



DEEP ARMAGEDDON



HAVEN

Haven is a former super-villain headquarters, a domed floating island that sunk a quarter century ago to the bottom of the Mediterranean. What happened twenty-five years ago is a mystery, but the villains suddenly disappeared as part of a series of vanishings around that time. Because of the disappearances, explosions had rocked the artificial island and sent it to the depths near Malta, but surprisingly, it remains mostly intact. The villains never returned, making it ripe for plundering.

Haven Milestones

LEGACY OF A SUPERVILLAIN

Ever since you heard that Haven had been rediscovered, you have intended to find and claim a piece of lost supervillain legacy for your own, either for good or evil.

- 1 XP** when you talk about a piece of lost villain technology you know to exist in Haven.
- 3 XP** when you first come across a piece of lost villain technology in Haven and claim it for your own.
- 10 XP** when you use the lost villain technology from Haven to take down an opponent, or your foe confiscates the villain technology and uses it to take you down.

REBUILDING HAVEN

You think the ruins of Haven can be salvaged to become a new headquarters either for good or evil.

- 1 XP** when you find schematics of Haven.
- 3 XP** when you fix and reactivate a subsystem in Haven.
- 10 XP** when you disable the self-destruct system and move Haven to a new, safe location to start full repairs, or destroy Haven to prevent it from falling into the hands of your foes.

Haven Unlockables

► **[5 XP/10 XP] Recovered Legacy:** Weapons can be found in Haven, but not all of them have the right power source. If you come across a piece of Haven technology, you can spend 5 XP to activate the item as an additional, temporary power set like any other. If its *Gear* Limit is ever put into place, it loses its charge and is broken. If you spend 10 XP, you have figured out its power source and can use it as a normal Power Set.

Here is a list of legacy items known to exist in Haven (roll D10). Some example power sets are given here, but feel free to develop your own.

- 1 Bacterio-Mage's Viral Arsenal
- 2 Challenger's Armor
- 3 Copy Editor's Clone Pods
- 4 Doc Droid's Robots
- 5 Doctor Apostate's Fusion Cannon
- 6 Horus's Headdress
- 7 Light Brigade's Red Laser Cannon
- 8 Strafe's Cybernetic Armor
- 9 The Crisis Wand
- 10 WarStar's AstroSpear

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Legacy Items

BACTERIO-MAGE'S VIRAL ARSENAL

TRANSMUTATION • 10

SFX: *Area Attack*. Against multiple opponents, add a D6 and keep an additional effect die for each additional target.

SFX: *Disease*. Add a D6 and step up your effect die by +1 when using BACTERIO-MAGE'S VIRAL ARSENAL to create assets.

Limit: *Gear*. Shutdown BACTERIO-MAGE'S VIRAL ARSENAL and gain 1 PP. Spend 1 PP to recover.

DOC DROID'S ROBOTS

FIRE BLAST • 8

STRETCHING • 6

CYBER SENSE • 6

SUPERHUMAN STRENGTH • 10

Limit: *Gear*. Shutdown DOC DROID'S ROBOTS and gain 1 PP. Spend 1 PP to recover.

LIGHT BRIGADE'S RED LASER CANNON

LIGHT BLAST • 10

SFX: *Collateral Damage*. Instead of spending 1 PP, add D6 to the doom pool to create a LIGHT BRIGADE'S RED LASER CANNON stunt.

Limit: *Gear*. Shutdown LIGHT BRIGADE'S RED LASER CANNON and gain 1 PP. Spend 1 PP to recover.

STRAFE'S CYBERNETIC ARMOR

SPACE FLIGHT • 12

SUPERHUMAN DURABILITY • 10

SUPERHUMAN SENSES • 10

SUPERHUMAN STRENGTH • 10

Limit: *Gear*. Shutdown STRAFE'S CYBERNETIC ARMOR and gain 1 PP. Spend 1 PP to recover.

WARSTAR'S ASTROSPEAR

ENERGY BLAST • 10

TELEPORT • 12

GRAVITY CONTROL • 10

Limit: *Dimensional Gate*. TELEPORT can only open a dimensional gateway. If TELEPORT is used during an Action Scene, shutdown TELEPORT. Recover during the next Transition Scene.

Limit: *Extremely Heavy*. Change any WARSTAR'S ASTROSPEAR power into a complication and gain 1 PP. Activate an opportunity or remove the complication to recover the power.

Limit: *Gear*. Shutdown WARSTAR'S ASTROSPEAR and gain 1 PP. Spend 1 PP to recover.

KASCA

General Kasca Kas'r [public]

Affiliations

SOLO



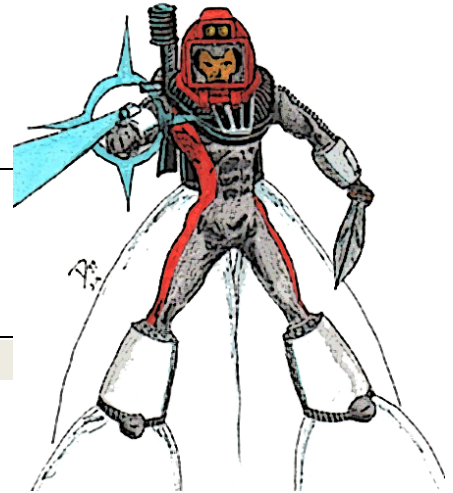
BUDDY



TEAM



WATCHER
ONLY



Distinctions

ALIEN NOBLEMAN
FAMILY PRIDE
GALACTIC WARRIOR CORPS VETERAN

Power Sets

ADVANCED SCYTHARIAN TECHNOLOGY

MISSILES • 10

SUPERSONIC FLIGHT • 10

SUPERHUMAN DURABILITY • 10

INVISIBILITY • 10

SFX: *Missiles*. Add a D6 and keep an additional effect die for each additional target.

SFX: *Electrified Counterattack*. On a reaction against an attack action involving physical contact, inflict physical stress with your effect die at no doom die cost or spend a doom die to step it up by +1.

Limit: *Multipower*. Use two or more ADVANCED SCYTHARIAN TECHNOLOGY powers in a single dice pool at -1 step for each additional power.

Limit: *Gear*. Shutdown ADVANCED SCYTHARIAN TECHNOLOGY and add D6 to the doom pool. Spend D6 from the doom pool to recover.

Specialties

COMBAT EXPERT • 8

COSMIC EXPERT • 8

MENACE EXPERT • 8

SCIENCE EXPERT • 8

TECH EXPERT • 8

VEHICLE EXPERT • 8

History

General Kasca Kas'r is a member of one of the High Families of the alien Santari nobility. House Kas'r is noted for skirting the edge of the law and several acts that could be characterized by outright rebellion, but they've managed to cover their tracks just well enough to avoid the outbreak of civil war. An unnamed faction of the Kas'r unleashed a dangerous creature called the Arcanovore on Earth, but were defeated by the heroes of Earth.

General Kasca was one of the ship captains involved in the Arcanovore affair. He has gone renegade, seeking revenge on the planet. However, he is doing this in secret, as he is acting without sanction and does not want to bring shame to his House if he is caught in his plan of revenge.

Personality

General Kasca will do everything to keep his family honor, even if he must pursue vengeance for his House in secrecy. He had no plans to be captured alive. But if he is to succeed, he may need to find allies....

Abilities & Resources

Kasca has access to advanced Santari technology, and wears a powersuit. He has a bug-out pack that permits flight, a micro-missiles array, and can create an electric field around his armor. His long-term plans are to create a powerful suit of armor. Currently, he has access to old-model Scytharian cyborg attack units and stealth technology that he stole from the vaults of the Galactic Warrior Corps.

OLD-MODEL SCYTHARIAN CYBORG

SOLO

BUDDY

TEAM

DEFENSE UNIT
CYBORG



CYBORG SYSTEMS

PLASMA BLAST • 10

INVISIBILITY • 8

SUPERHUMAN STRENGTH • 10

SUPERHUMAN DURABILITY • 10

SFX: *Boost*. Shutdown the highest rated CYBORG SYSTEMS power to step up another CYBORG SYSTEMS power by +1. Recover power by activating an opportunity.

Limit: *Vulnerability*. Step up mental stress from electric, electromagnetic, or cybernetic attack actions to step up the lowest die in the doom pool or add a D6 doom die.

COMBAT EXPERT • 8

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EMOTIONAL

MENTAL

PHYSICAL

ACADEMY OF SUPER-HEROES

The Academy of Super-Heroes are assembled from the graduate class of the Academy, a facility in northern Wisconsin designed to train a new generation of superheroes. One of the instructors, known simply as The Professor, used to be the hero Solar Max. He has now passed on his alien armor and name to a new hero, and hopes that the new Solar Max will lead the team well. A new team, they have already defeated several threats from space and on Earth, but that success is marred by tragedy: a member of their team cracked under the stress and had to be institutionalized. There are also up-and-coming students currently enrolled at the Academy, who might one day join the team or start their own....

A.S.H. Milestones

OLD FRIEND, NEW ENEMY

Some Academy students stray to the side of evil. You seek to help them back to the side of good.

- 1 XP** when you make a plea to a former Academy student who has become a villain, to turn away from the path of evil.
- 3 XP** when you make pull a punch against the chosen villain you are trying to convert.
- 10 XP** when you directly convince the chosen enemy to switch to your side, causing emotional stress, or you fight the chosen villain you've tried to convert and one of you stresses out the other.

PATH OF THE ACADEMY

You want to teach at the Academy one day.

- 1 XP** when you talk to a current Academy student about their studies.
- 3 XP** when you give advice to a current Academy student.
- 10 XP** when you either quit the team to teach at the Academy or convince your team to take a new Academy student as a probationary member of ASH.

A.S.H. Unlockables

►[5 XP/10 XP] **Academy Assistance:** For 5 XP, you may unlock a named Academy student to assist in a Scene. For 10 XP, you may enlist the aid of the named Academy student for the rest of the Act as a Watcher character.

►[10 XP] **A Visit to the Oracle:** The Oracle can only be used once per character during the Event. For 10 XP, you can visit the Oracle at Delphi during a Transition Scene and gain an insight into your current situation in the form of a vision from the Watcher. Once during the Event, in a future roll that pertains to this vision, you may choose to add D12 to that roll. Afterwards, add D12 to the doom pool.

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Significant Academy Allies

THE PROFESSOR

SOLO BUDDY TEAM



MASTER
INSTRUCTOR • 10

HYPERSPATIAL RIFTS • 10

PETER THE SATYR

SOLO BUDDY TEAM



MASTER MYSTIC
CONSULTANT • 10

SATYR NATURE • 8

NATE 'NETWALKER' WALKER

SOLO BUDDY TEAM



MASTER HACKER • 10

CYBER SENSE • 6

TABITHA PIERCE 'TAWNY' ADAMS

SOLO BUDDY TEAM



EXPERT TELEPATH • 8

TELEPATHY • 6 INVISIBILITY • 8

MIND CONTROL • 6

MIKE 'BOOMER' HODGSON

SOLO BUDDY TEAM



MASTER
GADGETEER • 10

GADGETS • 8

ALARIC MUHAMMAD 'A.J.' JACKSON

SOLO BUDDY TEAM



EXPERT FIGHTER • 8

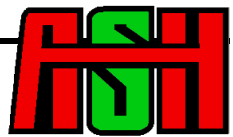
ENHANCED STRENGTH • 8

ENHANCED STAMINA • 8

ENHANCED DURABILITY • 8

CHANNEL

George Sylvester [public]



Affiliations

SOLO

6

BUDDY

10

TEAM

8

Distinctions

DEPENDABLE TEAMMATE
ENERGY TRANSMUTER
HISTORY BUFF

Power Sets

ENERGY TRANSMUTATION

TRANSMUTED ENERGY BLAST • 8

COSMIC CONTROL • 8

ENERGY RESISTANCE • 12

SFX: *Absorption*. On a successful reaction against an energy attack action, convert your opponent's effect die into an ENERGY TRANSMUTATION stunt or step up an ENERGY TRANSMUTATION power by +1 for your next action. Spend 1 PP to use this stunt if your opponent's action succeeds.

SFX: *Area Attack*. Add a D6 and keep an additional effect die for each additional target.

SFX: *Counterattack*. On a reaction against a physical energy attack action, inflict physical stress with your effect die at no PP cost or spend a PP to step it up by +1.

SFX: *Dangerous*. Add a D6 to your dice pool for an attack action and step back the highest die in pool by -1. Step up physical stress inflicted by +1.

SFX: *Immunity*. Spend 1 PP to ignore stress, trauma, and complications from energy.

Limit: *Zero Sum Energy Transmutation*. To use TRANSMUTED ENERGY BLAST, you must first use *Absorption* successfully the round before, but it will allow you to declare a new energy type. Also, COSMIC CONTROL can be only used to transmute existing energy into a different energy type.

Specialties

COSMIC EXPERT • 8

SCIENCE EXPERT • 8

Milestones

THE RESPONSIBLE ONE

- 1 XP when you chastise a teammate for being irresponsible.
- 3 XP when you make amends for something a teammate did that they should have apologized for.
- 10 XP when you can't take it anymore and decide to end your friendship with your irresponsible teammate, or relax at last and go along with your teammate's antics.

UNRAVELING MYSTERIES

- 1 XP when you discover a new mystery that no one has solved before.
- 3 XP when you spend a Transition Scene researching the mystery that has caught your attention.
- 10 XP when you either solve the mystery or take trauma while trying to solve the mystery.

History

George Sylvester attended the same school as Scorch and was his roommate. They got along quite well, with George's power able to transform Scorch's flames into different forms of energy. He joined the Academy of Super-Heroes as Channel.

His older sister is Juliana Silvestri, a famous fashion designer

who changed her name from Julie Sylvester when she became famous.

Personality

George tries to be the serious, responsible one, reining in his best friend Scorch when he's acting like a hothead. He is studious, and rarely brash or outspoken. He will always stand by his teammates.

Abilities & Resources

George manifested his ability when he learned Thermodynamics. He is able to increase the efficiency of energy directed at him, effectively violating the Second Law of Thermodynamics. Normally he converts heat into an offensive attack or shifts attacking energy into a form less likely to harm him. Channel is frighteningly powerful when working with Scorch.

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EMOTIONAL

MENTAL

PHYSICAL

CONTACT

Aaron Zander [public]



Affiliations

SOLO

6

BUDDY

8

TEAM

10

Distinctions

PHYSIOKINETIC FIGHTER
NOT A TRUE TELEPATH
TWO MINDS, ONE BODY

Power Sets

PHYSIOKINESIS

ENHANCED DURABILITY • 8

ENHANCED REFLEXES • 8

ENHANCED STAMINA • 8

SPEED • 6

ENHANCED SENSES • 8

ENHANCED STRENGTH • 8

SFX: *Mental Acuity*. Spend 1 PP to reroll when using PHYSIOKINESIS.

SFX: *Multipower*. Use two or more PHYSIOKINESIS powers in a single dice pool at -1 step for each additional power.

Limit: *Exhausted*. Shutdown any PHYSIOKINESIS power to gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.

NASCENT TELEPATHY

TELEPATHY • 6

PSYCHIC RESISTANCE • 10

SFX: *Two Minds Is More Than Enough For One Body*. Spend 1 PP to ignore stress, trauma, or complications from MIND CONTROL.

Limit: *Growing Dread*. Both 1 and 2 on your dice count as opportunities when using the TELEPATHY power.



Specialties

COMBAT EXPERT • 8

MEDICAL EXPERT • 8

PSYCH EXPERT • 8

Milestones

DOOMED LOVE

1 XP when you talk out loud to the vestige of Paul that remains in your mind.

3 XP when you talk to someone about the odd circumstances around Paul's death/survival.

10 XP when you realize that Paul is really gone forever and that his survival is an illusion, or find a way to restore Paul to life.

OPENING THE THIRD EYE

1 XP when you first fail at an action using TELEPATHY during a scene.

3 XP when you seek out a new mentor or organization to help you develop your TELEPATHY.

10 XP when you develop true telepathic skills, or pass up the chance to do so.

History

Aaron Zander fell in love with a fellow student, Paul Mahler, who was a telepath. But when Aaron joined the Academy of Super-Heroes as Contact, Paul went to work for MetaPsych. Both of them were a bit frustrated at the perception that the government was trying to keep them apart, not allowing them to work for the same organization. Even though that was an

attempt to toughen them up fast, even now they feel resentful.

Unfortunately, during a very dangerous mission that both of them were on, Paul was tragically killed. Strangely, he seemed to have survived inside Aaron's mind. This weird co-existence confuses them both, and they are hoping to discover why Paul's mind survived.

Personality

Aaron is introverted, and even more so now that his beloved Paul is inside his head. Paul is more outgoing, but lately he feels like he's getting in over his head.

It freaks people out when both of them use his voice to converse out loud to each other.

