame power carrier attacks. PR = 1 per turn, and PR = 4/carrier attack. The flames do 1d12 Damage, unless Smoke is underwater in which case they create a bubbling mass of hot water (doing 1d8 Damage instead of 1d12). There is no range to this spell.

Weakness: Special Requirement: Smoke must perform a daily cleansing ritual of fire and air. This consists of the burning flowers, wood, incense, or candles in a fire he has made, and breathing in the scents. Without it the quivering palm and his magical spells are not accessible on any day when this ritual is not performed. The ritual takes about five minutes to perform.

Weight: 190 lbs.
Agility Mod: -
Endurance: 15
Intelligence: 13
Reaction to Good: +1
Hit Mod.: 6.6528
Damage Mod: +3
Accuracy: +5
Carrying Cap: 404 lbs.
Movement Rates: 68" ground (up to 10" can be wall walking)
Detect Hidden: 10%
Inventing Points: 0.9

Basic Hits: 4
Strength: 14
Agility: 29
Charisma: 14
Evil: -1
Hit Points: 27
Healing Rate: 1.6
Power: 71
Basic HTH: 1d6
Detect Danger: 14%
Inventing: 39%



Origin & Background: American / Sports and Mysticism Skills.

Steve was an American college student on a failing sports scholarship, who decided to do some world traveling while his student credentials were still valid. Arriving in Asia in the twilight of his teenage years, Steve got various contracts as an ESL teacher, and traveled to half a dozen countries before traveling to Tibet, where he was stopped and mugged by soldiers claiming to work for the Chinese Government. The attack on Steve was stopped by a woman who then publicly embarrassed the five soldiers using her martial arts prowess to disarm them, disrobe them, and send them scampering for cover. The young woman called herself Steam, and carried Smoke to her temple, where she taught martial arts to her fellow Tibetans.

For the next six years, Steam taught Steve martial techniques and magic as he taught her English and the ways of the West. Both were satisfied that they had taught each all they could, and the time to apply that knowledge was at hand. Smoke left his mentor in Tibet to return to North America where he resolved to use his martial skills and magic to make a living by fighting crime. After six months, with his business on the verge of total bankruptcy, he met Mirror and formed a far more rewarding partnership.

Combat Tactics/M.O.: Smoke always begins with a martial arts strike, keeping his spells and powers in reserve in case they're needed for a quick getaway or surprise attack. He doesn't completely trust Mirror's devices to do all she'll need them to, so he throws himself into combat with a gusto that's a little scary. He knows that as long as Mirror's suit is intact, she can handle all the smoke and fire he can dish out.

Personality/Character Traits: Smoke has had a hard life, and his usual response to adversity is to simply grin and bear it. He tends to be humble, down-to-earth, and practical in his approach to work, life and relationships. Mirror has exposed him to places and things he never knew existed, and he's growing increasingly fond of his partner. While they have yet to explore their feelings romantically, Smoke's simply finding it hard to express himself in a way that doesn't make him feel dumb. He tends to underestimate his intellect, and struggles with the research and development of magical spells.

Appearance: Smoke is an African-American, with very short curly hair and a muscular physique. He stands 6 feet tall, has brown eyes, and heavy calluses on his hands and feet. His costume is grey, with a black belt about his waist, and sleeves covered in red arcane pictographs. Over his chest is a symbol of a red flame on white smoke. He's got a vague scent of smoke about him wherever he goes.

MIRROR

Identity: Mary Goldridge

Sex: Female

Age: 25

Side: Smoke & Mirror (Good)

Level: 4

Training: Intelligence

Powers:

1. Heightened Endurance A: +14.

2. Heightened Intelligence A: + 8.

3. Heightened Senses Device (Lenses): Infrared vision and Night vision. They also give complete protection from blinding flashes.

4. Life Support: This device has 15 charges. The life support functions cost 1 charge per hour. All the inventions below (except Mirror Mesh and Impact Gloves) have been modified to run off of the uniform's power pack. 1% chance per point of damage she sustains that a suit system (Life Support, Mirror Mesh, Mirror Image, Mirage, Flash or Flare) will break. While Mirror carries a mini tool kit on a pouch located on hip, only basic repairs can be done with it in the field.

Inventions: The following modifications have been added:

1. Mirror Mesh: The suit is highly reflective, giving the suit an invulnerability of 16 vs. Light Control, Flame Power and Power Blast attacks. There is no power cost.

2. Mirror Image: Acts as Invisibility. PR = 1 charge per hour. This invisibility is strictly directional like camouflage. The mirror suit scans what's behind it, to project it on the front of the suit. Therefore if

someone gets behind Mirror (using heightened speed, invisibility or teleportation) she will appear completely visible to that person.

3. Mirage: Visual illusion covering the suit which allows Mirror to take on the appearance of anyone of similar size that the suit has scanned into its memory in the last hour. PR = 1 charge per hour. Changing the illusion costs a charge and the suit must be able to fully see or scan the image in order to fully copy it partial image creates a partial illusion.

4. Flash: The suit can release a flash of blinding light. Radius: 10" (in one direction). The blinding flash costs 1 charge per use.

5. Flare: The suit can release a laser. Range: 10". The laser does 2d8 Damage. The laser costs 1 charge per use.

6. Impact Gloves: Mirror's fitted gloves are reinforced to protect her hands and wrists from damage when punching, and weighted for +2 Damage bonus when punching. No power cost to use.

Weight: 110 lbs.

Agility Mod: +2

Endurance: 25

Intelligence: 24

Reaction to Good: +2

Hit Mod.: 10.26

Damage Mod: +4

Accuracy: +3

Carrying Capacity: 259lbs.

Movement Rates: 56" ground

Detect Hidden: 18%

Inventing Points: 1.6

Basic Hits: 3

Strength: 13

Agility: 18

Charisma: 15

Evil: -2

Hit Points: 31

Healing Rate: 2.1

Power: 80

Basic HTH: 1d6

Detect Danger: 22%

Inventing: 72%

Origin & Background: American / Research/Technology and Scientist (Astrophysics) skills.

Mary was a researcher who had only just graduated with top marks from University, when she went to work for Orb Limited to work on communication satellites and laser communications. She did good



work and they paid well, but realized quickly that she was bored, and that she was certain she could do more with her life. She used the resources at Orb to do research into her own designs for a survival suit and sensor system. She named herself Mirror after her mirrored lenses, and a hero was born.

Mirror did alright for a couple of months against street thugs, but then she encountered a super-villain by the name of Trickshot. The gun shooter managed to ruin her suit, and she realized that she needed a better offense and that she could no longer afford to be completely self-sacrificing, when she had to repair her devices with her own cash. She began developing a set of devices based on the light technology she knew so well, and decided to be a mercenary instead. Using lasers, camera, heat shielding, light emission technology, she soon had a wider array of weapons and abilities at her disposal. She even called on a friend of her family (Liza Levchuk) to help her establish her mercenary business on the condition that she would help the poor and needy as well. Things were coming together when she bumped into a martial artist named Smoke (they were both advertising on MHR), and the rest is history.

Combat Tactics/M.O.: Mirror usually enters a situation with at least one defense active – she’s activated her life support if she expects combat, Mirror Image if she’s doing recon, or her Illusion for infiltration. She uses flashes for crowd control and the lasers for the leaders and heavy hitters. Mirror usually relies on attacks that have maximum effect with a minimum amount of energy because she has only so much power to draw upon with all of her inventions, or she’ll use misdirection,

her devices and bravado to give her the upper hand. Since her Life Support makes her immune to Smoke’s Body of Ash power, she has no qualms about using it to get them both out of sticky situations.

Personality/Character Traits: Mirror is something of a self-made superhero and she’s proud of it. She could have had an easy life, but instead she decided that she wanted to help people. She’s a mercenary and not a hero because she needs the money to replace damage to her devices and because she wants to see the world. And she hopes that with time and assistance from experts, Smoke will become a master of martial arts and flexible spell caster. And that takes money. Mirror appreciates beauty, dislikes cruelty, and believes in a ‘lift yourself up’ philosophy. Mirror really likes Smoke, although she wishes he would sweep her off her feet with the same power that he sweeps aside criminals. Maybe one day soon... or she might have to sweep him up instead.

Appearance: Mirror is a Japanese-American, with short dark hair in bob, and green eyes. She stands at 5’6”, with a slim build. Her costume is a mesh one piece full body silver jumpsuit that sparkles in the light. Her costume includes ivory white lenses on a silver mask that also catches the light. On her hands are silver discs that fit over her gloves. The right throws a flash; the left throws a laser beam. Other than a mini-tool kit built into her belt, the mirror image controls and mirage controls lay under the mirror mesh and can be accessed or activated by a pair of small pockets built into the side of the costume, or through suit controls built into her mask.