Abilities & Resources

Contact's power is mind-over-body, or general superhuman physical traits (technically called physiokinesis). He has a weak level of telepathy. The fact that 'Paul' survives in his mind gives him a significant level of psychic resistance, and there isn't enough room for another (and thus the immunity to mind control).

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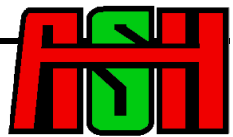
EMOTIONAL

MENTAL

PHYSICAL

ESSAY

Sara Ana Rodriguez [public]



Affiliations	SOLO	BUDDY	TEAM
	6	8	10

Distinctions	ON-THE-FLY INVENTOR BODY BUILDING ENTHUSIAST TOUGH GIRL EXTERIOR
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Power Sets	INTUITIVE GADGETEERING WEAPON • 8 TECHNOLOGY CONTROL • 8 SFX: <i>Area Attack</i> . Add a D6 and keep an additional effect die for each additional target. SFX: <i>Gadgets</i> . Add a D6 and step up your effect die by +1 when using INTUITIVE GADGETEERING to create assets or complications. SFX: <i>Focus</i> . If a pool includes a INTUITIVE GADGETEERING power, you may replace two dice of equal size with one die +1 step larger. Limit: <i>Gear</i> . Shutdown INTUITIVE GADGETEERING and gain 1 PP. Take an action vs. doom pool to recover.
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	SUPERSTRENGTH ENHANCED STRENGTH • 8 Limit: <i>Exhausted</i> . Shutdown ENHANCED STRENGTH to gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.
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Specialties	SCIENCE MASTER • 10	TECH MASTER • 10	VEHICLE EXPERT • 8
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Milestones

CARRYING A TORCH

- 1 XP** when you flirt (innocently or harmlessly) with or deliberately act overly professional with the object of your crush.
- 3 XP** when you admit to someone else (not the crush) that the attraction is there.
- 10 XP** when you reveal your feelings to your crush and deal with the fallout, or take major life actions to ensure you will no longer be in the presence of the crush.

FAMILY TIES

- 1 XP** when you spend a Transition Scene talking to or corresponding with your family.
- 3 XP** when you take stress from an argument with a family member or loved one.
- 10 XP** when you abandon your team at a critical moment to be with your family, or vice versa.

History

Part of a large Hispanic family in Los Angeles, Sara Ana Rodriguez always had a knack for tinkering with things. Her skill at scavenging bits and pieces and turning them into gadgets that had no right to work helped her family prosper, but did draw some attention from the government. When the Big One hit L.A., Essay lost much of her family. While in the disaster relief camps, she was identified as a paranormal and



offered a chance to attend the Academy, where her powers could be honed. While she and her family were reluctant to further split up, the generous government pension helped change their minds. Since then, Essay has not only practiced developing more impressive uses for her talent at gadgeteering, she's also honed the rough fighting skills learned on the streets. While not in the same league as a martial artist, she's far from helpless when disarmed.

Personality

Sara's seen enough friends and relatives die around her that she feels guilty about surviving, and will sometimes take unnecessary risks to save someone. Her normal "game face" rarely lets this show through, however, and she seems cheerful and well-adjusted.

Abilities & Resources

Essay's intuitive gadgeteering talent allows her to create supertech on the fly. She rarely builds anything that can be used by others, however. Bodybuilding, in connection with her supernatural physique, has given her marginally superhuman strength, which is useful considering the bulk of some of her inventions. She is a member of the Academy of Super-Heroes.

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EMOTIONAL

MENTAL

PHYSICAL

GAWAIN

Salvatore Napier [public]



Affiliations	SOLO	BUDDY	TEAM
	6	8	10

Distinctions

HESITANT SUPERHERO
FAITH IN GOD
GOON FACADE

Power Sets

LEGENDARY FORTITUDE

SUPERHUMAN DURABILITY • 10 **LEAPING • 8**
SUPERHUMAN STRENGTH • 10 **SUPERHUMAN STAMINA • 10**

SFX: *Unsettling Healing Factor*. Before you make an action including a LEGENDARY FORTITUDE power, you may move your physical stress die to the doom pool and step up the LEGENDARY FORTITUDE power by +1 for this action.

SFX: *Multipower*. Use two or more LEGENDARY FORTITUDE powers in a single dice pool at -1 step for each additional power.

SFX: *Inhuman Regeneration*. Spend 1 PP to recover your physical stress and step back your physical trauma by -1.

Limit: *Exhausted*. Shutdown any LEGENDARY FORTITUDE power to gain 1 PP. Recover an opportunity or during a Transition Scene.

Limit: *Uncontrollable*. Change any LEGENDARY FORTITUDE power into a complication and gain 1 PP. Activate an opportunity or remove the complication to recover the power.

Specialties **COMBAT EXPERT • 8** **MEDICAL EXPERT • 8** **MENACE EXPERT • 8**

Milestones

UNCERTAIN HERO

- 1 XP** when you discuss misgivings about a mission.
- 3 XP** when your hesitation in the midst of battle allows a villain to escape.
- 10 XP** when you overcome hesitation and lead the charge into a battle where your side has little hope of winning, or resign from the team rather than let down your teammates.

BECOMING INHUMAN

- 1 XP** when you first activate Limit: *Uncontrollable* in a Scene.
- 3 XP** when you first use SFX: *Unsettling Healing Factor* to move a D12 physical stress die to the doom pool.
- 10 XP** when you either leave the team due to your fear of becoming even more inhuman (e.g, the ability to reattach a severed limb), or allow others to convince you to embrace who you are now.

History

Salvatore 'Big Sal' Napier is the strongman of the Academy of Super-Heroes. He is certified as an EMT, but rarely gets a chance to use it, due to his incredible healing factor. He has not been lucky in love, and these days intentionally admires unattainable women, like his former teammate, Arin Kelsey. That didn't end well, when Arin had a nervous breakdown and

almost caused an explosion with her powers. He was devastated by her breakdown, and had only his faith to keep him strong.

Personality

Gawain is quite intelligent, but hides behind a facade of the Italian Goon stereotype, in part to make his opponents underestimate him. He is hesitant not only in battle, but also in love.

Abilities & Resources

Sal has superhuman strength, capable of pressing several tons under controlled conditions. His healing factor is extraordinary, but seeing the way his own wounds close makes even Sal himself uncomfortable. One can only imagine his reaction when he begins to experience healing from even more devastating wounds, such as regeneration, limb reattachment, or worse.

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EMOTIONAL

MENTAL

PHYSICAL

LIGHTFOOT

Tom Dodson [public]



Affiliations	SOLO	BUDDY	TEAM
	6	8	10

Distinctions	HERO WORSHIP CHAMPION OF VELOCITY KID OUT OF TIME
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Power Sets	VELOCITY CONTROL SUPERHUMAN REFLEXES • 10 KINETIC CONTROL • 8 SFX: <i>Accelerate Anything I Touch</i> . Add a D6 and step up your effect die by +1 when inflicting a speed complication while in physical contact with the target. SFX: <i>Multipower</i> . Use two or more VELOCITY CONTROL powers in a single dice pool at -1 step for each additional power. SFX: <i>Let Me Speed You Up</i> . Add a D6 and step up your effect die by +1 when using VELOCITY CONTROL to create assets for a target that you are in physical contact with. SFX: <i>Focus</i> . If a pool includes a VELOCITY CONTROL power, you may replace two dice of equal size with one die +1 step larger. Limit: <i>Exhausted</i> . Shutdown any VELOCITY CONTROL power to gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.	SUPERHUMAN SPEED • 10
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SAFSUIT ENHANCED DURABILITY • 8 SFX: <i>Sealed Environment</i> . Spend 1 PP to ignore stress, trauma, or complications from environmental hazards and poisons, disease vectors, and extremes of temperature. Limit: <i>Gear</i> . Shutdown SAFSUIT and gain 1 PP. Take an action vs. doom pool to recover.	FLIGHT • 6
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Specialties	COMBAT EXPERT • 8	TECH EXPERT • 8	VEHICLE EXPERT • 8
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Milestones

FITTING INTO THE PRESENT

- 1 XP** when you ask someone to explain something that didn't exist in your original time period.
- 3 XP** when you do something major to learn to fit in.
- 10 XP** when you put down roots in some way in the present, or find a way to return to the past.

COMING TO TERMS WITH THE PAST

- 1 XP** when you talk about the past you left behind.
- 3 XP** when you research what happened to something or someone while you were away.
- 10 XP** when you have enough courage to visit your old hometown and family at last, or deciding to cut all ties with the past completely.

History

Tom Dodson is a superhero from twenty-five years in the past, catapulted through time when he was trying to save the world by taking a bomb into outer space. He was traveling so fast that he experienced time dilation. When only seconds had passed for Tom, years had passed on Earth. Now he is stuck

in a time that he doesn't know, trying to find a way to fit in.

Personality

Lightfoot is a big fan of superheroes and writing about them in fiction, and when he discovered he could be one himself, he was elated. But now that he's stuck in the future, he is trying to cope with the fact that everything he knew was virtually gone, he needs some time to adapt.

Abilities & Resources

Lightfoot's power is to accelerate himself and any object he touches. Usually it's whatever he could drive. The harder he pushes, the faster it goes, but he must maintain contact with whatever he is making fast or it drops back to normal speed (no touching things to make them fly like bullets). He can throw a mean fastball, however, by making his arm go faster.

He wears a Safsuit that provides protection, life support, and the ability to fly.

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EMOTIONAL

MENTAL

PHYSICAL

METEOR

Sarah Grant-Taylor [public]



Affiliations

SOLO



BUDDY



TEAM



Distinctions

SPEEDSTER WITH AN OVERACTIVE METABOLISM
LOVING WIFE
DISLIKES CONFINEMENT

Power Sets

HYPERSPEED

SUPERHUMAN REFLEXES • 10

SUPERHUMAN SPEED • 10

ENHANCED STRENGTH • 8

SFX: *Everywhere At Once*. Add a D6 and keep an additional effect die for each additional target.

SFX: *Multipower*. Use two or more HYPERSPEED powers in a single dice pool at -1 step for each additional power.

SFX: *In the Nick of Time*. Spend 1 PP to take physical stress intended for a nearby ally or friend.

SFX: *Faster Than The Eye Can See*. Spend 1 PP to reroll when using any HYPERSPEED power.

Limit: *Exhausted*. Shutdown any HYPERSPEED power to gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.

PADDED BODYSUIT

ENHANCED DURABILITY • 8

Limit: *Gear*. Shutdown PADDED BODYSUIT and gain 1 PP. Take an action vs. doom pool to recover.



Specialties

COMBAT EXPERT • 8
TECH EXPERT • 8

COSMIC EXPERT • 8

SCIENCE EXPERT • 8

Milestones

SMELL THE ROSES

1 XP when you promise to spend some time without using HYPERSPEED.

3 XP when you avoid using any HYPERSPEED powers in a Scene.

10 XP when you stress out an opponent without using any HYPERSPEED powers.

STAND BY YOUR MAN

1 XP when you openly support your husband's command decisions in front of a teammate.

3 XP when you help your husband with his leadership duties without making it obvious you did.

10 XP when you choose to either strike out on your own as leader, or take the leadership role on the team when your husband cannot fulfill his duties.

History

Sarah Grant-Taylor is a speedster with a measure of super-strength. She met her future husband, John Zachary 'JakZak' Taylor, while they were in school, marrying after graduation. Her husband took on the mantle of Solar Max, while she took the name Meteor. Solar Max was designated the leader of the Academy of Super-Heroes, and Sarah supports him in this stressful role the best she can.

She has been trained in xenolinguistics and computer hacking.

Personality

Sarah loves her husband, first and foremost. She isn't exactly close to her parents, and hasn't been keeping in touch. When she is uncertain, she covers it by chattering, a habit that she thought she'd gotten over, but hasn't.

She wants to slow down, to sometimes live life at the speed of normal people. She loves the freedom of wide open spaces, of running until it hurts, then running until it doesn't hurt anymore.

Abilities & Resources

Meteor is a speedster who lives 20 times faster than normal humans. She has a theoretical top speed of 480 kph, hampered by wind resistance and endurance problems. Her observed maximum sustained speed is 190 kph. She has a measure of superstrength, great for speeding people out of the way of danger. Her metabolism is quite high.

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EMOTIONAL

MENTAL

PHYSICAL

PEREGRYN

Howard Henderson, Jr. [public]



Affiliations

SOLO



BUDDY



TEAM



Distinctions

HERMETIC SORCERER
FEELS RESPONSIBLE FOR ALL MAGIC LORE
MORE COMFORTABLE WITH SPIRITS THAN HUMANS

Power Sets

TRUE MAGIC

MYSTIC BLAST • 10

MYSTIC RESISTANCE • 10

SORCERY MASTERY • 10

FLIGHT • 6

MYSTIC SENSE • 6

TRANSMUTATION • 10

SFX: *Area Attack*. Add a D6 and keep an additional effect die for each additional target.

SFX: *Mystical Constructs*. Add a D6 and step up your effect die by +1 when using TRUE MAGIC to create assets.

SFX: *Focus*. If a pool includes a TRUE MAGIC power, you may replace two dice of equal size with one die +1 step larger.

SFX: *Multipower*. Use two or more TRUE MAGIC powers in a single dice pool at -1 step for each additional power.

SFX: *Versatile*. Split SORCERY MASTERY into 2D8, or 3D6.

Limit: *Growing Dread*. Both 1 and 2 on your dice count as opportunities when using a TRUE MAGIC power.

FIRE ELEMENTAL AMULET

FIRE RESISTANCE • 12

SFX: *Immunity*. Spend 1 PP to ignore stress, trauma, or complications from fire, heat and cold.

Limit: *Gear*. Shutdown FIRE ELEMENTAL AMULET and gain 1 PP. Take an action vs. doom pool to recover.

Specialties

COSMIC MASTER • 10

MYSTIC MASTER • 10

Milestones

COLLECTOR OF THE ARCANES

1 XP when you use MYSTIC MASTER to access a resource or to create an asset.

3 XP when you find a lost mystic artifact.

10 XP when you defeat someone and take a mystic artifact from them to stop the abuse of its power, or when you destroy a mystic artifact in order to keep it out of the wrong hands.

ARCANES ADVISOR

1 XP when you offer mystical advice to an ally.

3 XP when you include an ally in a mystical ritual.

10 XP when you use your magic powers against an ally because you think they either disregarded your advice or took that advice too far.

History

Howard Henderson, Jr. is the son of Howard Henderson, head of the government department that oversees superhuman affairs. He is a full-fledged mage who specializes in elemental magic, and a key founding member of the Academy of Super-Heroes (and perhaps the most powerful among them). Vastly interested

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EMOTIONAL

MENTAL

PHYSICAL

SCORCH

Scott Handleman [public]



Affiliations

SOLO

6

BUDDY

10

TEAM

8

Distinctions

FLAMETHROWING SHOWMAN
DELIBERATE HOTHEAD REPUTATION
OCCASIONAL CONTROL ISSUES

Power Sets

PYROKINESIS

FLAME BLAST • 10

SFX: *Area Attack*. Add a D6 and keep an additional effect die for each additional target.

SFX: *Burn!* Add a D6 and step up your effect die by +1 when inflicting a fire-related complication.

SFX: *Counterattack*. On a reaction against a physical attack action, inflict physical stress with your effect die at no PP cost or spend a PP to step it up by +1.

SFX: *Dangerous Flames*. Add a D6 to your dice pool for an attack action and step back the highest die in pool by -1. Step up physical stress inflicted by +1.

SFX: *Immunity*. Spend 1 PP to ignore stress, trauma, and complications from fire, heat, and cold.

Limit: *Uncontrollable*. Change FLAME BLAST power into a complication and gain 1 PP. Activate an opportunity or remove the complication to recover the power.



Specialties

COMBAT EXPERT • 8

SCIENCE EXPERT • 8

Milestones

GROW THE BRAND

- 1 XP when you give an interview to the media.
- 3 XP when you seek out a merchandising opportunity or participate in a high profile event.
- 10 XP when you either succeed in making yourself the central figure of the media's coverage of an international incident or decide to shun the media.

GROW THE HELL UP

- 1 XP when you intentionally shirk a responsibility.
- 3 XP when you act like a hothead in an inappropriate situation.
- 10 XP when you either choose to stop being a jerk in order to enter a serious relationship, or declare to the media that it is time to grow up.

History

Scott Handleman is a young flame projector of considerable power. When he first went to the Academy to learn how to use his powers, he roomed with George Sylvester, who later became Channel and is now his best friend. With George's power to change energy into different forms, they make a formidable duo.

Very early on, Scott changed his name officially to Scorch, partly because he was a kid being a kind and playing with the legal system. He acts like a hothead, but it is an intentional calculation to make himself stand out to the media. This has not helped his social interactions.

Personality

Scorch is a brash young man with a hothead reputation. He is more self-aware than he lets on: much of his infamous reputation is a calculated act to increase his profile in the media and to build his brand. Thus, he likes to joke and let loose with his powers. Sometimes he verges on going too far, and often it is his friend George who needs to rein him in.

Abilities & Resources

Scorch generates flames and is immune to heat and fire. He works best in concert with Channel, who can transform his flames into a variety of energy types. With training, he might one day be able to intensify his flames and also gain the ability to fly.

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EMOTIONAL

MENTAL

PHYSICAL

SOLAR MAX

John Zachary 'JakZak' Taylor [public]



Affiliations

SOLO



BUDDY



TEAM



Distinctions

LEGACY HERO
LOVING HUSBAND
UNCERTAIN LEADER

Power Sets

ALIEN ARMOR

SUPERHUMAN DURABILITY • 10 BROAD SPECTRUM SENSE • 6
FLIGHT • 6

SFX: *Sealed Environment*. Spend 1 PP to ignore stress, trauma, or complications from environmental hazards and poisons, disease vectors, and extremes of temperature.

Limit: *Gear*. Shutdown ALIEN ARMOR and gain 1 PP. Take an action vs. doom pool to recover.

GRAVITY/SPACETIME MANIPULATION

GRAVITIC BLAST • 10 GRAVITY MASTERY • 10
SUBSONIC FLIGHT • 8 BREAKING SPACETIME • 6

SFX: *Area Attack*. Add a D6 and keep an additional effect die for each additional target.

SFX: *Multipower*. Use two or more GRAVITY/SPACETIME MANIPULATION powers in a single dice pool at -1 step for each additional power.

SFX: *Unleashed*. Step up or double any GRAVITY/SPACETIME MANIPULATION power for one action. If the action fails, add a die to doom pool equal to the normal rating of your power die.

Limit: *Almost Like Sorcery, Only More Dangerous*. Both 1 and 2 on your dice count as opportunities when using BREAKING SPACETIME. If you succeed, take mental stress equal to the effect die.

Specialties

COSMIC EXPERT • 8

SCIENCE EXPERT • 8

Milestones

LEADER IN TRAINING

- 1 XP when you give an order to an ally.
- 3 XP when you assign allies to sub-teams based on who is best suited to deal with specific threats.
- 10 XP when you either take full responsibility for the capture, death, or crippling injury of someone you sent into battle, or question your own fitness to lead the team and designate someone else as leader.

LIVING UP TO A LEGACY

- 1 XP when you mention your namesake or the armor that he left you.
- 3 XP when you use your heroic legacy to aid an ally.
- 10 XP when you sever your connection to your legacy, or when you live up to your legacy by winning a great battle using the legacy name and armor.

History

John Zachary 'JakZak' Taylor married Sarah Grant (Meteor) right after graduation. A gravity manipulator, he was taught by a hero from a previous generation called Solar Max, who also gave him the alien armor, name, and legacy to carry on. He is the current leader of the Academy of Super-Heroes, a new team that has

already battled threats from the past and outer space.

Personality

That moment when JakZak was named the leader of a new team, when he was recognized for all the work he had done to get there, was one of the shining moments of his life. Now, though he isn't even 25 yet, he already feels old after the trials and tribulations since he became team leader. Sometimes he doubts himself, but throughout it all, it is the love he has for his wife, and her love for him, that sustains them both.

Abilities & Resources

Solar Max's gravitic powers can be used for object manipulation, flight, defensive screens. But he wields his power with brute force rather than finesse. He needs to learn subtler applications. He is able to try breaking the physical laws of spacetime, like a kind of sorcery, but these attempts are apt to go wrong because he lacks the delicate touch needed to safely manipulate time and space.

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EMOTIONAL

MENTAL

PHYSICAL

CONCLAVE OF SUPER-VILLAINS



The Conclave of Super-Villains is a team created by the Golden Ankh Triumvirate (Rebus, Mr. Strings, and Caryatid.) Their seeming goal is to eliminate a secret society of power-nullifying bounty hunters who called themselves Anchors, but each villain in the triumvirate has their own secret agenda. Their immediate goal is to create a name for their new group, by kidnapping super-heroes and humiliating them in a battle royale. Part of the scheme is to plunder a long-lost supervillain hideout called Haven. There are also plans to recruit investors, as well as add new members to the backup team, the Understudies of Crime.

C.S.V. Milestones

RECRUITMENT DRIVE

You want to recruit new supervillains and investors for the CSV.

- 1 XP** when you make a pitch for membership or an investment to a super-powered villain.
- 3 XP** when you hold an audition for a supervillain to join the group.
- 10 XP** when you give a new supervillain membership in the Understudies of Crime, or inflict trauma on someone who turns you down.

CLUES, CAN'T RESIST THEM

Villainy is easier if you didn't leave clues, but you just can't help yourself. You must taunt heroes with devilish riddles.

- 1 XP** when you leave a clue to your identity at the site of a crime.
- 3 XP** when you create a puzzle for the heroes to solve, that will lead them into a trap.
- 10 XP** when you betray the team's plans and leave a clue that lead the heroes to your next crime, or are caught by your teammates while trying to do so.

C.S.V. Unlockables

► **[5 XP/10 XP] Deep Armor:** For 5 XP, you may use a suit of Deep Armor for the next Action Scene, and add the associated Power Set. For 10 XP, you may use a suit of Deep Armor for the remainder of the Act.

► **[5 XP/10 XP] Emergency Transport:** If Labyrinth is not out of commission, for 5 XP you may teleport to a safe location and remove yourself from the Scene instead of taking trauma. You may choose a location in the Scene and stay active if you prefer. For 10 XP, the Skyhaven airship shows up when you need it the most, for one Scene.

► **[5 XP] Shell Game:** If Deep Armors are in play, for 5 XP you may declare that a specific Deep Armor wearer is an empty decoy suit with simulated powers. The 'real' villain may then show up in any Scene you like.

► **[5 XP/10 XP] New Puppet:** For 5 XP, you may declare a Watcher character as a puppet of Mister Strings, fighting on your side until the end of the Scene (when they break free). For 10 XP, Strings' control over the hero remains for the Act. This Event may only have one such affected hero at anytime.

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Deep Armor



The Deep Armors are sealed environment combat suits designed by Triton. It adds a Power Set for the user.

DEEP ARMOR

SUPERHUMAN DURABILITY • 10 FLIGHT • 6
SWIMMING • 6 ENHANCED STRENGTH • 8
SONAR • 6 CONCUSSIVE BLAST • 8

SFX: *Sealed Environment.* Spend 1 PP to ignore stress, trauma, or complications from radiation, atmospheric toxins and viruses, pressure, and suffocation.

Limit: *Overheat.* Shutdown a DEEP ARMOR power to gain 1 PP. Activate an opportunity to recover.

Skyhaven Airship

Skyhaven is the mobile HQ designed by Triton for the CSV, a sleek black-and-gold zeppelin tricked out with super-technology. It has weapons such as trident-shaped energy blasts and sleep gas. It has these Distinctions: **CLOAKING TECHNOLOGY**, **AUTOMATED SECURITY SYSTEMS**, and **STATE-OF-THE-ART FACILITIES**. If used as an active Watcher character, use these stats.

SOLO

BUDDY

TEAM

ZEPPELIN FORTRESS
MOBILE HQ
SILENT PHANTOM

SKYHAVEN ARSENAL

WEAPONS ARRAY • 10 SUBSONIC FLIGHT • 8
SUPERHUMAN DURABILITY • 10 INVISIBILITY • 10

SFX: *Area Attack.* Against multiple targets, for each extra target add a D6 and keep an additional effect die.

SFX: *Aerial Formation.* Only uses Buddy or Team Affiliation if in formation with aircraft. Otherwise, always use Solo.

Limit: *Large Scale Threat.* Defeat an Affiliation die for each D12 physical stress effect die applied to Skyhaven, or step back a power trait for each D8 applied.

COVERT EXPERT • 8

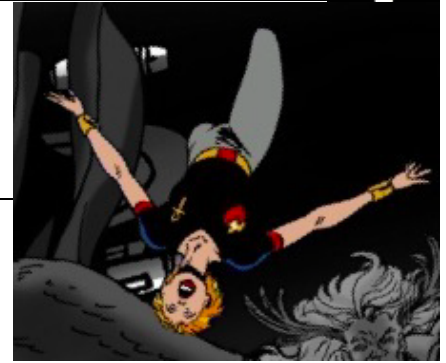
VEHICLE EXPERT • 8

BURNOUT

Lana Smith [secret]



Affiliations	SOLO 6	BUDDY 10	TEAM 8
Distinctions	VILLAIN'S PUPPET ANOREXIC TEEN MOTHER INTANGIBLE THREAT		



GHOSTING

Power Sets	AIRWALKING • 6	INTANGIBILITY • 10	SUPERHUMAN STAMINA • 10
	SFX: <i>Multipower</i> . Use two or more GHOSTING powers in a single dice pool at -1 step for each additional power.		
	SFX: <i>Second Wind</i> . Before you make an action including a GHOSTING power, you may move your physical stress die to the doom pool and step up the GHOSTING power by +1 for this action.		
	SFX: <i>Versatile</i> . Replace INTANGIBILITY die with 2D8 or 3D6 on your next roll.		
	Limit: <i>Conscious Activation</i> . If stressed out, asleep, or unconscious, shutdown GHOSTING. Recover GHOSTING when stress is recovered or you awake. If mental trauma is taken, shutdown GHOSTING until trauma is recovered.		

INCENDIARIES

WEAPON • 10

SFX: *Dangerous*. Add a D6 to your dice pool for an attack action and step back highest die in pool by -1. Step up physical stress inflicted by +1.

SFX: *Explosives*. Add a D6 and keep an additional effect die for each additional target.

SFX: *Smoke & Flash Grenades*. Add a D6 and step up your effect die by +1 when inflicting sensory complications on a target.

Limit: *Gear*. Shutdown INCENDIARIES and gain 1 PP. Take an action vs. doom pool to recover.

Specialties ACROBATICS EXPERT • 8

COVERT EXPERT • 8

Milestones

CUT THE PUPPETEER'S STRINGS

- 1 XP when you first take emotional stress in a Scene.
- 3 XP when you deprive yourself of food or purge to weaken control over your mind by Mr. Strings.
- 10 XP when you either permanently oust Mr. Strings from your mind, or voluntarily allow Mr. Strings full control.

A MOTHER'S DUTY

- 1 XP when you take care of your son during a Scene.
- 3 XP when you convince a foe or ally to put your son's safety first.
- 10 XP when you make sure your son is safe in the hands of heroes, or betray your team in order to save your son.

History

Two years ago, Lana Smith fell in love with a fellow super-powered teen named Carlos Rodriguez. But Carlos's powers went out of control, and he died from what the doctors called Burnout Syndrome. Lana, who learned she was pregnant hours before Carlos died, tried to commit suicide. Thanks to the intervention of a friend, she did not succeed. Fearing scandal, her parents sent her to a private medical facility where she could give birth discreetly and receive psychiatric help.

There, Lana befriended a young invalid named Tyra Dumont,

who was secretly Mister Strings. Tyra placed a telepathic duplicate of Mister Strings inside Lana, turning her into one of her puppets. Lana must play the role of the villainess Burnout, committing crimes with the Conclave of Super-Villains even as she tries to find a way to destroy the psychic parasite inside her, and foil their plans to use her son Carl to control her.

Personality

Burnout has two personalities. The Lana Smith persona is a young woman with many issues, hesitant and emotional. Above all, she loves her son. But when Mister Strings exerts its presence, Burnout becomes a heartless and fearless villain.

Abilities & Resources

Burnout carries a variety of explosives but prefers incendiaries. She's confident in her ability to avoid physical harm. When people shoot at her, she simply ghosts so that bullets will fly through her, sometimes letting her enemies hurt each other. She will also ghost explosives inside objects. If faced with a psychic foe, the copy of Mister Strings within her will protect her. They're a formidable team, whether Lana likes it or not.

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EMOTIONAL

MENTAL

PHYSICAL

CARYATID

Claudette Viau [secret]



Affiliations

SOLO



BUDDY



TEAM



Distinctions

BRAINS BEHIND THE QUEBEC INDEPENDENCE MOVEMENT
BONFIRE OF BRUTE POWER
MANIPULATIVE MAGE

Power Sets

ELEMENTAL MAGIC

MYSTIC BLAST • 10

MYSTIC RESISTANCE • 8

MYSTIC SENSE • 6

SORCERY MASTERY • 10

SFX: *Area Attack*. Add a D6 and keep an additional effect die for each additional target.

SFX: *Conjurations*. Add a D6 and step up your effect die by +1 when using ELEMENTAL MAGIC to create assets.

SFX: *Raw Power, Little Finesse*. Spend D6 from the doom pool to double MYSTIC BLAST for one action.

Limit: *Exhausted*. Shutdown any ELEMENTAL MAGIC power to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover that power.

SPIRIT SERVANTS

SUPERHUMAN DURABILITY • 10

INVISIBILITY • 6

FLIGHT • 6

SFX: *Multipower*. Use two or more SPIRIT SERVANTS powers in a single dice pool at -1 step for each additional power.

SFX: *Spirit Boost*. Shutdown your highest rated SPIRIT SERVANTS power to step up another SPIRIT SERVANTS power by +1. Recover power by activating an opportunity or during a Transition Scene.

Limit: *Dismissible*. Shutdown SPIRIT SERVANTS to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover.

Specialties

COVERT EXPERT • 8

MENACE EXPERT • 8

CRIME MASTER • 10

MYSTIC EXPERT • 8

History

Claudette Viau is the twin sister of Yvan Viau. Their parents were militants who believed Quebec should be an independent country, and bestowed their children with the same political stance. Both of the Viau twins exhibited an aptitude for magic as children, but a secret society of Anchors feared they would misuse their powers, and set watchers on them to dampen their powers.

Despite the Anchors, Claudette and Yvan both learned a little magic, with Claudette specializing in alchemy and spirit summoning, and Yvan in spacetime magic. They carried on their parents' dream of Quebec independence, forming a separatist group called the *Sans Rouge*, which means without red, the color most associated with Canada.

Claudette was approached by Rebus, who wanted her to help him form the Conclave of Super-Villains. In return, she could use the CSV to achieve the independence of Quebec. Rebus offered her a spot among the secret triumvirate called the Golden Ankh. Though she does not trust Rebus or Mister Strings, she recognizes how useful the CSV would be. Thus, she accepted.

Rebus helped her kill the Anchors watching her and her brother. Claudette knew her brother would not join the CSV out of his own free will. However, she tricked Yvan into thinking that she was at the mercy of the Golden Ankh, forcing him into joining the Conclave of Super-Villains to save her life.

Personality

Caryatid is a charismatic leader, who loves to make great speeches to rouse Separatist sentiments. She is a proud Quebecoise, and hates anything to do with English Canada. She is arrogant, thinking that she is unbeatable because of the great reserve of magical energy she can tap. She loves her brother but is not above manipulating him for her own goals. When she is nervous, glass around her tends to break, but it happens less around her than it does her brother.

Abilities & Resources

Caryatid hurls mystical bolts at her enemies, certain that they cannot withstand the raw energy at her command. In addition to invisible spirits that act as her bodyguards, she will summon more elementals and spirits to do her bidding as well. She will attack from the air if she can.

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EMOTIONAL

MENTAL

PHYSICAL

CONFLICTO

Eugene Kwan [secret]



Affiliations	SOLO	BUDDY	TEAM
	6	8	10

Distinctions	MISCHIEF MAKER RECKLESS THRILL-SEEKER SLIPPERY BASTARD
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Power Sets	FRICTION FICTION		
	FRICTION/VISCOSITY CONTROL • 8	ENHANCED SPEED • 6	FRICTION SENSE • 6
	TRANSMUTATION • 6		
	SFX: <i>Afflict</i> . Add a D6 and step up your effect die by +1 when inflicting friction-based complications on a target.		
	SFX: <i>Area Attack</i> . Add a D6 and keep an additional effect die for each additional target.		
	SFX: <i>Beginner's Luck</i> . Spend 1 PP to reroll when using any FRICTION FICTION power.		
	SFX: <i>Multipower</i> . Use two or more FRICTION FICTION powers in a single dice pool at -1 step for each additional power.		
	SFX: <i>Chaotic Friction</i> . Step up or double any FRICTION FICTION power for one action. If the action fails, add a die to doom pool equal to the normal rating of your power die.		
	Limit: <i>Exhausted</i> . Shutdown any FRICTION FICTION power to gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.		

Specialties	ACROBATICS EXPERT • 8	VEHICLE EXPERT • 8
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Milestones

TEAM CLOWN

- 1 XP when you crack a joke as you successfully perform a support action to assist an ally.
- 3 XP when you take a prank on a teammate too far.
- 10 XP when you decide to grow up and take things more seriously, or decide to quit the team.