THE ALTERNATES

Twelve years ago, a commando team of super-humans was sent to prison for a crime they didn’t commit. They immediately escaped from a maximum security facility, and disappeared into the American underworld. Still hunted by the government, they now survive as soldiers of fortune. If you’ve got a problem, if you’re running out of alternatives, and if you can find them... then maybe you can hire... The Alternates.

The Alternates are a mercenary crew that’s composed of four siblings who base themselves on the 1980’s television program of the same name. Although they are a bit out of touch with reality and modern day sensibilities, and they don’t really realize or care about the violence they cause, they are still mercenaries, and will work for an employer that can pay their fee, even as they try to avoid the police. Unlike many mercenary groups, The Alternates will work for next to nothing for a good cause. This is possible, because Griffin will plan out a mission to include some kind of crime that they can use to cover their expenses. They still have their original hidden lab base in Missouri, where Nanny still maintains their parent’s androids. They are now in the process of building back up androids for themselves (they already have down loaded their memories a few times, even though their back-up’s bodies aren’t finished).

The original actors of The Alternates were known as George Griffin (superhuman intelligence), Robert “Grumpy” Cranston (superhuman strength), Erin “Grace” Adams (superhuman agility), and Mike “Gridlock” Carella (machine control). They don’t really bear a strong resemblance to the Madison kids, but that doesn’t bother them – they know who they are.

GRIFFIN

Identity: “Mick Madison”
Sex: Male
Age: 31 (appears 38)

Side: The Alternates (Evil)
Level: 4
Training: Intelligence

Powers:

1. Android Body (Android Model-EM2): +12 Endurance. 76% Human Appearance. Can repair up to 80% of damage internally (37 HP).

2. Body Power: Weatherized Body: Treat as Life Support defense.

3. Heightened Intelligence B: +18.

4. Heightened Senses: Griffin has superhumanly acute vision and hearing (triple detection scores). He can also pinpoint the location of Grace, Grumpy and Gridlock in twenty mile radius thanks to encrypted internal beacons embedded in each of them.

5. Heightened Expertise: +4 to hit with all weapons.

6. Weakness Detection (Variant): Combat Brain: If Griffin watches someone in combat for one turn, he can try to determine their weakness with a successful Detect Hidden roll. Unlike Weakness Detection, this ability provides a range of effects: Griffin has a -4 to be hit by the target, +3 for Griffin to hit and damage the target. Range: 1’. Weakness: Psychosis: Group Psychosis. The Alternates are trying to live out the television program of the same name from the 1980’s. They believe the TV program is a fictional account of some of their past exploits.

Invention: Integral Communicators – All four members of The Alternates have had their internal beacons upgraded to allow two-way communicators built into skulls, allowing them to wordlessly communicate with one another over a range of up to twenty miles.

Weight: 170 lbs.
Agility Mod: -
Endurance: 25
Intelligence: 30
Reaction to Good: -2
Hit Mod.: 11.4246
Damage Mod: +4
Accuracy: +2
Carrying Cap: 500 lbs.
Movement Rates: 56” ground
Det. Hidden: 66%
Inventing Points: 6.0

Basic Hits: 4
Strength: 15
Agility: 16
Charisma: 15
Evil: +2
Hit Points: 46
Healing Rate: 2.8
Power: 86
Basic HTH: 1d8

Det. Danger: 78%
Inventing: 90%

Origin & Background: Anachronism / Military and Psychology Skills.



GRUMPY

Identity: "Rick Madison"
Sex: Male
Age: 31 (appears 26)

Side: The Alternates (Evil)
Level: 4
Training: Agility

Powers:

1. Android Body (Android Model-EM5): +15 Endurance. 75% Human Appearance. Can repair up to 85% of damage internally (108 HP).
2. Body Power: Synthetic Bio-Armor – Treat as Armor A. ADR: 67. Weight increased. This bio-armor heals back at a rate of 28 points per day. The tissue is composed of rampant and aggressive cancer cells.
3. Heightened Strength B: +26.
4. Heightened Agility A: +6
5. Natural Weaponry: +2 to hit, +4 Damage. Sparring with Grace is starting to pay off, as he develops a collection of effective brawling techniques.
6. Reduced Charisma: -5

Weakness: Psychosis: Group Psychosis. The Alternates are trying to live out the television program of the same name from the 1980's. They believe the TV program is a fictional account of some of their past exploits.

Weight: 340 lbs.
Agility Mod: -2
Endurance: 29
Intelligence: 14
Reaction to Good: +1
Hit Mod.: 17.952
Damage Mod: +1
Accuracy: +2

Basic Hits: 7
Strength: 41
Agility: 17
Charisma: 7
Evil: -1
Hit Points: 126
Healing Rate: 5.6
Power: 101

Carrying Cap: 12,210 lbs.
Movement Rates: 87" ground
Detect Hidden: 10%
Inventing Points: 4.6

Basic HTH: 2d10

Detect Danger: 14%
Inventing: 42%

Origin & Background: Anachronism / Military and Manufacturing (Munitions) skills.

GRACE

Identity: "Vic Madison"
Sex: Female
Age: 31 (appears 23)

Side: The Alternates (Evil)
Level: 4
Training: Strength*

Powers:

1. Android Body (Android Model-EM3): +10 Endurance. 94% Human Appearance. Can repair up to 58% of damage internally (27 HP).
2. Body Power: Instant Alterations. Grace can change her hair color and length, eye color, skin color, height (by plus or minus 4 inches), and her torso (clothing) measurements. This transformation costs 1 PR and takes one action to perform. She cannot change her sex, her actual weight, or provide any combat bonuses.
3. Heightened Agility B: +20.
4. Natural Weaponry: +3 to hit and +6 to Damage. Grace is programmed with five different types of martial art styles.
5. Teleportation: Maximum Teleportation Range: 890". PR = 2 / use. Cannot create a portal.

Weakness: Psychosis: Group Psychosis. The Alternates are trying to live out the television program of the same name from the 1980's. They believe the TV program is a fictional account of some of their past exploits.

Weight: 150 lbs.	Basic Hits: 3
Agility Mod: -	Strength: 14
Endurance: 25	Agility: 35
Intelligence: 15	Charisma: 16
Reaction to Good: -2	Evil: +2
Hit Mod.: 14.688	Hit Points: 45
Damage Mod: +5	Healing Rate: 2.1
Accuracy: +6	Power: 89
Carrying Cap: 394 lbs.	Basic HTH: 1d6
Movement Rates: 74" ground or 890" teleport	
Det. Hidden: 12%	Det. Danger: 16%
Inventing Points: 4	Inventing: 45%

*Grace previously trained to gain a -2 to be hit at levels 2 and 3.

Origin & Background: Anachronism / Performing Arts and Military Skills.

GRIDLOCK

Identity: "Nick Madison"	Side: The Alternates (Evil)
Sex: Male	Level: 4
Age: 31 (appears 27)	Training: Heightened Defense

Powers:

1. Android Body (Android Model-EM4): +16 Endurance. 70% Human Appearance. Can repair up to 90% of damage internally (42 HP).
 2. Body Power: Insulated Gyroscope: +6 on all Agility saves. +3 to hit with thrown or ranged weapons. He also has acute hearing which triples his ability to detect hidden.
 3. Lightning Control: 2d8 Damage, Range: 66", PR = 4 per attack. Electrical Defense: One action to set up; PR=0. To control/short out: PR = 4 per attempt, Range 66". Including his expertise, Gridlock has a 86% chance to short out, and his expertise provides a +4 on Agility and Intelligence saves to control. See core rules for details on controlling devices.
 4. Invulnerability: Ignore 30 HP of Electrical and Magnetic damage per turn. Gridlock is insulated enough that he isn't affected by Lightning Control/Magnetic Powers defenses.
 5. Natural Weaponry: +1 to hit, +2 Damage. Gridlock's blows will often neutralize a Lightning Control or Magnetic Powers defense, causing it to ground out and be neutralized. The chance of this is equal to 96% (Gridlocks' Endurance x 2 + 30 [his invulnerability rating]) minus twice the target's endurance. If the defense is ground out, it will take another action, and PR to set up. PR = 0.
 6. Heightened Defense: -4 to be hit. This also applies to the vehicles he's piloting. This skill has been gained through training.
 7. Heightened Expertise: +4 to hit with Lightning Control attacks. This skill has been gained through training.
- Weakness: Psychosis: Group Psychosis. The Alternates are trying to live out the television program of the same name from the 1980's. They believe the TV program is a fictional account of some of their past exploits.