CHASING INFAMY

- 1 XP when you pull a Stunt that is caught on camera.
- 3 XP when you do something dangerous or stupid, specifically to catch media attention.
- 10 XP when you jeopardize your team's plans by leaking details to the media to garner infamy, or turn down a major interview.

History

Originally from San Francisco, Eugene Kwan once visited New York City because wanted to be in a super-powered gang, but his power wasn't strong enough. It wasn't until recently that his true power started to blossom. A thrill-seeker by nature, he became a small-time criminal for the adrenaline rush, the same way he chases after heart-pounding experiences like base jumping, drag racing, and train surfing.

Recruited into the Conclave of Super-Villains by Rebus, Eugene is ecstatic to be in a real super-villain group. He's developed an odd friendship with Peryton. Labyrinthine conjectured that his powers could be applied to liquids as well, allowing him to manipulate viscosity. It is a new application of his power that Eugene is eager to try.

Personality

Still very immature, ConflictO takes unnecessary risks and tempts fate whenever he can. He doesn't take things very seriously, and is the clown of the team. He likes to tease the older members, make wisecracks and pull practical jokes on them at the most inopportune times. He can't sit still, and almost never pays attention in meetings. Eugene would rather be filming his exploits than concentrate on strategy, and sees himself as the team's videographer. He likes the spotlight as much as Triton. He will be contrary just because he can. In other words, he acts very much like the eighteen year-old rascal he is.

ConflictO also loves pop culture and sports of all stripes. He wears a costume that is a vibrant clash of yellow and orange.

Abilities & Resources

ConflictO likes to remove friction from his enemies, making them slip and fall, or crash into walls. He uses his own powers to slide into battle and stop on a dime. He will make gear so slippery that it falls out of his foes' hands.

With his newfound control over viscosity, he can make water so viscous that it's impossible for his opponents to swim, while boosting his own team's speed underwater.

He's been badgering Triton to build him a flying CONFLICYCLE™.

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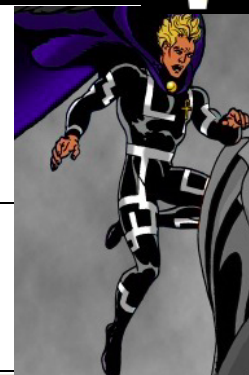
EMOTIONAL

MENTAL

PHYSICAL

LABYRINTHE

Yvan Viau [secret]



Affiliations

SOLO

6

BUDDY

10

TEAM

8

Distinctions

LOYAL BROTHER
RELUCTANT VILLAIN
QUEBEC PATRIOT

Power Sets

SPACETIME MAGIC

LAVA BLAST • 10

SORCERY MASTERY • 10

MYSTIC RESISTANCE • 8

TELEPORTATION • 10

MYSTIC SENSES • 6

SFX: *Afflict*. Add a D6 and step up your effect die by +1 when inflicting a spatial distortion complication on a target.

SFX: *Area Attack*. Add a D6 and keep an additional effect die for each additional target.

SFX: *Multipower*. Use two or more SPACETIME MAGIC powers in a single dice pool at -1 step for each additional power.

SFX: *Richochet*. Step up or double a SPACETIME MAGIC power. Remove the highest rolling die and add an additional die to your total.

SFX: *Unleashed*. Step up or double any SPACETIME MAGIC power for one action. If the action fails, add a die to doom pool equal to the normal rating of your power die.

Limit: *Exhausted*. Shutdown any SPACETIME MAGIC power to gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.

Specialties

COVERT EXPERT • 8

CRIME EXPERT • 8

MYSTIC EXPERT • 8

Milestones

TEAM CONSCIENCE

- 1 XP** when you openly question the ethics of the team leader's orders.
- 3 XP** when you hold back a teammate from doing something they would later regret.
- 10 XP** when you sabotage the team's plans for the greater good, or are caught in the attempt by your allies.

LIBRE QUEBEC

- 1 XP** when you defend Quebec's right to be independent.
- 3 XP** when you lead a mission to move Quebec closer to independence.
- 10 XP** when you sacrifice friends or family in pursuit of Quebec independence, or when you choose friends or family over the cause.

History

The younger of the Viau twins, Yvan is a dedicated separatist dreaming of Quebec independence. He showed an early aptitude for spacetime magic, envisioning the statues of five saints in his head to help him shape mystical energy. However, his true power had been dampened for years by a secret society of Anchors who monitored him and his sister. He is one of the leaders of Sans Rouge, a militant group fighting for independence, but he avoids violence except as a last resort.

When Claudette goes missing, he is told by the Golden Ankh that his sister had been taken hostage and would be tortured if he did not join the Conclave of Super-Villains.

Personality

Labyrinth is a man with a conscience, and a reluctant villain. Although he goes along with the CSV in their plans and will not openly betray them or their schemes, he will try to nudge the heroes in the right direction. He will do anything to protect his twin sister, but when he finds out that Caryatid has been manipulating him, it may strain their relationship.

He is cordial, and a bit flirtatious with women.

Abilities & Resources

Theoretically, his sorcery can achieve any effect, but he is most comfortable with spacetime magic. He has great power but is an untrained mage. When he is nervous, his subconscious mind uses his magic to shatter glass objects in the immediate vicinity.

His forte is the creation of mazes from his surroundings. For example, he can fold space so that a small room becomes a vast labyrinth. Such delaying complications are second nature to him. He is the team's transporter, and tends to stay out of direct combat. He will protect his teammates with space-warps, and will re-direct attacks from one foe to strike another. One deadly tactic is to port magma from the depths to the surface as an eruption of lava.

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EMOTIONAL

MENTAL

PHYSICAL

LIGHT ERRANT

Petra 'Irrlicht' Hollander [secret]



Affiliations

SOLO

6

BUDDY



TEAM



WATCHER
ONLY

Distinctions

WISP OF LIGHT
JINX
LEAD THEM ASTRAY



Power Sets

WILL O' WISP SHAPE

LIGHT BLAST • 6

INVISIBILITY • 6

ENHANCED SENSES • 8

GODLIKE DURABILITY • 12

FLIGHT • 6

INTANGIBILITY • 8

SHRINKING • 10

SFX: *Multipower*. Use two or more WILL O' WISP SHAPE powers in a single dice pool at -1 step for each additional power.

SFX: *Immunity*. Spend 1 doom die to ignore stress, trauma, or complications from transmutation attacks.

Limit: *Conscious Activation*. If stressed out, asleep, or unconscious, shutdown WILL O' WISP SHAPE. Recover WILL O' WISP SHAPE when stress is recovered or you awake. If mental trauma is taken, shutdown WILL O' WISP SHAPE until stress is recovered.

SUBLIMINAL LIGHTS

LIGHT INFLUENCE • 6

MIND CONTROL • 8

PSYCHIC RESISTANCE • 12

SFX: *Afflict*. Add a D6 and step up your effect die by +1 when inflicting MIND CONTROL complications on a target.

Limit: *Exhausted*. Shutdown any SUBLIMINAL LIGHTS power to step up or add D6 to the doom pool. Recover power by activating an opportunity.

Specialties

COVERT MASTER • 10

CRIME EXPERT • 8

PSYCH MASTER • 10

History

Petra 'Irrlicht' Hollander is seventeen, but already a master criminal due to her photonic abilities. A member of the German parangang called Der Zepter ('The Scepter', road-ragers who terrorize the Autobahn), she had been using her subliminal lights to implant suggestions in the minds of her gang brothers and sisters for her own goals. She is known as Irrlicht in Germany but her preferred villain name is Light Errant.

She was contacted by Rebus to head a rescue squad, in the event that members of the Conclave of Super-Villains are caught by superheroes. She is being paid well for her efforts, and she will carry out the mission but not at the risk of being captured.

Personality

Light Errant is an enigma, and she likes it that way. Her loyalties are in flux, and she will work with whichever criminals pay her best, or can protect her from those she's already betrayed.

She loves using her subliminals to plant suggestions in the minds of others, or to erase their memories of her. She likes leading people astray, as befits her name.

Abilities & Resources

Light Errant is able to change into a will-o'-wisp, becoming small and intangible. The form gives her a variety of additional powers that she can access, such as flight and protection.

Even when she isn't in that form, she has the ability to subtly

alter light and create imperceptible strobe patterns that hypnotize others. This ability also makes her very resistant to any attempts to control her mind, making her a true free agent.

As part of Der Zepter, she has access to the resources of the parangang, which includes road-ragers and so-called Vogue Ghouls. She is a secret member of the CSV by virtue of her employment by Rebus.

ROOKIE DER ZEPTER ROAD-RAGER • 6

SOLO BUDDY TEAM



SMALL ARMS • 6

MOTORCYCLE • 8

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EMOTIONAL

MENTAL

PHYSICAL

DER ZEPTER



Der Zepter is one of the biggest parangangs in Europe, based in Germany, but their influence extends into many neighboring countries. Two chapters are primary: one rules the Vogue Ghoul scene in Berlin, and the other, road-ragers on the Autobahn. They have caused many problems for E.U.R.O.P.A. They are named after a legendary assassin who is known only as 'The Sceptre', who was never unmasked.

Petra 'Irrlicht' Hollander (a.k.a. Light Errant), while not a named leader of a Der Zepter cell, has been using her hypnotic powers on her road-rager crew to create her own followers. She has been paid by Rebus to free captured CSV members, or distract heroes so that other villains can free the prisoners.

DOPPELGANG

SOLO BUDDY TEAM



TWO AGAINST ONE
TAUNTING

Doppelgang is able to create a duplicate of himself from a bit of hair and blood. The duplicate will disappear if he falls unconscious.

DOUBLING MENACE

DOPPELGANGER • 8

PISTOL • 6

MOTORCYCLE • 8

SFX: *Another Me*. Add a D6 and keep an additional effect die for each additional target.

SFX: *Regenerator*. Spend a doom die to recover physical stress of an equal die size.

Limit: *Conscious Activation*. If stressed out, asleep, or unconscious, shutdown DOUBLING MENACE. Recover DOUBLING MENACE when stress is recovered or you awake. If mental trauma is taken, shutdown DOUBLING MENACE until trauma is recovered.

COMBAT EXPERT • 8

MENACE EXPERT • 8

ELEKTROSCHOCK

SOLO BUDDY TEAM



ELECTRIC
BRAWLER

Elektroschock can generate electricity. He can zap those he touches, or through a conductive material.

SHOCKING MENACE

ELECTRIC BLAST • 8

PISTOL • 6

MOTORCYCLE • 8

Limit: *Conscious Activation*. If stressed out, asleep, or unconscious, shutdown SHOCKING MENACE. Recover SHOCKING MENACE when stress is recovered or you awake. If mental trauma is taken, shutdown SHOCKING MENACE until trauma is recovered.

COMBAT EXPERT • 8

STRECKEN

SOLO BUDDY TEAM



STRANGLER
STRETCHY

Strecken can stretch and pour his body through small holes. He's deadly at choking and grappling.

ELONGATED MENACE

STRETCHING • 6

INTANGIBILITY • 8

MOTORCYCLE • 8

Limit: *Conscious Activation*. If stressed out, asleep, or unconscious, shutdown ELONGATED MENACE. Recover ELONGATED MENACE when stress is recovered or you awake. If mental trauma is taken, shutdown ELONGATED MENACE until trauma is recovered.

COMBAT EXPERT • 8

DER ZEPTER ROAD CREW

TEAM



ROAD-RAGER
BRUTAL

SMALL ARMS • 6

MOTORCYCLE • 8

SFX: *Area Attack*. Against multiple targets, for each additional target add D6 and keep an additional effect die.

Limit: *Crew Cohesion*. Defeat TEAM dice (with D8 stress) to reduce the crew.

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MISTER STRINGS

Tyra Dumont [secret]



Affiliations

SOLO

6

BUDDY

10

TEAM

8

WATCHER
ONLY



Distinctions

HUMMING PUPPETMASTER
UNDYING HATE
LEGS TURNED TO ICE

Power Sets

VIRAL TELEPATHY

PSYCHIC BLAST • 6

MIND CONTROL • 12

PSYCHIC RESISTANCE • 10

TELEPATHY • 12

SFX: *Afflict*. Add a D6 and step up your effect die by +1 when inflicting a MIND CONTROL complication on a target.

SFX: *Area Effect*. Add a D6 and keep an additional effect die for each additional target.

SFX: *Psychic Intercept*. Spend a doom die to take mental stress intended for an ally you are in telepathic contact with.

SFX: *Immunity*. Spend a doom die to ignore stress, trauma, or complications from psychic attacks.

SFX: *Multitasking*. Use two or more VIRAL TELEPATHY powers in a single dice pool at -1 step for each additional power.

Limit: *Cut the Strings*. Spend a resource, asset, or complication created by Mister Strings to step up the lowest die in the doom pool or add a D6 doom die.

Limit: *Next Host*. If her present body dies, the mind of Mister Strings will migrate to the body of her next puppet or someone under total MIND CONTROL. Replace the LEGS TURNED TO ICE distinction with DISEMBODIED PARASITIC MINDWORM.

Limit: *Starve Her Out*. In rolls against VIRAL TELEPATHY, double dice from hunger-based assets, resources, distinctions, or stunts.

PUPPETRY

EXPENDABLE PUPPETS • 6 • 6 • 6

SFX: *Protect Me*. On a successful attack action against you, remove a doom die to ignore the effect die and remove a die from your EXPENDABLE PUPPETS power. Recover EXPENDABLE PUPPETS after a Transition Scene.

SFX: *Secret Plans*. During a Transition Scene, you may create resources in other Scenes in which you are not present.

Limit: *Tangled Strings*. Change a die from EXPENDABLE PUPPETS into a complication and step up or add a D6 to the doom pool. Activate an opportunity to recover the EXPENDABLE PUPPETS die.

Limit: *Mob*. May be attacked by *Area Attack* SFX or each EXPENDABLE PUPPETS die may be targeted individually.

Specialties

CRIME MASTER • 10

MENACE MASTER • 10

PSYCH MASTER • 10

History

After their grandmother's death, Tyra Dumont and her older sister Jessa ran away. Jessa Dumont was a telepath, but she also had a special talent. She could read auras and identify Universal Donors, whose organs were valuable on the black market. Jessa joined a super-powered gang to support herself and Tyra. During a gang war, Tyra's legs were turned to ice by Cockatrice, and almost died. Jessa quit the gang and sent Tyra to Silky Springs Lodge where they could take care of her, and started to take bounties for a secret group of Anchors.

Tyra, now paraplegic and requiring a refrigeration wheelchair to survive, grew bitter and lonely. She discovered that she too had a telepathic power, even stronger than her sister's: mind control. Establishing herself as Mister Strings, Tyra used puppets to contact Caryatid and Rebus, forming the Golden Ankh triumvirate and the Conclave of Super-Villains.

She forced her friend at Silky Springs, Lana Smith, to become Burnout. Through Burnout, she monitors the actions of the CSV first-hand. Tyra hopes to use the CSV to capture Cockatrice and force her to turn her icy legs back to flesh.

Personality

Tyra Dumont is a consummate liar. She hides her anger well, but she despises Cockatrice and the gangs. As Mister Strings, Tyra is cold and determined, willing to sacrifice her puppets. She likes to hum, a quirk that manifests too in her puppets.

Abilities & Resources

Mister Strings does not reveal herself, preferring to use a puppet to speak for her. Tyra will spy through telepathy and attack heroes via the psychic link. She can do brute-force mind control. However, for her to claim a new main host, she prefers to play on the weaknesses and emotions of the person until they accept Mister Strings willingly. If her original body dies, her mind is so strong that it will live on in a new host.

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EMOTIONAL

MENTAL

PHYSICAL

PERYTON

Viktor Von Wright [secret]



Affiliations	SOLO 6	BUDDY 10	TEAM 8
Distinctions	MONSTROUS STRONGMAN ANGRY FORMER FASHION MODEL ACROPHOBIC FLYER		



Power Sets	PERYTON FORM		
	ANTLERS • 6	ENHANCED DURABILITY • 8	FLIGHT • 6
	ENHANCED REFLEXES • 8	ENHANCED SENSES • 8	SUPERHUMAN STAMINA • 10
	SUPERHUMAN STRENGTH • 10		
	SFX: <i>Berserk</i> . Add a die from the doom pool to one or more attack actions. Step up the doom pool die by +1 for each action; return it to the doom pool when you are done.		
	SFX: <i>Dangerous</i> . Add a D6 to your dice pool for an attack action and step back highest die in pool by -1. Step up physical stress inflicted by +1.		
	SFX: <i>Multipower</i> . Use two or more PERYTON FORM powers in a single dice pool at -1 step for each additional power.		
	Limit: <i>Moody</i> . Earn 1 PP and step up emotional stress caused by self-pity, self-loathing, or taunts about his appearance by +1.		