Weight: 180 lbs.	Basic Hits: 4
Agility Mod: -	Strength: 13
Endurance: 33	Agility: 18
Intelligence: 16	Charisma: 10
Reaction to Good: -	Evil: -
Hit Mod.: 11.4912	Hit Points: 46
Damage Mod: +3	Healing Rate: 4.0
Accuracy: +3	Power: 80
Carrying Cap: 495 lbs..	Basic HTH: 1d8
Movement Rates: 64" ground	
Detect Hidden: 12%	Detect Danger: 16%
Inventing Points: 4.1	Inventing: 48%

Origin and Background: Anachronism /Military and Transportation skills.

THE ORIGIN OF THE ALTERNATES

Nathan and Elizabeth Madison fell in love and had a large family of four kids (Mick, Rick, Vic, and Nick) while they worked at Emerson Electronics. In 1978, Nathan worked with staff at Thorfin Enterprises to build the Hyper-lance missile system, while Elizabeth worked on the laser memory chip, and both worked at the secure labs in the Missouri manufacturing plant. Then one day, a massive explosion ripped through the lower lab, causing a large fire and a system power failure at the plant. As Nathan and Elizabeth united and struggled to escape, they discovered a hidden lab exposed by the fire and explosions. Inside they found a man in a white costume laying unmoving in an electronic housing with dozens of wires and probes sticking into him. They entered the lab in time as an explosion laid waste to most of the floor, as the couple grabbed supplies and the man in white. More explosions racked the floor as they left the lab, and managed to escape out the basement, to an underground parking lot and their car.

Nathan and Elizabeth discovered that the man in white was an android duplicate of the terrorist known as Force. Unwilling to expose him (less it cause their stock options to tank), they saw a huge opportunity as they took the state-of-the-art android to their bomb shelter and very carefully documented their work as they dismantled him to create their own androids. They set up a hidden lab of their own and took the occasional component as the plant was slowly repaired, they began to build androids. The first (EM1) was primitive and little better than a slave, but they used her to do the tedious building work and got to calling her Nanny. In time, they had an entire family worth of androids ready, and then they had the androids rest as they watched television as a way to start learning about the world.

The Madison's were just managing to replicate the memory transfer process, when tragedy struck and the entire family was killed in a collision with a dump truck. The Androids only had the memories and personalities of the kids in them (they were quicker to do), but the androids for Nathan and Elizabeth were mere empty shells. For years, the androids followed their last orders as they rested in a sleep state, watching the same recorded television programs over again, and again, and again. Meanwhile, Nanny (EM1) quietly made sure everyone was safe. For decades this continued, until the power that the secret lab was stealing ended, and the television went with it. When the kids awoke, they'd somewhat forgotten their old lives as the Madison children, and realized that the actors on television were just actors. They were the Alternates and they had work to do. (None of the Madison kids realize that all of their personality/memory matrices are flawed, and some level of insanity is inevitable.)

Group Combat Tactics/M.O.: The Alternates believe in the power of planning and strategy. The team usually relies on Griffin and Grace to craft a plan which is modified by any weaknesses or details that Griffin has noticed, or resources that Grace can get her hands on. Grumpy is often given a job to destroy something using demolitions or his bare hands and Gridlock enjoys causing maximum chaos to closed systems as frequently as possible. They make a point of protecting their employers, and always try to spend a few minutes to say goodbye at the end of a mission before the police show up.

At anytime, the Alternates will usually have an array of stolen handguns, shotguns, rifles, grenades, explosives, and exotic weapons on hand. They also will generally have two vehicles (one ground and one air, if possible) available to the team during any mission. The vehicles may or may not be upgraded depending on how much time and tools they have at their disposal (usually a built-in weapon, some armor B [ADR of 3d20+15 usually], or some other kind of useful equipment). They are very hard on their equipment, so they tend to always be on the lookout for more. The team usually creates one or two one-shot inventions on every mission, and they treasure any plan that has a core of misdirection, illusion, or division at its core.

During a mission they down play their superhuman powers (Griffin's senses, Grumpy's strength and armor, Grace's teleportation, and Gridlock's lightning powers) and usually rely on their guns and skills initially (the TV shows were designed this way to keep expenses down,

and the Madison kids appreciate having extra firepower at their disposal). The Alternates usually stay within 20 miles of Griffin so that he can monitor the team and alert them to any dangers.

Personalities/Character Traits: Despite the complaints, jokes, pranks and concerns voiced by Griffin, Grumpy, Grace and Gridlock during a mission, The Alternates can make a surprisingly effective team when they want to. They like one another's company, and have no plan for a normal family life beyond what they have now. Griffin enjoys playing games of chance (he's very good at them), Grumpy loves repairing and driving vehicles, and Gridlock enjoys exploring his artistic side when they have some down time. Grace enjoying exploring the social world more than the boys, and relies on her ability to disguise herself to get her into and out of strange situations (she's a terrible flirt).

Appearance: Griffin is 5'10" with a lean, muscular build, despite looking older than the others. His sandy brown hair is thinning slightly

and his eyes are light blue. He usually wears a combat vest, hunting jacket, or some other utilitarian piece of clothing. Griffin smokes when he's thinking (it's just a habit; he can't be addicted to tobacco).

Grumpy is 6'4" with a wide powerful build. His eyes are gray, and his blonde hair is styled in a mullet. He usually wears a t-shirt, vest and blue jeans. His arms and chest are covered in tattoos that include skulls, barbs, ravens and biker chicks (they used stencils and permanent paint for these).

Grace is 5'7", with an athletic body. Her eyes are grey, and she wears her short blonde hair in teased curls. She wears t-shirts and short skirts to emphasize her femininity and her lack of concealed weapons.

Gridlock is 5'9" with a lean build. He has blue eyes with short ash blonde hair that is usually hidden under a battered cowboy hat (unless he's in disguise). He has a favorite bomber jacket that he records his kills on, a small notch for each.

THE RANGERS

The Rangers were originally designed as a United Nations task force designed to investigate issues and problems that exist in the European nations and the Middle East. To this end, they composed a team composed of Europeans: Auto-da-fe' (Spanish), Claymore (Scottish), Flechette (French), Heatseeker (English), Powerplay (Austrian), Prophet (Danish) and their Team Leader, Spartan (Greek). After only three missions, the unit returned in disgrace, with Spartan nearly dead, and the rest of the group causing a diplomatic incident that could not be easily resolved or hidden (an unnecessary confrontation with a super-human terrorist group). When the dust finally settled, the Rangers were disbanded, but Spartan returned as a bionic super-soldier, and he invited the rest of the team (minus Prophet) to join him as international mercenaries. The UN is in the process of replacing and renaming the team.

Unlike many organizations, The Rangers are open to a wide variety of missions, although only certain members are likely to attend some missions based on their powers and outlooks.

AUTO-DA-FE'

Identity: Amaranto Salazar	Side: The Rangers (Neutral)
Sex: Male	Level: 4
Age: 27	Training: Agility

Powers:

1. Heightened Charisma A: +6.
2. Heightened Strength B Item (Crucifix of Strength): +26. This item is a tarnished silver crucifix. Very old and palm-sized, it hangs from a sturdy leather thong around his neck and under his costume.
3. Heightened Defense: -4 to be Hit.
4. Psionics Item (Sin Sensor): This bronze headband allows the wearer to track someone by their sinful (evil) thoughts in a radius of 230 miles. It can be used for 1 charge an hour, and it has 16 charges. Tracking a different person costs another charge. It can do up to four different people simultaneously. If the target has mental defenses, then the headband can try and overcome them once per charge (treat the sensing as a mind control attack from a being with an intelligence of 23 and a 15 Charisma). Failure means the headband can't detect them for that charge/hour. Note that someone who is not thinking sinful thoughts for the hour that the headband is looking for them won't be detected by this item.
5. Special Weapon (The Right Hand of Penitence): This leather glove made for the right hand is fitted bands of beaten steel along the back of the wrist. At will, the wearer can cause the glove to burst into intense

flames. The flames are PR = 1 / attack (causing 1d12 fire Damage; 51" range) or per turn as a Flame Power defense. The Flame Attack can also be used as a carrier attack. While wearing the glove, the wearer is essentially immune to Flame/Heat Damage, and the glove is superhumanly durable (SR 30). The glove doesn't have charges – the flame represents their faith, so the PR comes from the wearer.