Specialties	COMBAT EXPERT • 8	MENACE EXPERT • 8
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Milestones

SHED THE SAVAGE FORM

- 1 XP** when you activate your *Moody* Limit.
- 3 XP** when a promise of a cure makes you do something you'd rather not.
- 10 XP** when you either find a way to permanently shut down your PERYTON FORM, or reject a cure and accept this form as who you are meant to be.

RELUCTANT AVIAN

- 1 XP** when you first take to the air during a battle and complain about it.
- 3 XP** when you use the ACROPHOBIC distinction as a hindrance but save a teammate from stress due to falling.
- 10 XP** when you help win a battle by providing air superiority, or lose a battle because you are emotionally too stressed out to fly.

History

Viktor Von Wright was a very successful model from Germany, until his power manifested while he was filming a commercial as the spokesperson for the cologne *Rampant*. He became a man-beast patterned after a creature of myth: the peryton.

Half-man, half-stag, and winged, Viktor gained great strength and endurance. However, he was stuck in the monstrous shape, and could not turn back into his original form. He lost his job and his family ostracized him, leaving him nowhere to turn.

That is, until Rebus came to him. Using his power, Rebus was able to negate his monstrous shape, allowing him to be a normal man, even for a brief while. Though the reprieve was not permanent, it was enough to convince Viktor to work for Rebus

and join the Conclave of Super-Villains.

Personality

Peryton is an angry man, particularly when he is stuck in his monstrous form. So used to his shape intimidating others, intimidation has become his usual method of getting his way.

Unfortunately, Peryton is afraid of heights, and sometimes it is so bad it cripples him. He tries different strategies to avoid looking down when flying. Peryton believes his monstrous shape to be a curse, and would be willing to do anything to stay in his human form – even if it means doing Rebus's bidding and turning to a life of crime.

Abilities & Resources

Peryton smash. Or Peryton gores with antlers. Or Peryton hits people with his wings. He is confident (or resigned to the fact) that he will heal from any wounds. He supplies aerial support, and is assigned to go head-to-head against other strong opponents.

When his PERYTON FORM is shutdown, replace the MONSTROUS STRONGMAN distinction with ATTRACTIVE. If Rebus is suppressing his PERYTON FORM this way, he is able to fit into a suit of body armor. Some such armors are tailored to accommodate his sudden size change and growth of wings.

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EMOTIONAL





MENTAL

PHYSICAL

REBUS

Lorenzo Archangeli [secret]



Affiliations	SOLO	BUDDY	TEAM	<div>WATCHER ONLY</div>	
					
Distinctions	MOST DANGEROUS ANCHOR A RIDDLE WRAPPED IN AN ENIGMA MATCHLESS GENIUS				

ANCHORING

REALITY ANCHOR • 12

SFX: *Area Effect*. Add a D6 and keep an additional effect die for each additional target.

SFX: *What Are You Without Your Power?* When using REALITY ANCHOR to create a POWER LOSS complication on a target, add a D8 and keep an extra effect die for emotional stress.

SFX: *Immunity to Reality Violations*. Spend 1 doom die to ignore stress, trauma, or complications from psychic, magical, and reality-violation attacks.

SFX: *Versatile*. Split ANCHORING into 2D10 or 3D8.

Limit: *Uncontrollable*. Change any ANCHORING power into a complication to step up a die in the doom pool or add a D6 doom die. Activate an opportunity or remove the complication to recover the power.

ÜBERMENSCH TRAINING

WEAPON • 8

SWIMMING • 6

ENHANCED DURABILITY • 8

ENHANCED REFLEXES • 8

SPEED • 6

ENHANCED STAMINA • 8

SFX: *Multitasking*. Use two or more ÜBERMENSCH TRAINING powers in a single dice pool at -1 step for each additional power.

SFX: *Focus*. If a pool includes an ÜBERMENSCH TRAINING power, you may replace two dice of equal size with one die +1 step larger.

SFX: *He's That Good*. Spend a doom die to reroll when using any ÜBERMENSCH TRAINING power.

SFX: *Second Wind*. Spend a die from the doom pool to recover physical stress of an equal die size.

Limit: *Exhausted*. Shutdown any ÜBERMENSCH TRAINING power to step up the lowest die in the doom pool or add a D6 doom die. Recover power by activating an opportunity or during a Transition Scene.

Specialties	ACROBATIC EXPERT • 8	COMBAT MASTER • 10	CRIME MASTER • 10
	MENACE MASTER • 10	MYSTIC EXPERT • 8	PSYCH MASTER • 10

History

Lorenzo Archangeli is the son of Pino Archangeli, a founding member of the secret society of Anchors (those who can negate or dampen the abilities of others). But an Anchor like Pino or Lorenzo could never possess superpowers, a fact that galled a man who did not believe in saying 'never'. Inspired by his family's worship of the Egyptian pantheon, Lorenzo believed that there was a way for him to become a god...and gain infinite power. Godhood was simply a puzzle to be solved.

Lorenzo sought out training that would make him an extraordinary fighter, but he also sharpened his mind to solve the riddle of how to become a god. But he needed help. He began to build a super-villain team under his control, the Conclave of Super-Villains, to help him reach his ultimate goal.

Personality

Lorenzo Archangeli hides his true nature under a friendly smile, but as Rebus, he is a confident and calm killer. Rebus loves puzzles of all types. He also enjoys games, and will play within

the rules, but his sharp mind is able to find loopholes that he will not hesitate to exploit. He is also obsessed with all things Egyptian.

Abilities & Resources

Rebus is a master of all forms of fighting, but likes to approach and negate the powers of super-heroes before he fights them.

He is able to negate anything that violates known physical laws (magic, psionics, and the like), but cannot affect indirect effects (e.g., a telekinetically-thrown boulder cannot be negated). He can extend his ANCHORING field beyond his body, but the power always protects him at all times (i.e., he cannot choose to let reality-violations to affect him). The Watcher should evaluate each situation to see if his ANCHORING work.

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EMOTIONAL

MENTAL

PHYSICAL

SULTRY

Zuri Angeline Croft [secret]



Affiliations	SOLO 6			BUDDY 8			TEAM 10			
Distinctions	WEATHER-MAKING IS AN ART TEMPESTUOUS TEMPTRESS PYROMANIAC									
Power Sets	WEATHERMONGERING FLIGHT • 6 HURRICANE BLAST • 10 WEATHER SUPREMACY • 12 SFX: <i>Area Attack</i> . Add a D6 and keep an additional effect die for each additional target. SFX: <i>Burst</i> . Step up or double a WEATHERMONGERING power. Remove the highest rolling die and add an additional die for your total. SFX: <i>Immunity</i> . Spend 1 PP to ignore stress or trauma from extremes of temperature or electricity. SFX: <i>Multipower</i> . Use two or more WEATHERMONGERING powers in a single dice pool at -1 step for each additional power. SFX: <i>Persistent Weather Effects</i> . Add a D6 and step up your effect die by +1 when using WEATHERMONGERING to create assets. Limit: <i>Exhausted</i> . Shutdown any WEATHERMONGERING power to gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.									
	Specialties									
	CRIME EXPERT • 8									
	MENACE EXPERT • 8									
	Milestones									
A DANGEROUS FLIRTATION 1 XP when you flirt with a chosen villain. 3 XP when you make the chosen villain jealous by flirting with another villain. 10 XP when the chosen villain fights another villain for the right to your affections.										
THE ALLURE OF FIRE 1 XP when you light a fire and watch it burn. 3 XP when you plan out and execute an arson. 10 XP when you seek professional help to cure your pyromania, or set a fire that you can call your masterpiece.										
History										
<p>Zuri Angeline Croft rarely uses her first name, preferring to answer to Angeline. She comes from a wealthy British family, but her relationship with her parents has been strained. She turned to pyromania as a way to express her anger, and found that she could bring dry weather to help things burn.</p> <p>While on an arson spree in London, she discovered that her weather powers were being suppressed by Anchors, and began reveling in her true power when the Golden Ankh murdered her watchers. When she was offered the chance to join the Conclave of Super-Villains, she felt she had finally found her true family.</p>										
<p>In the short time that she has known Triton, she has become quite taken with the young man, and the feeling might be mutual. Would they explore their relationship further, if given the chance?</p> <p>Personality</p> <p>Sultry likes using her sex appeal to make men do things for her. Innuendo comes naturally to her, and she is susceptible to flattery. However, she likes to drive her suitors insane with jealousy by flirting with others. She is capable of committing to just one man, but she will make him earn her love the hard way.</p> <p>She thinks of weather and arson as kindred arts, and never holds back with her power.</p> <p>Abilities & Resources</p> <p>Sultry prefers to fight under the open sky. She will summon winds to raise her into the air, then strike with hurricane blasts. She will also use a variety of other weather-related phenomena to batter her enemies, or provide her allies with weather-based assets (lightning storms, blizzards, tornados) that help them or herself.</p>										
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EMOTIONAL

MENTAL

PHYSICAL

EMOTIONAL

MENTAL

PHYSICAL

TRITON

Derek Murdock Radner [public]



Affiliations

SOLO



BUDDY



TEAM



Distinctions

BRILLIANT GADGETEER
SELF-STYLED FIRST TRUE SUPER-VILLAIN OF THE MILLENNIUM
NOT AS SUAVE AS HE THINKS HE IS

Power Sets

LIVING DYNAMO

ELECTRIC BLAST • 8

SFX: *Immunity*. Spend 1 PP to ignore stress, trauma, or complications from electricity.

Limit: *Exhausted*. Shutdown any LIVING DYNAMO power to gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.

TRITON ARSENAL

POWER TRIDENT • 8

SUPERHUMAN DURABILITY • 10

FLIGHT • 6

SWIMMING • 8

ENHANCED STRENGTH • 8

SONAR • 6

SFX: *Boost*. Shutdown your highest rated TRITON ARSENAL power to step up another TRITON ARSENAL power by +1. Recover power by activating an opportunity or during a Transition Scene.

SFX: *Entangling Force Net*. Add a D6 and step up your effect die by +1 when inflicting a grappling complication on a target.

SFX: *Multipower*. Use two or more TRITON ARSENAL powers in a single dice pool at -1 step for each additional power.

Limit: *Gear*. Shutdown TRITON ARSENAL and gain 1 PP. Take an action vs. doom pool to recover.

Specialties

COSMIC EXPERT • 8

COVERT EXPERT • 8

CRIME EXPERT • 8

PSYCH EXPERT • 8

SCIENCE MASTER • 10

TECH MASTER • 10

VEHICLE EXPERT • 8

Milestones

I SHALL HAVE MY REVENGE

1 XP when you declare a foe the target of your revenge.

3 XP when you refuse aid and take on the target solo.

10 XP when you inflict trauma on the target, or are captured by them.

TEAM INVENTOR

1 XP when you first discuss a new gadget you invented.

3 XP when you use SCIENCE or TECH specialties to create an asset that will help an ally.

10 XP when you either destroy something dangerous that you helped create or take trauma from it.

History

Derek Radner discovered his electrical powers and knack for gadgeteering while in school. He became a small-time aquatic bandit named Triton, leaving clues at each heist. But a schoolmate-turned-hero solved his identity and caught Derek red-handed. Derek vowed he would have his revenge one day.

In jail, Derek befriended B.P., an aging muscle goon who liked to doodle blueprints. Derek realized that B.P. had eidetic memory, and had memorized blueprints from Haven, a legendary super-villain HQ that sunk a generation ago. Eager to escape with the super-technology secrets, he began communicating with Rebus through secret messages hidden

in puzzles. Rebus engineered Derek's escape and faked his death, and Derek joined the Conclave of Super-Villains. With Rebus's resources, Derek built Skyhaven, the CSV's floating HQ. As Triton, he's eager to see the CSV in action and beat up some heroes. He is less thrilled about the Golden Ankh being the true leader behind the scenes, and awaits the opportunity to seize leadership of the motley crew.

Personality

Triton is cocky, and thinks he's smarter than anyone else on the planet. He likes to taunt, and wants to be at the center of attention. He likes leaving clues, including false ones. He likes sea motifs, especially the trident and crab. He has backup plans for backup plans, and has strategies against his own teammates in case they turn on him. He finds Sultry alluring.

Abilities & Resources

Triton likes to fight in the water, capturing people in his electrified net. His preferred melee weapon is the trident, which he will electrify as well. He powers his own gadgets, which include a forcefield belt and weapon gauntlets. He will supply his allies with armor and weaponry as well.

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EMOTIONAL

MENTAL

PHYSICAL

WERGILD



Affiliations

SOLO



BUDDY



TEAM



WATCHER
ONLY

Distinctions

GIANT METAL GOLEM
KNOWS NOT THE MEANING OF FAILURE
CREATURE OF VENGEANCE



Power Sets

VESSEL OF METAL

SUPERHUMAN DURABILITY • 10

LEAPING • 6

SUPERHUMAN STRENGTH • 10

GODLIKE STAMINA • 12

SFX: *Absorption*. On a successful reaction against a physical attack action, convert your opponent's effect die into a VESSEL OF METAL stunt or step up a VESSEL OF METAL power by +1 for your next action. Spend a doom die to use this stunt if your opponent's action succeeds.

SFX: *Area Attack*. Add a D6 and keep an additional effect die for each additional target.

SFX: *Multipower*. Use two or more VESSEL OF METAL powers in a single dice pool at -1 step for each additional power.

SFX: *Second Wind*. Before you make an action including a VESSEL OF METAL power, spend a doom die the same size or larger than current physical stress to recover it and step up the VESSEL OF METAL power by +1 for this action.

Limit: *Heavy Metal*. On a magnetic attack or while swimming, change any VESSEL OF METAL power into a complication and step up or add D6 to the doom pool.

REVENANT

PSYCHIC RESISTANCE • 12

GROWTH • 8

SUPERHUMAN SENSES • 10

SFX: *Immunity*. Spend a doom die to ignore stress, trauma, or complications from TRANSFORMATION.

SFX: *Comes Back Stronger*. Each time the Wergild is destroyed but comes back, permanently step up a power traits to a maximum of D12, and add D10 to its Solo Affiliation. It is now a Large Scale Threat.

Limit: *Vulnerable to Sorcery*. Step up or add D6 to the doom pool to step up or double any asset, stress, or complication from SORCERY used against you.

Limit: *Huge*. Change GROWTH into a complication and step up or add D6 to the doom pool. Activate an opportunity or remove the complication to recover the power.

History

The Wergild (which means 'the price paid for the deaths of men') is a golem created by Caryatid and imbued with much power, far more than its creator realized. It was made by the sorceress as a show of power, so that other criminals would invest in the Conclave of Super-Villains. Made of alchemic gold, it is powered by a heart of vengeance, which draws to itself the spirits of those who died in violence to allow them a chance to take vengeance upon those that killed them or allowed them to die through inaction.

Caryatid had chosen a local hero as the target of the Wergild. What she did not realize was that the Wergild has enough intelligence to re-interpret its original directive, extending its mission to include others that should have vengeance wrought upon them...like the criminals themselves. Those who killed indiscriminately fueled a broader, more expansive hate.

Personality

The Wergild has limited intelligence, but enough to redefine its mission to fit the current situation. It senses emotions, and is most familiar with violent ones (the type that animated and sustained it). It is not easily angered, but it can be enraged in

situations where a target refuses to die. It will not be deterred from its neverending mission through negotiation or threats, so those seeking to stop it have no choice but to destroy it.

Abilities & Resources

The Wergild uses its size and strength to destroy its foes. It is powerful enough to resist many forms of attacks, but as it was made from sorcery, the Wergild is also most vulnerable to that form of attack.

It is possible to destroy its current alchemical gold body, but its wandering spirit will seek a new metal vessel. It might take time to rebuild its power, but it will come back stronger. It might even become a Large Scale Threat. Perhaps only Caryatid knows how to banish it once and for all.

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EMOTIONAL

MENTAL

PHYSICAL

CAPRICE

Erin Vail [secret]



SOLO

BUDDY

TEAM

FLASHY STAGE MAGICIAN

POWERTWISTER



POWERTWIST

TRANSMUTATION • 12

SFX: *Randomize Power*. When someone with the TWISTED POWER complication uses a non-technological power, you can choose to spend a doom die to change the declared effect to a related effect of your choice (e.g., ICE BLAST to WIND BLAST, or EARTH CONTROL to GRAVITY CONTROL). Remove the TWISTED POWER complication (with an accompanying sneeze) when you decide not to spend a doom die this way, or the affected person activates an opportunity.

SFX: *Versatile*. Split TRANSMUTATION into 2D10 or 3D8.

SFX: *Second Chance*. Spend a doom die to reroll when using TRANSMUTATION.

Limit: *Alter Powers Only*. TRANSMUTATION can only be used to inflict a TWISTED POWER complication on a person with non-technological powers.

Limit: *Conscious Activation*. If stressed out, asleep, or unconscious, shutdown POWERTWIST. Recover POWERTWIST when stress is recovered or you awake. If mental trauma is taken, shutdown POWERTWIST until trauma is recovered.

Specialties

PSYCH EXPERT • 8

Originally from Austin, Texas, Erin Vail was a stage magician until she discovered her powers. Caprice has the ability to alter the powers of others unpredictably. Unfortunately, she doesn't know how the power will change or how long the altered power will last. When the person sneezes, the effects of her power will be sneezed away as well.

EMOTIONAL

MENTAL

PHYSICAL

DAGGERMOTH

Solange Cruz [secret]

SOLO

BUDDY

TEAM

QUEEN OF INSECT SWARMS

COMPULSIVE LIAR



SWARM COMMAND

FLIGHT • 6

INSECT CONTROL • 8

STINGING SWARM • 8

SFX: *Area Attack*. Add a D6 and keep an additional effect die for each additional target.

SFX: *Defending Swarm*. On a reaction against a physical attack action, inflict physical stress or emotional stress with your effect die at no doom pool cost, or step up by +1 for D6 from the doom pool.

SFX: *Unstoppable Stinging Cloud*. Activate an opportunity from opponent's reaction to an action that includes a SWARM COMMAND power. Opponent takes physical stress equal to the die that created the opportunity.

Limit: *Conscious Activation*. If stressed out, asleep, or unconscious, shutdown SWARM COMMAND. Recover SWARM COMMAND when stress is recovered or you awake. If mental trauma is taken, shutdown SWARM COMMAND until trauma is recovered.

Specialties

MEDICAL EXPERT • 8

MENACE EXPERT • 8

Solange Cruz is from Lisbon, and claims she learned voodoo from a priest in the Amazon, and murdered him to steal his power over insects. She can summon insects from her own mouth and the mouths of others, and control the swarms that emerge. She also has the innate power to fly. She is not a good team player, but has quite a creepy power that can take others by surprise.

EMOTIONAL

MENTAL

PHYSICAL

GIANTSTAR

Fergus Fitzroy [secret]



SOLO

BUDDY

TEAM

IRISH GUNRUNNER
GLOWING GOLIATH



GIANTSHAPE

GROWTH • 8

ENHANCED DURABILITY • 8

ENHANCED STAMINA • 8

SUPERHUMAN STRENGTH • 10

SFX: *Slam*. Double SUPERHUMAN STRENGTH die and keep +1 effect die, then shutdown SUPERHUMAN STRENGTH. Spend D6 doom to recover.

SFX: *Take the Hit*. Spend a die from the doom pool to take physical stress intended for a nearby ally or friend.

SFX: *Second Wind*. Spend a die from the doom pool to recover physical stress of an equal die size.

Limit: *Conscious Activation*. If stressed out, asleep, or unconscious, shutdown GIANTSHAPE. Recover GIANTSHAPE when stress is recovered or you awake. If mental trauma is taken, shutdown GIANTSHAPE until trauma is recovered.

Specialties

BUSINESS EXPERT • 8

COMBAT EXPERT • 8

COVERT EXPERT • 8

CRIME EXPERT • 8

MENACE EXPERT • 8

VEHICLE EXPERT • 8

Originally from Dublin, Fergus Fitzroy has the power to grow large. His skin glows green when he changes size, giving him the nickname Giantstar. He is an Irish gunrunner with ties to Labyrinthe and Caryatid through their liberation front, the Sans Rouge. Personality-wise, he is friendly and loyal to his allies. Against enemies, though, he doesn't hold back. He is wanted by dozens of agencies for his role in supplying weapons to criminals internationally.

EMOTIONAL

MENTAL

PHYSICAL

GLYPH

Zephirah Reuben [secret]

SOLO

BUDDY

TEAM

MOUSY ARCANE LIBRARIAN
HEART OF A SNAKE



SIGIL MAGIC

MYSTIC RESISTANCE • 10

MYSTIC SENSE • 6

SORCERY MASTERY • 10

TRANSMUTATION • 6

TELEPORT • 8

SFX: *Protective Seal*. Spend a doom die to ignore stress, trauma, or complications from physical attacks.

SFX: *Support Sigils*. Add a D6 and step up your effect die by +1 when using SIGIL MAGIC to create assets.

SFX: *I Have Prepared A Sigil Against That*. Spend a doom die to step up a MYSTIC MASTER stunt or resource and recover mental stress.

Limit: *Allow Me Time To Draw A Glyph*. Add D6 doom and shutdown any SIGIL MAGIC trait. Activate an opportunity to recover.

Specialties

MEDICAL EXPERT • 8

MENACE EXPERT • 8

Glyph is a mage who focuses on ritual magic and written spells. Some of her spells take more time than the team can afford in battle, but given enough time to prepare, she can be an incredibly useful asset. Sigils are consumed after limited use, however. She must have a focus for her power. She keeps to a kosher diet, although it is not known if she does this for a ritual reason or as a relic of her upbringing. She has been tempted into joining the CSV because of their intent to raid the Vatican library in the future. For unrevealed reasons, she believes she has a serpentine nature, and her astral image of herself is reptilian.

EMOTIONAL

MENTAL

PHYSICAL

MISTLETOE

Katri Vilella [secret]



SOLO BUDDY TEAM



ENVIRONMENTAL ACTIVIST
REVERENCE FOR ALL LIFE

PARASITIC VERDURE

LEECH • 8

WALLCRAWLING • 8

PLANT MASTERY • 10

LIFE SENSE • 6

ENHANCED STAMINA • 8

STRETCHING • 8

SFX: *Sapping Strength*. On an action including a PARASITIC VERDURE die, use an effect die to shutdown target's power trait of equal or lesser rating, or step back power trait of higher rating by -1. Target may recover trait by activating an opportunity.

SFX: *Absorption*. On a successful reaction against a physical attack action, convert your opponent's effect die into a PARASITIC VERDURE stunt or step up a PARASITIC VERDURE power by +1 for your next action. Spend a D6 doom die to use this stunt if your opponent's action succeeds.

SFX: *Grapple*. Add a D6 and step up your effect die by +1 when inflicting a grappling complication on a target.

SFX: *Area Attack*. Add a D6 and keep an additional effect die for each additional target.

Limit: *Conscious Activation*. If stressed out, asleep, or unconscious, shutdown PARASITIC VERDURE. Recover PARASITIC VERDURE when stress is recovered or you awake. If mental trauma is taken, shutdown PARASITIC VERDURE until trauma is recovered.

Specialties

COVERT EXPERT • 8

MEDICAL EXPERT • 8

SCIENCE EXPERT • 8

Katri Vilella is from Anchorage, Alaska. She is an environmental activist. Mistletoe has parasitic plant powers, being able to control plant growth and plant life, achieving such effects as wallcrawling with growth of ivy. In addition, she is able to weaken others by sapping their strength, as long as the target is touching living vegetable matter. She reveres all life and will not kill. She has a lot of anger towards polluters and deforesters, and will break the law to uphold the values she holds dear. She does not like the alien Pranir, who she feels get away with the exploitation of Earth's resources.

EMOTIONAL

MENTAL

PHYSICAL

MYRIAD

Alpha-Rho Twelve [secret]

SOLO BUDDY TEAM



FLUIDIC SHAPESHIFTER
EXPERIMENTAL LIFEFORM

PROTOPLASMIC

SUPERHUMAN DURABILITY • 10

INTANGIBILITY • 6

WALLCRAWLING • 8

SUPERHUMAN REFLEXES • 10

SHAPESHIFTING • 8

ENHANCED STAMINA • 8

STRETCHING • 8

SFX: *Multipower*. Use two or more PROTOPLASMIC powers in a single dice pool at -1 step for each additional power.

SFX: *Healing Factor*. Spend a doom die to recover physical stress of equal size and step back physical trauma by -1.

Limit: *Chemical Vulnerability*. Step up or add D6 to the doom pool to shutdown PROTOPLASMIC vs. chemical or transmutation attacks. Spend D6 from the doom pool to recover PROTOPLASMIC.

Specialties

ACROBATIC EXPERT • 8

COMBAT EXPERT • 8

COVERT MASTER • 10

CRIME EXPERT • 8

MEDICAL EXPERT • 8

PSYCH • 8

Myriad is a shapeshifting protoplasmic lifeform created in a lab and designed for impersonation, infiltration, and assassination. She can change into many shapes, but excels in copying humanoid forms. She identifies as female but does not need to be restricted by that sex. She is able to recover from massive amounts of damage. There are other similar shapeshifting lifeforms in the Alpha-Rho 'line'.

EMOTIONAL

MENTAL

PHYSICAL

OBLIVION

Tilman Schloss [secret]



SOLO

BUDDY

TEAM

SMUGGLER

SABOTEUR



DISINTEGRATION CLOUD

DISINTEGRATION BLAST • 10

TRANSMUTATION • 8

SFX: *Area Attack*. Add a D6 and keep an additional effect die for each additional target.

SFX: *Unleashed*. Step up or double any DISINTEGRATION CLOUD power for one action. If the action fails, step back power by -1. Activate an opportunity to recover.

SFX: *Undermine Structural Integrity*. When attacking an asset or complication, step back the highest die in an attack action pool to add a D6 and step up the effect die.

Limit: *Conscious Activation*. If stressed out, asleep, or unconscious, shutdown DISINTEGRATION CLOUD. Recover DISINTEGRATION CLOUD when stress is recovered or you awake. If mental trauma is taken, shutdown DISINTEGRATION CLOUD until trauma is recovered.

Limit: *A Thousand Points of Pain*. When used against a living target, DISINTEGRATION CLOUD can only inflict mental or emotional stress.

Specialties

BUSINESS EXPERT • 8

COMBAT EXPERT • 8

COVERT EXPERT • 8

CRIME EXPERT • 8

MENACE EXPERT • 8

VEHICLE EXPERT • 8

Tilman Schloss is from Geneva, Switzerland. As Oblivion, his power to disintegrate is unreliable. At the present time he is unable to disintegrate cleanly, but can poke thousands of tiny holes in materials. This makes him better at undermining structural integrity and on inorganics, although he can inflict pain on living things as well. As a smuggler by trade, he is secretive.

EMOTIONAL

MENTAL

PHYSICAL

PSIDF/X

Francis Xavier 'F.X.' Darwin [secret]

SOLO

BUDDY

TEAM

HYPOCHONDRIAC

DRUG ENCYCLOPEDIA



PSYCHOGENIC ILLUSIONS

PSYCHIC BLAST • 8

MIND CONTROL • 10

DRUG RESISTANCE • 12

SFX: *Afflict*. Add a D6 and step up your effect die by +1 when inflicting an illusion complication on a target.

SFX: *Immunity*. Spend D6 doom to ignore stress, trauma, or complications from drug or chemical attacks.

Limit: *Irrational Fear of Disease*. Add D6 doom to step up emotional stress inflicted by fear of germs by +1.

DEEP ARMOR

SUPERHUMAN DURABILITY • 10

FLIGHT • 6

SWIMMING • 6

ENHANCED STRENGTH • 8

SONAR • 6

CONCUSSIVE BLAST • 8

SFX: *Sealed Environment*. Spend a doom die to ignore stress, trauma, or complications from radiation, atmospheric toxins and viruses, pressure, and suffocation.

Limit: *Overheat*. Shutdown a DEEP ARMOR power to add a D6 to the doom pool. Activate an opportunity to recover.

Specialties

MEDICAL MASTER • 10

SCIENCE EXPERT • 8

PsiDF/X is from Perth, Australia. He can transfer effects of any chemical he consumes to someone else, being unable to experience drug effects. He's very hypochondriac and wears a Deep Armor suit to protect him from viruses and bacteria. The suit is programmed to give him any drugs he needs to create his psychogenic illusions.

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EMOTIONAL

MENTAL

PHYSICAL

SPIRAL

Anya Kirova [secret]



SOLO

BUDDY

TEAM

RUSSIAN BALLERINA

I MAKE THINGS SPIN



TELEKINETIC TORQUE

TELEKINETIC CONTROL • 8

ENHANCED REFLEXES • 8

SFX: *Focus*. If a pool includes a TELEKINETIC TORQUE power, you may replace two dice of equal size with one die +1 step larger.

SFX: *Undermine Structural Integrity*. When attacking an asset or complication, step back the highest die in an attack action pool to add a D6 and step up the effect die.

Limit: *Conscious Activation*. If stressed out, asleep, or unconscious, shutdown TELEKINETIC TORQUE. Recover TELEKINETIC TORQUE when stress is recovered or you awake. If mental trauma is taken, shutdown TELEKINETIC TORQUE until trauma is recovered.

SPINNING ARSENAL

WEAPONS • 8

SFX: *Weapon Superspin*. Step back the highest die in a pool including WEAPONS to add a D6 and step up physical stress inflicted.

Limit: *Gear*. Shutdown SPINNING ARSENAL and step up or add D6 to the doom pool. Spend D6 from the doom pool to recover.

Specialties

ACROBATIC EXPERT • 8

VEHICLE EXPERT • 8

Originally from St. Petersburg, ballerina Anya Kirova has a specialized telekinetic ability: she is able to spin things faster or slower. She likes to torment Conflict. Weapons that spin, such as boomerangs, bolas, shurikens and other similar weapons become deadly in her hands.

TIARA

Ursula Grace Caroline Maxine Stephanie de Grimaldi [secret]

SOLO

BUDDY

TEAM

LEGENDARY THIEF

ROYAL PRINCESS



CAT BURGLAR TRAINING

ENHANCED REFLEXES • 8

ENHANCED SENSES • 8

SFX: *Focus*. If a pool includes a CAT BURGLAR TRAINING power, you may replace two dice of equal size with one die +1 step larger.

SFX: *Second Chance*. If a pool includes a CAT BURGLAR TRAINING power, spend a doom die to reroll.

SFX: *Cat Burglar's Planning Instinct*. Spend D6 from the doom pool to step up a COVERT MASTER or CRIME MASTER stunt or resource and recover emotional or mental stress.

Limit: *Exhausted*. Add D6 doom and shutdown any CAT BURGLAR TRAINING trait. Activate an opportunity to recover.

TOOLS OF THE TRADE

TASER • 6

SWINGLINE • 6

WALLCRAWLING • 6

Limit: *Gear*. Shutdown TOOLS OF THE TRADE and step up or add D6 doom. Spend D6 doom to recover.

Specialties

ACROBATIC MASTER • 10

BUSINESS EXPERT • 8

COMBAT EXPERT • 8

COVERT MASTER • 10

CRIME MASTER • 10

PSYCH EXPERT • 8

Princess Ursula Grace Caroline Maxine Stephanie de Grimaldi, heir to the throne of Monaco, is secretly the master thief known as the Laughing Oyster. Having stolen an invitation to the CSV from a villainous recruit, she adopted the identity of Tiara for the thrill of playing Robin Hood.

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EMOTIONAL

MENTAL

PHYSICAL

EMOTIONAL

MENTAL

PHYSICAL

TILT

Lance Spencer [secret]



SOLO

BUDDY

TEAM

UNREPENTANT GAMBLER

GREMLIN IN THE MACHINE



MECHANOKINESIS

TECHNOLOGY CONTROL • 10

CYBERNETIC SENSE • 6

SFX: *Is That A Loose Wire?* On a successful reaction against a technology-based attack, inflict a technology-based complication with your effect die at no doom pool cost, or step up by +1 for D6 from the doom pool.

SFX: *Versatile*. Split TECHNOLOGY CONTROL into 2D8 or 3D6.

SFX: *Invisible to the Machine*. When including a MECHANOKINESIS power in an action or reaction to avoid electronic detection or tracking, step up or double TECH MASTER. Spend a doom die to do both.

Limit: *Conscious Activation*. If stressed out, asleep, or unconscious, shutdown MECHANOKINESIS. Recover when stress is recovered or you awake. If mental trauma's taken, shutdown MECHANOKINESIS until trauma's recovered.

DEEP ARMOR

SUPERHUMAN DURABILITY • 10

FLIGHT • 6

SWIMMING • 6

ENHANCED STRENGTH • 8

SONAR • 6

CONCUSSIVE BLAST • 8

SFX: *Sealed Environment*. Spend a doom die to ignore stress, trauma, or complications from radiation, atmospheric toxins and viruses, pressure, and suffocation.

Limit: *Overheat*. Shutdown a DEEP ARMOR power to add a D6 to the doom pool. Activate an opportunity to recover.

Specialties

BUSINESS EXPERT • 8

PSYCH EXPERT • 8

TECH MASTER • 10

VEHICLE EXPERT • 8

A stocky man with big sideburns from Las Vegas, Lance Spencer prefers gambling to supervillainy. His power over machines makes him a dangerous foe. He can make machines break down best, but he can dominate anything he considers a machine. However, Tilt's intrigued by illegal gambling, like betting on the outcome of super-battles. He wears a suit of Deep Armor.