6. Ranger Uniform: This skintight suit is a sentient Armor A with an ADR of 60. The suit heals damage at a rate of 1 ADR point per hour. This process also causes the suit to clean itself. The cost to Auto-da-fe' to heal the suit is 2 PR per Hour. Designed by Weaver, this symbiotic suit must be worn by Auto-da-fe' in order for this healing to take place.

The suit has a dozen hidden pockets of various sizes that retract into the suit when not in use. The pockets allow Rangers to carry cargo while still keeping their hands free.

Weakness: Special Requirement: The Crucifix of Strength, The Sin Sensor, and the Right Hand of Penitence require heartfelt prayer and/or confession (usually three to five minutes in length) twice a day in order for them to function for the wearer.

Weight: 240 lbs.	Basic Hits: 5
Agility Mod: —	Strength: 37
Endurance: 14	Agility: 12
Intelligence: 15	Charisma: 20
Reaction to Good: -3	Evil: -3
Hit Mod.: 6.1152	Hit Points: 31
Damage Mod: +2	Healing Rate: 1.5
Accuracy: +1	Power: 78
Carrying Cap: 6247 lbs.	Basic HTH: 2d8
Movement Rates: 63" ground	
Det. Hidden: 12%	Det. Danger: 16%
Inventing Points: 6.0	Inventing: 45%

Origin & Background: Spanish / Medicine and Religion/Mysticism Skills.

Amaranto Salazar worked and lived in Madrid as a student Doctor, learning his profession in a local hospital. Young and selfish, he thought little beyond getting his next girlfriend and improving his career as quickly as possible. That all came crashing down when his family received a letter that explained that he had received some inheritance from old Uncle Salvatore who had joined the priesthood at 20, and now 80 years later had passed. Lacking any children, Amaranto was named as Salvatore's inheritor. Amaranto had his doubts, but as the fourth of four children he was anxious to see the gift that he alone would receive.



In the ancient church that Uncle Salvatore had called home, Amaranto discovered that in addition to some money and a scant amount of personal possessions, Amaranto was also entitled to bear three holy artifacts – a crucifix, a glove and a headband. In order to retain these gifts, Salvatore's will stipulated that he had to pass three tests – a test of strength, a test of sin, and a test of penitence. If he could pass all three tests then the artifacts were his to own, otherwise they would go back to the church. He was tested in the deepest room of the church, and after he survived all three tests, while laying in the church's infirmary, he was given the artifacts.

The tests and the artifacts changed Amaranto, and he walked away from his former life. For a time he learned defensive combat skills and pored over the religious doctrine of the order, and soon came to realize that his Uncle Salvatore was a member of a secret society called The Iron Faith which formed from the ashes of the Spanish Inquisition, but acted in secrecy, without the oversight and control of the Spanish monarchy. Speaking to the Elders of The Iron Faith, they encouraged Amaranto to approach the UN and become one of their agents, while keeping his true allegiance to the society secret.

Combat Tactics/M.O.: Auto-da-fe' uses his great strength to punish anyone who threatens him directly. He uses the Glove of Penitence on those who try to harm him from a distance. Auto-da-fe' will combine punches and flame carrier attacks together only against inanimate objects, war machines, and as an object lesson for the foolish. Auto-da-fe' holds the role of second-in-command, spiritual consul, field medic, mystical expert and resident tracker thanks to the sin sensor.

Personality/Character Traits: Auto-da-fe' no longer cares about being a doctor or ever having another girlfriend. His goal is to combat sin, and he can't do that without stopping the most notorious and outstanding sinners. In truth, Auto-da-fe' would rather avoid combat by

simply convincing their opponents of the complete folly of their choices, but he's come to understand that many people simply can't see faith or reason unless it's forced upon them. He realizes that his own actions are often sinful, but he trusts that a few small sins by a repentant man are better than far worse sins by the unrepentant. Auto-da-fe' is more loyal to The Iron Faith than The Rangers, but because The Rangers don't know it exists and The Rangers and The Iron Faith haven't been at odds before, his teammates don't realize this yet. The Iron Faith (through a small dummy corporation) has already employed the Rangers in the past to mutual benefit.

Appearance: Auto-da-fe' is a broad Spaniard with short cropped black hair and dark brown eyes. He's 5'9" tall, and has a scar along his left cheek, burn scars on the skin of both feet, and discolored stains on both hands (these marks are from the trials where he earned the three items). Auto-da-fe' wears a ranger uniform with red accents and the symbol of a cross over his heart.

CLAYMORE

Identity: Alasdair McKee
Sex: Male
Age: 22

Side: The Rangers (Good)
Level: 4
Training: Intelligence

Powers:

1. Mutant Power: "Claymore" – This energy sword costs PR = 3 to summon, and 1 PR to sustain per minute. The sword is +4 to hit, and does HTH damage + 2d10 damage. Note: The sword can be picked up and used by another until the time his power has paid for runs out. If used against Claymore, there's a flash of light and the sword will disappear without harming Claymore.
2. Heightened Agility A: +13.
3. Heightened Expertise: +4 to hit with all blades, including his Claymore power.
4. Magical Spells: Claymore has latent magical powers that he does not fully realize he possesses. To date he has accidentally created patches of fog, made flower to bloom, and made a vehicle stall. His powers work better in Scotland, and best of all on his family property. Whether this is linked to his emotions or location is unknown.
5. Ranger Uniform: This skintight suit is a sentient Armor A with an ADR of 60. The suit heals damage at a rate of 1 ADR point per hour. This process also causes the suit to clean itself. The cost to Claymore to heal the suit is 2 PR per Hour. Designed by Weaver, this symbiotic suit must be worn by Claymore in order for this healing to take place.

The suit has a dozen hidden pockets of various sizes that retract into the suit when not in use. The pockets allow Rangers to carry cargo while still keeping their hands free.

Weight: 210 lbs.
Agility Mod: -
Endurance: 15
Intelligence: 15
Reaction to Good: +1
Hit Mod.: 7.56
Damage Mod: +4
Accuracy: +4
Carrying Cap: 588 lbs.
Movement Rates: 57" ground
Detect Hidden: 12%
Inventing Points: 6.0

Basic Hits: 5
Strength: 16
Agility: 26
Charisma: 13
Evil: -1
Hit Points: 38
Healing Rate: 2
Power: 72
Basic HTH: 1d8
Detect Danger: 16%
Inventing: 45%

Origin & Background: Scottish / Business and Inheritor (\$835,366) skills.

Alasdair McKee was a Scottish youth with a rough and tumble life. By the age of fifteen, he was an accomplished amateur boxer, self-taught juggler, occasional fisherman and sculptor. Alasdair's father was similar, with his own tourist destination and horse riding ranch built around their family castle (used on occasion as a hotel or a movie set).



But with his father's health faltering, Alasdair was set up with a tutor to teach his studies so that he could help his father to run the businesses by doing various odd jobs that were too physically demanding.

One day, as Alasdair was doing a brisk inspection of the Castle, he noticed that a portion of wall had collapsed and revealed an underground chamber. He descended and found a strange hidden room, filled with broken glass, strange chemicals and various moldy animal bones. He discovered an ancient tome, and as he began looking through it, it disintegrated into a cloud of painted dust and filled the tiny room. Breathing in the strange dust, he staggered out of the chamber, gasping for air, as he collapsed on the cobblestone. He woke up two hours later with a strange tattoo on his left arm. The tattoo was a perfect match of the great two-handed sword that makes up part of the McKee family crest. While he longed to investigate further, his caution won him over, as he stumbled back home with his stinging arm.

Back at the ranch, his father had collapsed, and was barely alive as Alasdair knelt beside him. When his father reached out and touched the tattoo on his son's arm, there was a surge of energy, as a blade of solid energy appeared in Alasdair's hand as his father died. But he could feel his father through the sword, as it pulsed and hummed with energy. And to this day, whenever he summons his sword, he feels the presence of his father. Following his father's death, Alasdair sold off the tour bus company, and hired a close cousin to manage the horse-riding ranch. He never found the hidden room again, but he moved into the Castle to manage the property better. He joined the United Nations and immediately began training with his new powers.

Combat Tactics/M.O.: Unless enraged to the point of recklessness, Claymore always begins by summoning his Energy Blade, and then entering "the stance," where he becomes one with his Energy Blade (treat this as Willpower Defense with a 20" movement cost). Considering the power and accuracy that Claymore has with his blade, it's no surprise that it's his favored form of attack. That said, he won't hack down normal people with it, and shows restraint by using it on buildings and vehicles, and targets that can withstand the abuse his sword can unleash.