EMOTIONAL

MENTAL

PHYSICAL

WHITEOUT

Nigel Hume [secret]

SOLO

BUDDY

TEAM

VILLAIN WORSHIP

STAGE ACTOR



FLARE

LIGHT GENERATION • 10

SFX: *Area Attack*. Target multiple opponents. For each additional target, add D6 and keep +1 effect die.

SFX: *Blinding Flare*. Spend D6 from the doom pool to double LIGHT GENERATION for one action.

SFX: *Light Immunity*. Spend a doom die to ignore stress, trauma, or complications from light-based attacks.

Limit: *Exhausted*. Add D6 doom and shutdown any FLARE power. Activate an opportunity to recover.

Specialties

CRIME EXPERT • 8

PSYCH EXPERT • 8

A Londoner, Nigel Hume is a big fan of supervillains (and especially obsessed with Triton), to the point where he has joined the CSV just so he can become an apprentice villain himself. A true Understudy, he has been watching Triton and learning his mannerisms and idiosyncracies. He is a stage actor by trade, and dabbles in screenwriting.

EMOTIONAL

MENTAL

PHYSICAL

ZONE

Gerhard Durst [secret]



SOLO

BUDDY

TEAM

EX-MILITARY

SUPREME IN MY ZONE



ZONE OF POWER

SUPERHUMAN DURABILITY • 10

SUPERHUMAN REFLEXES • 10

SPEED • 6

ENHANCED SENSES • 8

SUPERHUMAN STAMINA • 10

SUPERHUMAN STRENGTH • 10

SFX: *Multipower*. Use two or more ZONE OF POWER traits in a single dice pool at -1 step per additional power.

SFX: *Focus*. If a pool includes a ZONE OF POWER trait, you may replace two dice of equal size with one die +1 step larger.

SFX: *Second Wind*. Spend a die from the doom pool to recover physical stress of an equal die size.

Limit: *Conscious Activation*. If stressed out, asleep, or unconscious, shutdown ZONE OF POWER. Recover when stress is recovered or you awake. If mental trauma is taken, shutdown ZONE OF POWER until trauma is recovered.

Limit: *Out of My Zone*. Shutdown ZONE OF POWER and step up or add D6 to the doom pool. Spend D6 from the doom pool to recover.

ARSENAL

WEAPON • 8

Limit: *Gear*. Shutdown ARSENAL and step up or add D6 to the doom pool. Spend D6 from the doom pool to recover.

Specialties

BUSINESS EXPERT • 8

PSYCH EXPERT • 8

TECH MASTER • 10

VEHICLE EXPERT • 8

Zone comes from Vienna and has a military background. He can create a zone of power, in which his strength, speed, and endurance are increased drastically, but he loses his powers outside the zone. The longer he is able to concentrate, the larger the zone. He is obsessed with military history.

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EMOTIONAL

MENTAL

PHYSICAL

E.U.R.O.P.A.

E.U.Я.Ω.P.A.

E.U.R.O.P.A., the Eurasian Union Ruling Order Paranormal Authority, is the super-team for the Eurasian Union. The Eurasian Union brings together disparate nations across the Eurasian supercontinent. It excludes certain countries, such as China. Superheroes on this team are assigned by member countries, although many younger members aren't ready for the team yet, and train at A.S.I.E. (Advanced Sciences Institute of Eurasia). One hero per country is the limit, and heroes are named after legendary figures or creatures in each country's history.

E.U.R.O.P.A. Milestones

THE GREAT EURASIAN UNION EXPERIMENT

You are ideologically in favor of the Eurasian Union experiment, and want to help the member countries integrate better.

- 1 XP** when you talk to a non-Eurasian Union hero about the benefits of the Eurasian Union.
- 3 XP** when you participate in a Eurasian Union-sponsored publicity event.
- 10 XP** when you convince a new hero from a member country of the Eurasian Union to join EUROPA, or quit the team in order to defend your home country.

A.S.I.E. TIES

You are very involved with the training of a new generation of Eurasian Union heroes at the Advanced Sciences Institute of Eurasia.

- 1 XP** when you talk to a non-EUROPA hero about the training you underwent at A.S.I.E.
- 3 XP** when you spend a Transition Scene mentoring an A.S.I.E. student or teaching an A.S.I.E. class.
- 10 XP** when you either quit the team to teach at ASIE or convince your team to take a new ASIE student as a probationary member of EUROPA.

E.U.R.O.P.A. Unlockables

►[5 XP/10 XP] **Parabiology Trauma Ward:** EUROPA's Parabiology science is state-of-the-art. For 5 XP, you may spend a Transition Scene in a Parabiology trauma ward and step back all Trauma by 1 step. For 10 XP, you may spend step back all Trauma to D4.

►[5 XP/10 XP] **EUROPA Field Support:** For 5 XP, you can get a squad of four EUROPA field agents for support in the next Act. For 10 XP, you can get the squad as well as the Eurasian Union ship, the *François Mitterand*, which has a BRIG FOR SUPERHUMANS and a MOBILE PARABIOLOGY TRAUMA WARD.

►[5 XP] **Illicit Empowerment Drug:** Shady contacts in the Eurasia can provide Emp, a dangerous power-enhancing drug. For 5 XP, you can double all Power Trait dice with a biological source for one Scene, but gain the *Growing Dread* Limit. You risk expulsion if caught.

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Significant E.U.R.O.P.A. Agents

GENERAL KUGAN PUSHPARAJAH

SOLO BUDDY TEAM



MASTER DIRECTOR • 10

DR. ALDO NARDINI

SOLO BUDDY TEAM



MASTER
PARABIOLOGIST • 10

E.U.R.O.P.A. FIELD AGENT

SOLO BUDDY TEAM



EXPERT AGENT • 8

WEAPONS • 6

COMMS • 6

BULLETPROOF VEST • 8

A.S.I.E. STUDENT

SOLO BUDDY TEAM



ROOKIE STUDENT • 6

ENERGY BLAST • 6

WOLFGANG KRIEGER, ANCHOR

SOLO BUDDY TEAM



POWER ANCHOR
EUROPA AGENT

ANCHORING

REALITY ANCHOR • 12 MYSTIC RESISTANCE • 12
PSYCHIC RESISTANCE • 12


SFX: *Immunity to Reality Violations.* Spend 1 doom die to ignore stress, trauma, or complications from psychic, magical, and reality-violation attacks.

Limit: *Uncontrollable.* Change any ANCHORING power into a complication to step up a die in the doom pool or add a D6 doom die. Activate an opportunity or remove the complication to recover the power.

COMBAT EXPERT • 8

ARC

Claire Auger [public]

Affiliations	SOLO	BUDDY	TEAM
	6	8	10
Distinctions	DARLING DAUGHTER OF FRANCE LOVE OF WORDPLAY THE MISSION COMES FIRST		
	 E.U.R.O.P.A.		

Power Sets	KINETIC BATTERY		
	KINETIC CONTROL • 8 KINETIC RESISTANCE • 10	SPEED • 6 ENHANCED STAMINA • 8	ENHANCED REFLEXES • 8 ENHANCED STRENGTH • 8
	SFX: <i>Absorption</i> . On a successful reaction against a kinetic attack action, convert your opponent's effect die into a KINETIC BATTERY stunt or step up a KINETIC BATTERY power by +1 for your next action. Spend 1 PP to use this stunt if your opponent's action succeeds.		
	SFX: <i>Focus</i> . If a pool includes a KINETIC BATTERY power, you may replace two dice of equal size with one die +1 step larger.		
	SFX: <i>Immunity</i> . Spend 1 PP to ignore stress, trauma, or complications from kinetic attacks.		
	SFX: <i>Self-Healing</i> . Step back a KINETIC BATTERY power to recover your own physical stress or step back your own physical trauma. Recover the power during a Transition Scene.		
	SFX: <i>Multipower</i> . Use two or more KINETIC BATTERY powers in a single dice pool at -1 step for each additional power.		
	Limit: <i>Exhausted</i> . Shutdown any KINETIC BATTERY power to gain 1 PP. Recover power by activating an opportunity or during a Transition scene.		

Specialties	COMBAT EXPERT • 8	COVERT EXPERT • 8
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Milestones

MYSTERY OF THE BURNOUTS

- 1 XP when you discuss the mystery of power burnout with an ally.
- 3 XP when you spend a Transition Scene investigating old clues about power burnouts at ASIE.
- 10 XP when you either solve the mystery yourself, or tell the clues to someone else and let them solve the mystery for you.

FLIRTATIONS

- 1 XP when you flirt with a hero.
- 3 XP when you go out on a date with the chosen hero.
- 10 XP when you either dedicate yourself to the chosen hero, or break off a relationship with the hero, ending a romance.

History

Claire Auger is the French heroine Arc, a member of E.U.R.O.P.A. (Eurasian Union Ruling Order Paranormal Authority). Named after Joan of Arc, she feels that she must live up to the legend of her namesake.

She trained at A.S.I.E. (Advanced Sciences Institute of Eurasia) with her fellow teammates. She never took notice of Pollux until they were on the same team for a wilderness survival course in India, fondly known as 'The Hellrun'. Together, they pushed each other and won the race. However, at the finish line, she found out her roommate had died of power burnout back at ASIE. Claire was devastated,

and it was Pol who helped her through the grief. It was then that she became obsessed with the mystery of power burnout.

She knows that Pol has an unspoken crush on her. She did not reciprocate the feelings, as Pol was more like a brother to her than a potential love interest. They remain friends. She never connected the same way with Pol's twin, Castor.

Personality

Claire is a reliable teammate. She likes wordplay and puzzles, and that's one reason why the mystery of the power burnouts makes her lose sleep at night. She doesn't like the idea of a telepath prying into her thoughts, but always felt at ease when around Pollux despite his telepathic powers.

Abilities & Resources

Arc's power is the ability to absorb kinetic energy, and use it to increase her speed and strength. This makes her able to resist blunt force trauma. If she knew a bullet was coming, she could even absorb all of its energy.

It is possible for her to use up so much kinetic energy, that she jeopardizes her own life. She would need immediate kinetic energy to recover.

She can draw on the resources of E.U.R.O.P.A.

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EMOTIONAL

MENTAL

PHYSICAL

CASTOR

Cas lerulli-Kiris [public]

Affiliations

SOLO

6

BUDDY



TEAM



WATCHER
ONLY



E.U.R.O.P.A.

Distinctions

PSYCHIC TWIN
FAITH IN GOD
UNORTHODOX FAMILY HISTORY

Power Sets

PARABOLIC POWER MIRROR

MIMIC • 12

SFX: *Reflected Power*. Spend a doom die to use any SFX belonging to a target on whom Castor has inflicted a POWER FLARE complication for your next roll.

Limit: *Biological Sourced Powers Only*. MIMIC only duplicates non-technological, non-magical powers, and can be used to inflict POWER FLARE complications (but only on someone who uses non-technological, non-magical power sets).

Limit: *Neural Overload Syndrome*. Any character on whom Castor has inflicted a POWER FLARE complication gains the *Risk of Burnout* Limit. Add your MIMIC die to any action or reaction they take that includes a non-technological, non-magical power. Count both 1s and 2s on those dice as opportunities, but only 1s are excluded from being used for totals or effect dice. Any opportunity activated inflicts mental stress to the character equal to the size of the die that generated the opportunity, and multiple opportunities step up the stress inflicted.

Limit: *Uncontrollable*. Change any PARABOLIC POWER MIRROR power into a complication and step up the lowest die in the doom pool or add a d6 doom die. Activate an opportunity or remove the complication to recover the power.

Limit: *Pollux's Lockdown*. Shutdown PARABOLIC POWER MIRROR in Scenes where Pollux is present or in telepathic communication with Castor. Activate PARABOLIC POWER MIRROR in Scenes where the condition isn't met and Castor takes emotional stress.

COPY OF POLLUX'S TELEPATHY

PSYCHIC BLAST • 8

MIND CONTROL • 6

TELEPATHY • 10

PSYCHIC RESISTANCE • 8

PSYCHIC SENSE • 6

SFX: *Area Attack*. Add a D6 and step up your effect die for each additional target.

SFX: *Focus*. If a pool includes a COPY OF POLLUX'S TELEPATHY power, replace two dice of equal size with one die +1 larger.

Limit: *Exhausted*. Shutdown any COPY OF POLLUX'S TELEPATHY power and add a D6 doom die or step up the lowest doom die. Recover power by activating an opportunity.

Limit: *Copy Erased*. If PARABOLIC POWER MIRROR is active, shutdown all COPY OF POLLUX'S TELEPATHY powers except TELEPATHY, which is set at D4. Recover COPY OF POLLUX'S TELEPATHY when PARABOLIC POWER MIRROR is shutdown.

Specialties

COVERT EXPERT • 8

MYSTIC EXPERT • 8

SCIENCE EXPERT • 8

History

Cas lerulli-Kiris and his brother Pol have a very unique family history (see Pollux's datafile for details). Castor is closest to his brother Pollux, but he's more isolated socially than Pol.

What sets Cas apart from Pol is that in truth, his ability isn't twin telepathy, as he has believed all his life. He is a parabolic power mirror, which means that he can amplify the powers of another paranormal and copy the amped power set. Thus, he gained telepathy because he copied Pollux's power. Because he doesn't know about this power, it flares up when he loses contact with Pollux, and has the tragic effect of copying and amplifying someone's power unintentionally, killing them with Neural Overload Syndrome (also known as power burnout).

Personality

Cas is quiet and introverted, unlike his more ebullient twin. His bond with his twin is very strong, and he will see to Pollux's

safety first and foremost. He does not know that he has been the cause of many mysterious burnout deaths, and it will devastate him when the truth comes out.

Abilities & Resources

Castor's mirroring power allows him to boost and copy another paranormal's abilities. Because his default linkage is with Pollux, he has a copy of Pollux's telepathy and does not harm Pollux with his dangerous abilities. He sometimes uses a gun in combat.

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EMOTIONAL

MENTAL

PHYSICAL

HOTSPUR

Henry 'Harry' Keane [public]

Affiliations	SOLO			BUDDY			TEAM				
											
Distinctions	SPRECHEN M'SLANG? DO ME A FAVOR ON THE SLY HOT-TEMPERED KNAVE										
Power Sets	METAL-MELTING FEUER										
	MOLTEN METAL • 6					TRANSMUTATION • 8					
	SFX: <i>Afflict</i> . Add a D6 and step up your effect die by +1 when inflicting molten metal-based complications on a target.										
	SFX: <i>Area Attack</i> . Add a D6 and step up your effect die for each additional target.										
	SFX: <i>Berserk</i> . Add a die from the doom pool to one or more attack actions. Step up the doom pool die by +1 for each action; return it to the doom pool when you're done.										
	SFX: <i>Immunity</i> . Spend 1 PP to ignore stress, trauma, or complications from heat and fire attacks.										
	Limit: <i>Exhausted</i> . Shutdown any METAL-MELTING FEUER power to gain 1 PP. Recover power by activating an opportunity or during a Transition scene.										
Specialties	COMBAT EXPERT • 8			CRIME EXPERT • 8			MENACE EXPERT • 8				
Milestones	<div>MY TEMPER IS UNDER CONTROL<ul style="list-style-type: none">1 XP when you pull your punch.3 XP when you defeat an enemy without using METAL-MELTING FEUER in the Scene.10 XP when you either unleash your rage in front of the media, or calmly lead a diplomatic mission to success.</div> <div>WALK ON THE SHADY SIDE WITH ME<ul style="list-style-type: none">1 XP when you talk to an ally about shady dealings.3 XP when you bring an ally to one of your contacts in the criminal underworld.10 XP when you tempt an ally into doing something illegal, or cut all criminal ties and go clean.</div>										<p>many contacts on the shady side. He has a knack for being able to talk people into doing favors for him on the sly, and sometimes his friends think he speaks slang to intentionally disorient people.</p> <p>He is good friends with Pollux. He used to drink a lot, but ever since he went through rehab, he has been keeping that urge under control.</p> <p>Abilities & Resources</p> <p>Hotspur's Feuer (as powers are called in Europe these days) is to heat and liquefy any metal, often inflicting burns with the heat. He is immune to heat and fire. His favorite tactic is to slag weapons and vehicles.</p> <p>He has access to a Turkish fixer named Midas who resides in Venice. Midas, who is able to transmute anything he touches into gold as long as he maintains contact, supplies him with black market items, a favor for saving him.</p>
History	<p>Originally from England, Harry Keane was originally on the E.U.R.O.P.A. (Eurasian Union Ruling Order Paranormal Authority) team. However, Hotspur got drunk in Berlin and started a fight with a Vogue-Ghoul gang and almost killed them. Luckily, Pollux shut him down before he could. He was thrown off the team and put into rehab. Only recently did he detox and became reinstated.</p> <p>Hotspur is also infamous for the mishmash slang that he speaks, a mix of multiple languages and quite popular among current youths in Europe. It is sometimes difficult to understand, but it has made him a superstar among the younger generation. Truth is, he can speak perfect English and French, but simply chooses not to.</p> <p>Personality</p> <p>Hotspur is not exactly your typical, white hat hero. He has a terrible temper that got him thrown off the team, and he has</p>										<div>MIDAS</div> <div>SOLO BUDDY TEAM</div> <div>  </div> <div>MASTER FIXER • 10</div> <div>TRANSMUTATION • 10</div> <div>Limit: <i>Only With Touch</i>. Midas can only transmute items that he maintains contact with, and with no more mass than himself.</div> <div><small>Datafile created by Tony Pi (tonypi.com) and Dave Van Domelen (www.eyrie.org/~dvandom/ASH). Marvel Heroic Roleplaying & the Cortex Plus System™ Margaret Weis Productions, Ltd. Used without permission. This datafile is a work of fandom and is not intended to profit from or infringe on the rights of Marvel or Margaret Weis Productions, Ltd.</small></div>






EMOTIONAL

MENTAL

PHYSICAL

LLYR

Daffyd Glwych Garanhir [public]

Affiliations	SOLO	BUDDY	TEAM	
				
Distinctions	LIGHT SCULPTOR RASPUTIN'S PROTÉGÉ SURVIVOR GUILT			
Power Sets	SEMI-SOLID LIGHT			
	LASER BLAST • 8		LIGHT CONTROL • 8	
	SUBSONIC FLIGHT • 8		INTANGIBILITY • 6	
	SFX: <i>Constructs</i> . Add a D6 and step up your effect die by +1 when using SEMI-SOLID LIGHT to create assets.			
	Limit: <i>Exhausted</i> . Shutdown any SEMI-SOLID LIGHT power to gain 1 PP. Recover power by activating an opportunity or during a Transition scene.			
Specialties	COVERT EXPERT • 8		SCIENCE EXPERT • 8	

Milestones

MAKING YOUR MENTOR PROUD

- 1 XP** when you ask your mentor for advice.
- 3 XP** when you help your mentor defeat a foe.
- 10 XP** when you either renounce your mentor and change your RASPUTIN'S PROTÉGÉ Distinction to something more fitting, or take command of a team.