Claymore typically works in a fire team with Flechette, where he can protect her on the ground and she can batter ranged opponents easily. He dislikes Powerplay intensely, and won't come to his aid immediately if he has an excuse.

Personality/Character Traits: Alasdair McKee is a noble and smart kid, who is far more than just a sword-wielding jock. The abuse they get from Heatseeker and Powerplay have pushed Claymore and Flechette together faster than their mutually modest personalities would allow, which means that they are very happy with the other's attentions, but don't talk about it. It's enough that they have each other's back, and have a frequent excuse to come to train and talk to each other. Claymore respects Spartan for his sacrifice, discipline, and leadership ability. He talks to Auto-da-fe' for advice, although he's come to realize that the holy man doesn't understand romantic challenges in the least.

Appearance: Claymore is a muscular and handsome Scotsman with short wavy red hair, and soft, clean shaven face. He's 6'1" tall with hazel eyes. He has a perfect tattoo of his Claymore upon his left arm. Claymore wears a ranger uniform with green accents and the symbol of a sword over his heart.

FLECHETTE

Identity: Monique Fournier
Sex: Female
Age: 21

Side: The Rangers (Good)
Level: 4
Training: Strength*

Powers:

1. Power Blast (Variant): "Energy Flechettes" PR = 2/Volley. 5d6 Damage. Range: 28" They can also be used as a Power Blast defense (PR = 2). The Flechettes look like volley of solid energy darts. The darts exist for about five seconds after being launched before fading into nothingness.

2. Heightened Agility A: +14.

3. Heightened Charisma A: +10.

4. Acrobatics: Evasion can be activated and ended on any turn desired, costing only ¼ movement per turn to do so. Activation out of phase costs the usual 2 PR.

Wire Walking: A tight rope can be walked with ease, requiring an Agility save +5 on 1d20 per movement travelled on the wire. No PR.

Fall Recovery: A height of Agility x 2 in inches can be fallen without suffering the damage normally sustained upon impact with a successful Agility Save on 1d20. 1 PR per attempt. Add an additional +1 to the roll for every 10 inches fallen.

5. Ranger Uniform: This skintight suit is a sentient Armor A with an ADR of 60. The suit heals damage at a rate of 1 ADR point per hour. This process also causes the suit to clean itself. The cost to Flechette to heal the suit is 2 PR per Hour. Designed by Weaver, this symbiotic suit must be worn by Flechette in order for this healing to take place.

The suit has a dozen hidden pockets of various sizes that retract into the suit when not in use. The pockets allow Rangers to carry cargo while still keeping their hands free.

Weakness: Reduced Strength: -1 (By further training, a total modifier of +1 is possible)

Weight: 110 lbs.
Agility Mod: +2
Endurance: 16
Intelligence: 15
Reaction to Good: +4
Hit Mod.: 7.2576
Damage Mod: +4
Accuracy: +5
Carrying Cap: 184 lbs.
Movement Rates: 55" ground
Det. Hidden: 12%
Inventing Points: 3.0

Basic Hits: 3
Strength: 12
Agility: 27
Charisma: 23
Evil: -4
Hit Points: 22
Healing Rate: 1.2
Power: 70
Basic HTH: 1d4

Det. Danger: 16%
Inventing: 45%

*Flechette previously trained to gain -2 to be hit at levels 2 and 3.



Origin & Background: French / Vagrant/Bum and Performing Arts (Circus) Skills.

Monique Fournier ran away from French foster care as a young girl, in search of her sole surviving relative – her Aunt Juliet. She survived on the street despite her size by being fast and adorable. Unfortunately, as she grew, her adorable looks brought unwanted attention and she was forced to work harder to avoid the criminals who sought to abuse and use her, as she avoided the authorities who wanted her to go back to foster care.

Then, it happened. Monique found her Aunt Juliet, working as an acrobat at a circus that traveled around Europe. Juliet immediately got Monique a job at the circus and became her legal guardian. Unfortunately, before the circus left Paris, Claude and Rupert found her. Claude and Rupert were two of the more violent thugs that Monique had embarrassed by repeatedly slipping out of their clutches. They grabbed her and tossed her into the trunk of a car, and drove away with her. In the stress of being hurt, of being captured, and being taken away from the nearest thing that Monique could call family, something fell into place inside her, and her power burst free.

Monique shot a blast of flechettes through the trunk of the car, blowing the trunk clean off the frame. Claude and Rupert assumed they were under attack, and swerved, not realizing the attacker was within the car. Understanding that she'd done this, Monique blasted the cab of the car with her new power, and sheared off the roof of the car as she injured Claude and Rupert. The car lost control and smashed into a tree. Monique was sent flying but a bush broke much of her fall. She managed to stumble back all the way to the circus as they were unpacking and taking the big top down. Juliet tended to her wounds and they got out of France within hours.

Flechette became a part of the circus, part acrobat with her aunt, and part sharpshooter with her strange energy powers. When her aunt

decided to retire from the circus (she found a good man in London), Flechette heard that the United Nations was recruiting and became a Ranger.

Combat Tactics/M.O.: Flechette is a crack shot with her energy darts, and she uses this skill to make called shots to hands, weapons, devices, items and vehicles to manipulate the field of battle and limit the options that her opponents have. Against opponents who are difficult to hit, or simply when she's overwhelmed by multiple opponents, she'll fall back onto multiple attacks or even just simple blasts. She tends to use her acrobatic skills as an ace up her sleeve to help her craft a quick escape when needed.

Flechette typically works in a fire team with Claymore, where she can pound the enemy, and Claymore can protect her from hand to hand combat and opponents that might try to overwhelm the slim young Frenchwoman. She dislikes Powerplay and Heatseeker intensely, but will come to aid them if Spartan or Auto-da-fe' ask her to.

Personality/Character Traits: Flechette is tired of being poor, and appreciates the wealth that comes from her mercenary life. That said, she's starting to realize it doesn't matter as much because she's beginning to fall in love with Claymore. She has Spartan to thank for this, because he put them together on the same fire team, and now that they are bullied by Powerplay and Heatseeker, it's forcing them closer together. This is part of the reason why Monique hasn't left the Rangers – she likes spending time with Claymore, who is everything she's after in a man (big, strong, protective and exotic). Flechette is proud to have Spartan as a leader, and is unconsciously seeking the approval of Auto-da-Fe', as a way of reconciling her crimes as a child. To Flechette, Heatseeker is coldhearted, jealous nerd who is worthless without her "little suit".

Appearance: Flechette is a petite and athletic Frenchwoman who stands 5'6" tall. She has platinum blonde hair that falls past her shoulder in waves, and crisp grey eyes. She speaks with a hint of a French accent that grows as she gets upset. On missions, Flechette wears a ranger uniform with silver accents and the symbol of a single Flechette dart over her heart.

HEATSEEKER

Identity: Maria Gates
Sex: Female
Age: 30

Side: The Rangers (Neutral)
Level: 3
Training: Agility

Powers:

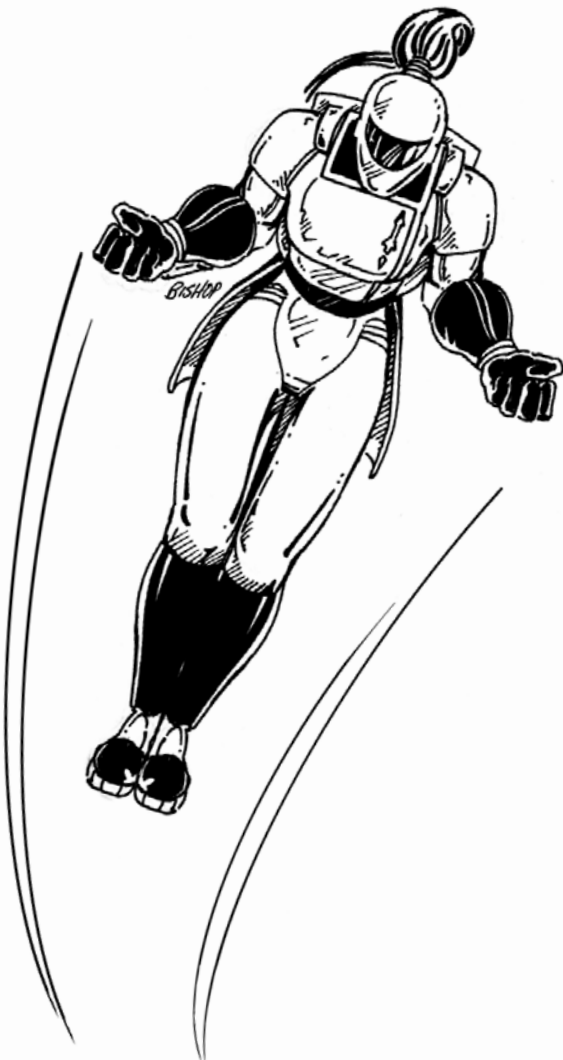
- Heightened Intelligence A: +12
- Armour B: ADR 102. The Heatseeker armor has an internal battery of 100 charges. Using the suit with the exoskeleton costs 5 charges per hour, and the life support systems cost an additional 3 charges per hour. Maria has added the following five inventions to this suit:
 - Protective Shields: Treat as Invulnerability 8 points vs. firearms, fires and explosions. Uses 4 charges per repulsed attack.
 - Light Exoskeleton: Strength +6 while the armor is worn. HTH attacks (unmodified by the Combat Gloves) cost 1 charge.
 - Life Support: See V&V rulebook for details, cost is noted above.
 - IR Vision: Heatseeker armor can shift to infrared, to see heat patterns instead of visible light. Double her detect hidden score while in armor.
 - Combat Gloves: These gloves give the wearer +2 to hit and +1d4 Damage in HTH combat. 1 additional charge per use.
- Ice Blaster: 1d12 Damage + ice formation. Range: 7 inches. 10 shots per recharge, but the Ice Blaster can draw power from the armored suit if required. This device cannot create ice armor. If the charges built in to the Ice Blaster are exhausted, each use drawing from the armor requires five charges.
- Flight Device (Jetpack): Maximum speed: 150 mph or 660". PR = 1 charge per hour. Four charges are held within the jet pack. The pack

can draw power from the armored suit if required, and in this case the cost will be one charge per hour of additional flight.

Weakness: Diminished Senses: Heatseeker's overconfidence makes her disregard the first signs of trouble (this halves her detect danger score).

Weight: 120 lbs.	Basic Hits: 3
Agility Mod: +2	Strength: 18 (12)
Endurance: 15	Agility: 16
Intelligence: 25	Charisma: 9
Reaction to Good: -	Evil: -
Hit Mod.: 6.912 (5.184)	Hit Points: 21 (16)
Damage Mod: +3	Healing Rate: 1.2
Accuracy: +2	Power: 74 (68)
Carrying Cap: 440 lbs.. (194 lbs.)	Basic HTH: 1d6 (1d4)
Movement Rates: 49" ground (43" ground) or 660" flight	
Det. Hidden: 36%	Det. Danger: 11%
Inventing Points: 2.5	Inventing: 75%

Origin & Background: British / Transportation and Research / Technology Skills.



Maria Gates was the love child of two British vigilantes - Windshear and Coldsnap. Her father (Windshear) was a man of action and bravery, while her mother was a quiet and nerdy inventor outside of her costume. Life went well when she was growing up - Her parents fought together as she became a teenager, and she knew one day she would follow in their footsteps. While Windshear and Coldsnap lacked the raw power to be players on the world stage, locally they were quite effective at stopping common criminals and minor super villains who dared to threaten their dear London.

Then disaster struck. Windshear and Coldsnap had just beaten the super-villain Crypto, and were preparing to go home for a rest when Windshear's skycycle lost control and failed, and began to plummet to the ground. Windshear used his wind manipulator device to toss Coldsnap off to safety as he wrestled with the dead controls. But it was no good, and the skycycle smashed into a car filled with normal citizens.

Windshear survived but nearly the entire Kirkwood family was killed in the car. Only one teenager, Vanessa Kirkwood survived, thanks to the sudden appearance of healing powers on her part (See Virgo, Signs of the Zodiac). Windshear was disgraced, and Coldsnap was embarrassed by association. Maria who had longed to be a superhero on her own, was angered by the way her parents were treated by the public and the media. Windshear's skycycle had always been a little temperamental, but it was a stray energy bolt from Crypto that had damaged the undercarriage of the skycycle, but no one noticed until after the crash when the cycle's black box was examined.

Maria vowed to redeem her parents, and so she began working on a power armor suit. In the three years it took her to build the suit, her parents had retired from superheros in disgrace, and then divorced. Maria's Heatseeker suit incorporated elements of her parents powers, but she decided that she had to forge a new chapter in her life. She joined the UN, and when the Rangers' funding was pulled and they were released from their duties, Heatseeker was the first to heed Spartan's call to become mercenaries. Heatseeker is too disillusioned to believe she can save her parents, and she blames her father for losing their credibility, and her mother for abandoning her father and getting the divorce. Bitter and angry, Heatseeker is looking out for herself now.

Combat Tactics/M.O.: As the only true flier in the group (Powerplay calls himself a flier, but his TK is much slower and weaker than Heatseeker's jet pack), Heatseeker is almost always up in the sky providing intelligence for the group. Her favorite tactic against hardened structures, vehicles and opponents is creating a mass of ice high up in the air and then dropping it on the target. Heatseeker likes working with Powerplay, given his ability to weaken even quite powerful paranormals and his general dislike Flechette and Claymore.

Personality/Character Traits: Heatseeker is a fairly cold and competitive dame. She quite accustomed to being the underdog and has a fairly high opinion of herself. She dislikes Flechette's exotic beauty and the way it makes her feel plain and ordinary. She respects Spartan's leadership for the raw power he brings to the Rangers, but dismisses Auto-da-fe's religion, since her scientific world has little place for it, or his seemingly magic feats.

Appearance: Outside of her armor, Maria Gates is a 5'8" Englishwoman with short black hair and light green eyes. She tends to only wear a t-shirt and shorts under the armor, because it gets quite hot in the suit. The Heatseeker is a powered armor suit with a retractable energy weapon on the right forearm (ice blaster), and a computerized display/mini-computer terminal on her left forearm. The jet pack looks like a small metal backpack with mini-arms that clips onto the suit. Heatseeker doesn't wear a Ranger Uniform, but her power armor looks similar to the general layout of those uniforms. Over her heart is the symbol of a missile.

POWERPLAY

Identity: Johann Bloch
Sex: Male
Age: 29

Side: The Rangers (Evil)
Level: 4
Training: Charisma

Powers:

1. Absorption (Variant): Power Suppression. Range: 30" (x2 Endurance). This attack form hits as Mind Control, and temporarily suppresses powers of Powerplay's choice, causing those powers of the target to stop functioning immediately. PR = 1 per number of powers suppressed per turn. Powerplay must specifically select the powers he is suppressing, so unknown powers can't be affected. This power doesn't work on skills, devices or items. The maximum number of powers that Powerplay can suppress at any time is equal to his level (4).
 2. Telekinesis: 520 lbs. Capacity. Maximum damage is 1d8. PR = 1 per attack. Maximum Range: 96" Maximum Speed of manipulated objects per turn: 60" PR = 1 per turn per object. As a defense it costs 1 action and 1 power to set up and then 1 PR per attack repulsed thereafter.
 3. Invulnerability (variant): Immune to Absorption, Devitalization Rays and Paralysis Rays.
 4. Heightened Agility A: +12.
 5. Body Power: Powerplay's PR total has been increased by 30 points due to his blood cells having an increased oxygen-carrying capacity.
 6. Ranger Uniform: This skintight suit is a sentient Armor A with an ADR of 60. The suit heals damage at a rate of 1 ADR point per hour. This process also causes the suit to clean itself. The cost to Powerplay to heal the suit is 2 PR per Hour. Designed by Weaver, this symbiotic suit must be worn by Powerplay in order for this healing to take place. The suit has a dozen hidden pockets of various sizes that retract into the suit when not in use. The pockets allow Rangers to carry cargo while still keeping their hands free.
- Invention: Telekinetic Flight: Maximum Speed: 60" PR = 1 per hour. This PR rate applies only to when he is flying (not when he's manipulating other objects).
- Weakness: Reduced Charisma -5 (training could further reduce this penalty to -3).

Weight: 170 lbs.

Agility Mod: -

Endurance: 15

Intelligence: 15

Reaction to Good: +2

Hit Mod.: 6.48

Damage Mod: +4

Accuracy: +4

Carrying Cap: 315 lbs.

Movement Rates: 52" ground or 60" with telekinetic flight

Det. Hidden: 12%

Inventing Points: 4.0

Basic Hits: 4

Strength: 13

Agility: 24

Charisma: 7

Evil: -2

Hit Points: 26

Healing Rate: 1.6

Power: 97

Basic HTH: 1d6

Det. Danger: 16%

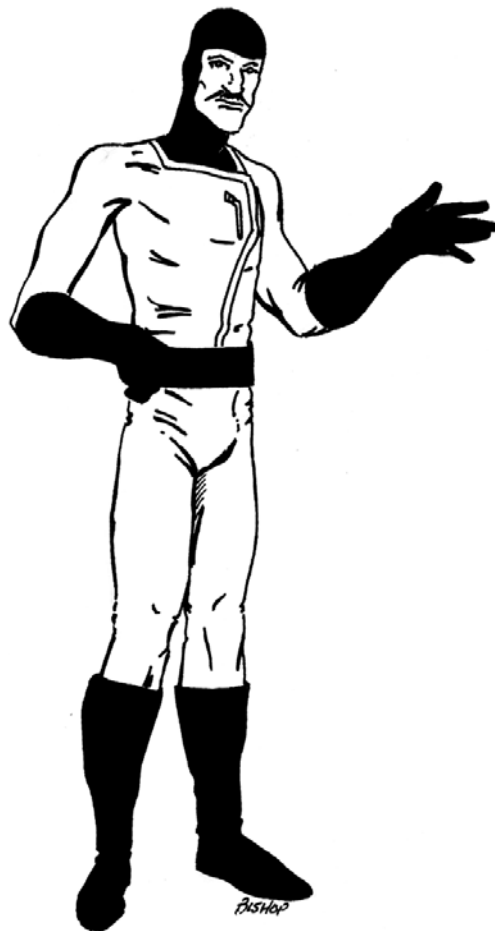
Inventing: 45%

Origin & Background: Austrian / Scientist (Parapsychology) and Sports (Ice Hockey) skills.

Johann Bloch was an aspiring young student looking to parlay his sports scholarship into a hockey career over in North America as a goalie. Things looked positive, until he began looking for extra money to supplement his spending money. To that end, he signed up with a parapsychologist for a battery of tests which found he had a potential for telekinesis. Interested in the extra money the parapsychologist offered, he accepted a second battery of far more invasive tests.

The tests worked all too well. His telekinetic powers emerged, along with the ability to suppress the powers of people, and a bold new manic energy he could tap into. Unfortunately, there were also problems. The new manic energy made him arrogant and pushy; he soon realized that his powers would also crush any chance he had of joining any kind of sports organization. This made him angry and bitter, and soon switched over to parapsychology to understand more about his own powers.

Finally graduating, he found that his vocation had nearly no chance



for employment, and within months he was applying for a spot in one of the UN's new super-hero programs. The rest is history.

Combat Tactics/M.O.: Powerplay starts by setting up a TK defense, and then he'll focus on the fun stuff – suppressing powers. Powerplay enjoys shutting off the powers of his opponents and then watching them as they scramble to adapt. Some his favorite powers to shut off are Flight (its fun to watch people's faces as they fall and smash into things), Armor A (they usually look so tiny), and Heightened Speed (he hates those speedy jerks). Powerplay will happily batter someone whose powers are suppressed with his TK, or simply lift them up and drop them. Powerplay works in a fire team with Heatseeker because her armor can protect him from device wielding foes, and they both can fly unlike everyone else. Also, Flechette and Claymore dislike Powerplay intensely.

Personality/Character Traits: Johann Bloch is a jerk and a bully. Since his power suppression doesn't work on Heatseeker, Spartan or Auto-da-fe', he's been working to keep Flechette and Claymore ("the pretty people") under his thumb and below him in the pecking order. His closest ally in The Rangers is Heatseeker, because she shares his loathing of Flechette. He'd like to start a relationship with her, but she's been playing hard to get. He finds Auto-da-fe' boring and longwinded, but really likes and respects Spartan.

Appearance: Powerplay is a lean, wiry Austrian with short brown hair, mutton chops sideburns and a thin mustache. He's 5'9" tall, and has a wide nose (it was broken a few years back), and brown beady eyes. During the hockey playoff season he tends to let his hair grow out (Claymore and Flechette have grown to love hockey for this reason). Powerplay wears a ranger uniform with purple accents and the symbol of a hockey stick over his heart.

SPARTAN

Identity: Ambrose Carellash
Sex: Male
Age: 31

Side: Rangers (Neutral)
Level: 7
Training: Intelligence

Carrying Cap: 3347 lbs.
Movement Rates: 89" ground
Det. Hidden: 42%
Inventing Points: 10.6

Basic HTH: 1d12
Det. Danger: 54%
Inventing: 54%

Powers:

1. Heightened Endurance A: +12.
2. Heightened Intelligence A: +6.
3. Heightened Expertise: +4 to hit with HTH attacks.
4. Bionics (x2): Spartan's body has been altered cybernetically to include the following modifications:
 - a) Bionic Arms and Legs with Spine Reinforcement: +14 Strength.
 - b) Banded Plating: Arms, Legs, Hips and Shoulders are bound in protective bands of "mesh metal" skin. Treat as Invulnerability 14 per turn except against mental attacks.
 - c) Combat Reinforcements: Treat as Natural Weaponry (+2 to hit, +4 to Damage). The limbs and spine have pistons, shock absorbers and reinforcement that add in HTH combat.
 - d) Bionic Eye (Left): Targeting Sight (+2 to hit with ranged weapons). Has optional Infrared vision and an integral digital video camera/scanner.
 - e) Bionic Ears: Triple normal detection percentages. Also built-in cellular phone / internet uplink system. Can also record audio files.
 - f) Reinforced Organs: Endurance + 8. Includes internal sensors to monitor Spartan's body. This allows Spartan to perform like someone with Willpower (Type A). PR = 4 per turn when used as a defense form.
 - g) Neural Processor: Agility +7. Optional "Neural Overdrive" gives an additional +8 bonus to Initiative rolls. PR = 2 / paid between turns when this bonus is used.
 - h) Computerized Subsystem (aka "Comsub"): As per Animated Servant, but it has no body of its own. Comsub can perform two actions on its own per turn (on initiative 16 and 1). Actions are limited to: searching the internet / radio, making a cellular phone call, downloading or accessing personal files (music, maps, documents, news, etc.), awakening Spartan if asleep or unconscious (+15% on wake up rolls), searching (reviewing audio and visual information from bionic ears / eye (-10% on detect hidden /danger while performing this action), or performing computations (determining how fast someone is driving, weapon identification, diagnostics on Spartan's systems, monitoring Spartan's life signs, etc.). Spartan can hear/see Comsub's information if desired via his bionic senses (projects information onto his bionic eye or transmits it to his bionic ear). Comsub responds to spoken (or whispered) voice commands or limited visual commands through the bionic eye.

Invention: Cyber Sight: This sight can fit on any standard firearm. The electronic sight transmits a digital picture directly to Spartan's bionic eye and improves his existing targeting sight (increasing the targeting bonus from +2 to +4). This sight also allows Spartan to fire around corners with only his hand and gun being exposed (this only works with hand guns, not rifles). If the sight is out of Spartan's possession, it can transmit images up to 10" away.

Weapons and Equipment:

1. Energy Rifle (w/ Cyber Sight: +3 to hit, 1d12 Damage, range: 125", 7 shots/ clip; 3 clips are carried).
2. Energy Pistol (w/ Cyber Sight: +2 to hit, 1d10 damage, range 75", 11 shots/clip, 3 clips carried).
3. Throwing Knife (+2 to hit, HTH+1d2 damage, range: 25").
4. First Aid Kit.

Weight: 240 lbs.
Agility Mod: -
Endurance: 35
Intelligence: 18
Reaction to Good: -2
Hit Mod.: 30.03
Damage Mod: +4
Accuracy: +4

Basic Hits: 5
Strength: 29
Agility: 25
Charisma: 15
Evil: -2
Hit Points: 151
Healing Rate: 5.0
Power: 107



Origin & Background: Greek / Military, Government/Bureaucracy, and Journalism skills.

Ambrose Carellash was conscripted for his compulsory nine months of military service, when he realized just how much he loved the feeling of working towards something. Poor most of his life, Ambrose trained as a crack soldier and worked harder for those nine months than ever before in his life. When his stint was complete, he applied for a permanent position with greater responsibility. He became a master at hand-to-hand combat, and was soon an officer. But as he trained, he longed for opportunities to prove himself. To that end, he became a Greek peacekeeper with the UN.

When he discovered that they were looking for soldiers to assist new groups of superhuman peacekeepers, he gladly accepted the offer. He found that while these men and women made decent peacekeepers with all of their amazing powers, they often lacked tactic and leadership skills that belonged to the military and who was willing to sacrifice for the good of others. He was assigned as the UN liaison to the Rangers (Auto-da-fe, Claymore, Flechette, Heatseeker, Powerplay, and Prophet), making him the defacto leader.

Prophet didn't like Ambrose, and made no bones about it. Prophet predicted that Ambrose's leadership would get one of them killed, and

like all of Prophet's predictions it was true, after a fashion. When for their first mission, the Rangers were assigned to peacekeeping work in Afghanistan, Prophet convinced the rest to turn on Ambrose when he detected the work of terrorists would attack the UN base in three days. When the Rangers attacked the local paranormal terrorists (called The First Jihad), they fought to a standstill, while the true terrorists' attack occurred unabated at the UN base. Fortunately, Ambrose was searching the base high and low for The Rangers, and in the process discovered the human bomb that was intended for the medical staff and officers. Ambrose wrestled the man to the ground in the middle of the street, and triggered a hand grenade before the bomber could trigger his own explosive.

Ambrose was crippled, and died twice on the table before the doctors managed to stabilize his shattered body. When the Rangers returned, they discovered that Prophet had led them astray in their assault on The First Jihad, and that Ambrose alone had kept the peace. When the media heard The Rangers had provoked The First Jihad into attacking other bases, the Rangers were pulled out and replaced with a new paranormal group with experience that could follow orders.

When word of Ambrose's bravery returned to his native Greece, he was offered new bionic replacement parts from a military think tank called The Achilles Project. In only a few months, Ambrose was literally a new man, and a force to be reckoned with. The investigation into the misconduct at Afghanistan had only just finished, and the Rangers were being disbanded. Ambrose approached all the Rangers, except Prophet (who returned back to Denmark in disgrace). With Spartan as their leader, they agreed to keep fighting against what was wrong in this world.

Combat Tactics/M.O.: Spartan has no qualms about using his firearms or forearms to pummel and ruin his enemies. However, that's not all our Greek is capable of doing. While he is firing, swinging or running, he frequently uses his Comsub system to make phone calls or emails to other Rangers or local law enforcement, run programs against recorded audio or video (such as a lie detection or lip reading program), or doing an internet search on new foes to determine who they are and what powers they possess. Getting these tricks done can give him a tactical advantage over people who have no idea that his bionics can do this.

Personality/Character Traits: Spartan is not the same man who jumped on that grenade. The pain that his noble sacrifice has garnered him, has made him question the cost of nobility. To that end, he has been carefully balancing Claymore and Flechette against Heatseeker and Powerplay so that he can keep the group together and accept a variety of small missions (whether for good or evil) that he can send part of the group out to resolve. Up to this point, the idea has been successful. In the future he is hoping to attract a few more members to the Rangers so that they can handle "good" and "evil" missions without removing so many Rangers from the equation that they lack the power to do the work in the first place.

Appearance: Spartan is a 6'4" tall Greek with short brown hair. His right eye is blue, his left eye is bionic and a deep red, and he covers it with a patch in non-combat situations. His face has been remade with various plastic surgeries, so that he looks somewhat normal, if you ignore the small scars. There are also horizontal bands of metal mesh covering his bionic arms, legs, hips and shoulders. Spartan wears a leather version of the Ranger suit with a shield over his heart.

WHAT IS MHR?

Published on the COGBLOG by Chris O. Groeneveld

In a world that is threatened by the likes of Doctor Apocalypse, Force, Motivator, Extractor, Wild Rose, and where bands of super-powered thugs roam (such as the Crushers, the Midnight Men, the Gene Pool, TOTEM, and the Zodiac to name just a few), how are we, as a society, coming to grips with the machinations of these villains? Do we support those few heroes who have emerged to protect us, such as the Crusaders, the Rookies, the Greater Good, and the Aegis? Can we trust them not to betray us? Or do we put our faith in CHESS, FISH, GIANT, and other mysterious government organizations that are bound by law to defend us, but are limited by the politicians who guide them.

Jaywalker has her own answer. I interviewed this young paranormal in Stanley Park a few days ago at a park bench just beyond the shade of cedars and fir trees. Jaywalker is a slim, 5'4" foot tall with her brown hair cut in a bob. Her costume is a stylish one piece body suit in soft green, with an oddly slanted letter "J" over her heart. She doesn't wear a mask, but she pulled the hood up and out of her suit collar when it started to rain during the interview. I can't place her perfume, but it's sweet and subtle. I try to keep my journalistic professionalism, but she's really quite charming.

Chris: Thanks for meeting with me.

Jaywalker: Not a problem. Thank you for the free advertising.

Chris: You're welcome. So, what is MHR?

Jaywalker: MHR is the abbreviation for my company, Metahuman Resources.

Chris: What does MHR do?

Jaywalker: The goal of MHR is to create and promote a community of paranormals where people with powers can get the services and tools they need to be functioning members of society.

Chris: Sounds good, but why are you doing this?

Jaywalker: I see a need in the world, and I want to fill it. Nearly every paranormal seems to have problems relating with their family, their peers, law enforcement, and sometimes even their own powers. I'm building MHR to help fulfill those needs, and draw in these people that want help.

Chris: Can you give me an example of where MHR has helped someone?

Jaywalker: Last week met a youth who had recently undergone a transformation, and she was scared and had nowhere to turn to.

Chris: What kind of transformation?

Jaywalker: Her skin pigmentation was changing. Essentially her skin was turning black overnight. From there, her skin changed further, gaining stripes like a Zebra. Her family wasn't supportive, she was missing school, and her transformation had caught the attention of a neighbourhood gang. Thankfully, her transformation caught our attention as well.

Chris: What did you do for her?

Jaywalker: My initial interview with Zebra confirmed that she was paranormal, and not simply stricken with an unusual illness. We got her a tutor, and we contacted her family to set up a series of meetings to explore their relationship.

Chris: And what about the gang?

Jaywalker: My staff resolved her problem with the gang.

Chris: How? Did you go in there and bust some heads?

Jaywalker: No, we simply advised them that Zebra was under our protection, and that their attention wasn't wanted.

Chris: That's it?

Jaywalker: Gangs respect power. And my staff can be quite impressive when they want to be.

Chris: Are the police okay with this?

Jaywalker: Completely. Our police liaison was involved in the operation.

Chris: But your staff aren't heroes?

Jaywalker: Not if they don't want to be. Chris, I respect heroes, I really do, but I'm not one of them. I have a touch of power, but no impulse to commit crime like a villain, nor the patience to wait around like a hero for someone to break a law or for something to go wrong. I needed another option, and that's what MHR is.

Chris: And what's that?

Jaywalker: A chance to build a community for gifted people and make everyone happier. Treat us like normal people.

Chris: But you're building a company. How do you make your money? How do you pay your staff?

Jaywalker: Our members pay monthly dues and nominal fees for our basic and extra services. Organizations who want to advertise to our members must pay for that benefit also. Paranormals with a flair for contract or mercenary work can easily advertise their talents through the community for a small fee, and we also act as a headhunting firm for clients who have specific needs, and that's quite profitable for us.

Chris: What about members who can't afford MHR fees?

Jaywalker: We can always find them jobs within the community, or the company, and that should cover their costs. Zebra, for example, is helping us construct a small building that's part of our complex. This work covers her expenses, gives us a new shed for our complex, gives her some new skills, and she makes some new friends in the

process. It's a win-win.

Chris: So I see. How do you deal with super-villains?

Jaywalker: Members with an outstanding warrant for their arrest have their MHR privileges frozen in that country until they turn themselves in. And we don't allow fugitives to join MHR. I find it's disruptive to the community. We are open to reformed criminals, but we have special services and security in place depending on the nature of their crimes.

Chris: That makes sense. How big do you want this MHR community to get?

Jaywalker: I want one in any area with enough paranormals to sustain it. I'm already in the process of building six other branch offices in other cities like New York, London, Tokyo, Strand, etc.

Chris: So, if this is your company... that means your name is on the documents. How did you get them to accept Jaywalker as an owner?

Jaywalker: I didn't. My real name is Jill Walker, and that's the name on the contracts.

Chris: Oh. Okay.

Jaywalker: And now I'm out of time.

And with that she gave me a drop-dead smile, stood up off the bench, and walked around me. In the moment or two that it took for me to collect my faculties and realize that the interview was over, she was just gone. There was only the scent of her perfume on the air.

So, if you suddenly develop the proportional powers of porcupine, start having strange visions of people you don't know, or maybe you wake up in the morning floating over your bed, don't call me. Call MHR instead. Here's the link <MHR>.

Have a super day.

C.O.G.