COVERT OPERATIONS

- 1 XP** when you ask your superiors for a secret mission.
- 3 XP** when you successfully infiltrate an enemy organization.
- 10 XP** when you successfully sabotage the enemy organization, or decide to join them instead.

History

Daffyd Glwych Garanhir and his twin brother, Peredur, studied at A.S.I.E. (Advanced Sciences Institute of Eurasia) and were known as Llyr and Pwyll, named after mythic figures from Welsh mythology. Whereas Daffyd can create semi-solid light constructs, Pwyll could create semi-solid shadows.

However, his brother died of power burnout years ago. His own shadow rose up and swallowed him whole, right in front of Llyr. He took his twin's death hard.

Rasputin of E.U.R.O.P.A. (Eurasian Union Ruling Order Paranormal Authority), who taught at A.S.I.E., took an interest in the talented young man and took Llyr as his protégé, teaching him how to make his solid illusions more real. He wants to prove to Rasputin that he should be allowed to join E.U.R.O.P.A., and even pushes to be given an opportunity to go on a covert mission. He feels that his low profile would make him an ideal infiltrator.

Personality

Llyr is quite intelligent, and acts brave in front of his mentor. He really appreciates Rasputin taking time to train him and improve his powers. He wants to make Rasputin proud.

He was very close to his twin brother, and misses him very much.



Abilities & Resources

Llyr can fire blasts of light and create semi-solid light constructs. Rasputin has taught him how to improve details in his constructs, encouraging him to think more holistically and focus on the essence of the creation. He has to learn to let his intuition fill in the details.

He is also able to make his body semi-solid, the reverse of what he does with his constructs. This allows him to seep through the fingers of people trying to grab him, as well as the ability to fly. In ideal situations he might be able to break supersonic speed, but subsonic flight is more manageable.

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PHYSICAL MENTAL EMOTIONAL

Affiliations	SOLO 6	BUDDY 8	TEAM 10	
Distinctions	LOYAL DAUGHTER OF JAPAN MAGNETIC GHOST CAREFUL OBSERVER			 

Power Sets	MAGNETIC ASTRAL PROJECTION		
	INTANGIBILITY • 10 ELECTROMAGNETIC SENSE • 6	INVISIBILITY • 10 FLIGHT • 6	MAGNETIC CONTROL • 8
	<p>SFX: <i>Afflict</i>. Add a D6 and step up your effect die by +1 when inflicting a MAGNETIC CONTROL complication on a target.</p> <p>SFX: <i>Without Form</i>. Spend 1 PP to ignore physical stress caused by anyone attacking your astral form by mundane means.</p> <p>SFX: <i>Burst</i>. Step up or double a MAGNETIC CONTROL power against a single target. Remove the highest rolling die and add 3 dice for your total.</p> <p>SFX: <i>Multipower</i>. Use two or more MAGNETIC ASTRAL PROJECTION powers in a single dice pool at -1 step for each additional power.</p> <p>Limit: <i>The Empty Vessel</i>. When your dice pool includes a MAGNETIC ASTRAL PROJECTION power, adding a power from any other Power Set costs 1 PP. Your physical form remains where you left it, and for as long as you remain out of sight of it any stress or complications that target it directly are stepped up.</p>		
Specialties	COVERT EXPERT • 8	MEDICAL EXPERT • 8	SCIENCE EXPERT • 8

Milestones

LEARNING TO FIGHT SOLO

- 1 XP** when you use MAGNETIC ASTRAL PROJECTION in a team combat situation where an ally must actively protect your body.
- 3 XP** when you use MAGNETIC ASTRAL PROJECTION in a situation where no ally can protect your real body.
- 10 XP** when you take down a villain with a D12 in their powerset by yourself, or are the last hero standing on your team.

NEW AT THIS

- 1 XP** when you ask a more experienced superhero for advice.
- 3 XP** when you ask a more experienced superhero to aid you during a Transition Scene.
- 10 XP** when you either mentor a new superhero yourself, or quit the team because of your inexperience.

History

Saori Taya is the newest member of E.U.R.O.P.A. (Eurasian Union Ruling Order Paranormal Authority). Originally from Japan, her power is the ability to astrally project, and create a magnetic manifestation to manipulate metals.

She graduated at the top of her class at A.S.I.E. (Advanced Sciences Institute of Eurasia), but she has never been on a true mission before. This will be her first outing as part of the team, and she isn't sure if she will fit in. Her astral projection, although useful for reconnaissance, is a liability during close combat because of her dormant body. However, that does not deter her from trying to become more useful with her powers

even under fire.

Personality

Saori is polite and pleasant, but some call her distant and aloof. She observes all details around her, since any clue might give the team the advantage. She is very keen on contributing her abilities to the team. She worries about her teammates' well-being too much.

She'd let people run off at the mouth, waiting for what she considered to be the right time to interject something important. If she didn't think you'd listen to what she had to say, she didn't bother saying it. Her teammates sometimes think they are having a one-way conversation with her.

Abilities & Resources

Oni's power allows her to project her consciousness outside her body. She cannot use her magnetic powers unless she is using astral projection. Anything that can sense electromagnetic fields can also sense her astral form, but sometimes she can break the invisibility and shimmer. Even in astral form, she can cause some metal to vibrate at the right frequency to project her voice in realspace. Sometimes she forgets that others can't phase through walls like her.

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EMOTIONAL

MENTAL

PHYSICAL

POLLUX

Pol Ierulli-Kiris [public]

Affiliations

SOLO

6

BUDDY

10

TEAM

8



Distinctions

PSYCHIC TWIN
CRUSH ON ARC
UNORTHODOX FAMILY HISTORY

E.U.R.O.P.A.

Power Sets

TWIN TELEPATHY

PSYCHIC BLAST • 8

PSYCHIC RESISTANCE • 8

MIND CONTROL • 6

PSYCHIC SENSE • 6

TELEPATHY • 10

SFX: *Area Attack*. Add a D6 and step up your effect die for each additional target.

SFX: *Focus*. If a pool includes a TWIN TELEPATHY power, you may replace two dice of equal size with one die +1 larger.

Limit: *Exhausted*. Shutdown any TWIN TELEPATHY power to gain 1 PP. Recover power by activating an opportunity or during a Transition scene.

WEAPONRY

WEAPON • 8

SFX: *Area Attack*. Add a D6 and keep an additional effect die for each additional target.

Limit: *Gear*. Shutdown WEAPONRY and gain 1 PP. Take an action vs. doom pool to recover.

Specialties

COVERT EXPERT • 8

MYSTIC EXPERT • 8

SCIENCE EXPERT • 8

Milestones

SECRET CRUSH

1 XP when you assist a hero that you have a secret crush on.

3 XP when you put yourself in danger to save your secret crush from harm.

10 XP when you confess your love to your secret crush, or give up your secret crush for a more realistic relationship.

TWIN DESTINY

1 XP when you and your brother speak to a friend or ally in a unified telepathic voice.

3 XP when you support your twin emotionally.

10 XP when you sacrifice yourself to save your twin, or vice versa.

History

Pol Ierulli-Kiris and his brother Cas have a very unique family history. They were born in the Umbria region of Italy, Cas to an Italian couple and twenty miles away, Pol to a Greek couple. Both were identical in appearance, and their DNA matched. It was called a miracle, and they were named after Pollux and Castor, the Roman Gemini or the Greek Dioscuri.

The twins became members of E.U.R.O.P.A. (Eurasian Union Ruling Order Paranormal Authority), always working together as a pair.

Pollux is closest to his brother Castor, but he has made many friends as well. Pollux has a friendship with Arc that

started when they were at A.S.I.E. (Advanced Sciences Institute of Eurasia). He fell in love with her but has never been able to tell her. He is also a buddy of Hotspur's, having saved Hotspur from doing something he would have regretted.

His biological father is Spiro Kiris, his biological mother Renata Kiris, other father is Enzo Ierulli, and other mother Tula Ierulli.

Personality

Pollux is friendlier than his twin, but he is by nature a quiet man. He is the emotional rock for his twin, knowing that Castor often needed his support.

Abilities & Resources

Pollux is a fairly strong general telepath, able to read minds, establish telepathic links, and deal psychic damage. He sometimes uses a gun in combat.

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EMOTIONAL

MENTAL

PHYSICAL

RASPUTIN

Yevgeny Sosnov [public]

Affiliations

SOLO

6

BUDDY

8

TEAM

10



Distinctions

BELOVED SON OF RUSSIA
MASTER ILLUSIONIST
THAT'S CLASSIFIED INFORMATION

E.U.R.O.P.A.

Power Sets

ILLUSIONS OF THE MIND

INVISIBILITY • 10

PSYCHIC RESISTANCE • 6

MIND CONTROL • 8

PSYCHIC BLAST • 6

TELEPATHY • 6

PSYCHIC SENSE • 6

SFX: *Afflict*. Add a D6 and step up your effect die by +1 when inflicting illusion-based complications on a target.

SFX: *Area Attack*. Add a D6 and step up your effect die for each additional target.

SFX: *Constructs*. Add a D6 and step up your effect die by +1 when using ILLUSIONS OF THE MIND to create assets.

Limit: *Conscious Activation*. If stressed out, asleep, or unconscious, shutdown ILLUSIONS OF THE MIND. Recover ILLUSIONS OF THE MIND when stress is recovered or you awake. If mental trauma is taken, shutdown ILLUSIONS OF THE MIND until trauma is recovered.

WEAPONRY

WEAPON • 8

Limit: *Gear*. Shutdown WEAPONRY and gain 1 PP. Take an action vs. doom pool to recover.

Specialties

COMBAT EXPERT • 8

MEDICAL EXPERT • 8

COSMIC EXPERT • 8

PSYCH EXPERT • 8

COVERT EXPERT • 8

Milestones

RUSSIAN ROOTS

1 XP when you first draw on your Russian heritage.

3 XP when you make your Russian heritage the central issue of a confrontation or conflict.

10 XP when you either deny your Russian heritage completely or abandon your friends for Russia.

LEAD FROM BEHIND A VEIL OF ILLUSION

1 XP when you give an order in the midst of battle.

3 XP when you cast an illusion to place yourself in greater danger in order to save an ally.

10 XP when you either hand leadership over to another member of the team, or leave the team so that you can lead a different group.

History

Captain Yevgeny Sosnov is the team leader of E.U.R.O.P.A. (Eurasian Union Ruling Order Paranormal Authority). Named after the legendary Rasputin, he does not have extraordinary stamina, but rather the ability to cast illusions.

Yevgeny has had some military training, as part of the government's intent to make him an effective leader. He loves Russia, and is proud to be leading a multinational team.

An instructor in psychological warfare at A.S.I.E. (Advanced Sciences Institute of Eurasia), Rasputin has taken a young protégé, a creator of solid light constructs with the codename

Llyr. Yevgeny has taught Llyr to craft realistic illusions, and has high hopes for the future for his apprentice.

Personality

Rasputin is a good leader, but rarely directly on the front lines. Given who else is on the E.U.R.O.P.A. team, Yevgeny is the most fragile member physically, so he tends to cast illusions to baffle and mislead.

Rasputin is afraid of mortality, but as yet has not taken the steps to ensure his own legacy. The death of someone close to him might push him to act on that front.

Abilities & Resources

Rasputin's power is the ability to create illusions in the minds of others. This is a kind of mind control. As such he also has some skill at telepathy, but nowhere near a level of power a true telepath could achieve. He is able to inflict emotional stress through convincing illusions. He can also veil his presence with a veil of mental invisibility.

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EMOTIONAL

MENTAL

PHYSICAL

Ymir

Erik Qvenhild [public]

Affiliations	SOLO	BUDDY	TEAM	
				
Distinctions	HERO OF SWEDEN			
	I'LL TAKE CREDIT FOR THAT			
	STICK TO THE RULES			



E.U.R.O.P.A.

Power Sets	CRYOKINESIS	
	ICE BLAST • 8	ICE CONTROL • 8
	SFX: <i>Afflict</i> . Add a D6 and step up your effect die by +1 when inflicting ice-based complications on a target.	
	SFX: <i>Area Attack</i> . Add a D6 and step up your effect die for each additional target.	
	SFX: <i>Constructs</i> . Add a D6 and step up your effect die by +1 when using CRYOKINESIS to create assets.	
	SFX: <i>Immunity</i> . Spend 1 PP to ignore stress, trauma, or complications from cold attacks.	
	Limit: <i>Exhausted</i> . Shutdown any CRYOKINESIS power to gain 1 PP. Recover power by activating an opportunity or during a Transition scene.	
	WEAPONRY	
	WEAPON • 8	
	Limit: <i>Gear</i> . Shutdown WEAPONRY and gain 1 PP. Take an action vs. doom pool to recover.	

Specialties	COMBAT EXPERT • 8	COVERT EXPERT • 8	PSYCH EXPERT • 8
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Milestones

SECOND IN COMMAND

- 1 XP when you back the plans of the current leader.
- 3 XP when you use PSYCH EXPERT to help a member of the team recover emotional stress.
- 10 XP when you either take over as Acting Leader, or quit the team to start your own.

TRUE HEROISM

- 1 XP when you take stress while rescuing another hero.
- 3 XP when you talk another hero out of self-harm.
- 10 XP when you choose to either sacrifice yourself for your allies, or take the blame for an ally's transgression.

History

Originally from Sweden, Erik Qvenhild is second-in-command of E.U.R.O.P.A. (Eurasian Union Ruling Order Paranormal Authority). Named after a mythic Norse giant, his primary ability is the ability to project cold and create ice. He is a stalwart supporter of every member of the team, and respects Rasputin's leadership. However, he has been trained to be leader should Rasputin fall, something he hopes would never happen. He doesn't feel comfortable making life-and-death decisions.

Personality

Erik is a good man, willing to sacrifice his own life to save a teammate or an innocent. A peacekeeper by nature, he tries to

keep his team together as best he can. However, he is critical of other teams, and is not impressed by lackluster powers. He is cleverer than people might give him credit for.

He has not devoted much time to the pursuit of a relationship, but it doesn't faze him. There would be time for that, later. Of course, if something sparks between himself and another superhero, that wouldn't be unwelcome.

Abilities & Resources

Ymir's main ability is to create ice and cold, being able to conjure objects of ice as well as send waves of freezing cold at his enemies.

His touch is always cold, and he's never suffered a cold or fever before in his life.

As a member of E.U.R.O.P.A., he has access to the organization's resources, such as equipment and personnel. He is also a combat instructor at A.S.I.E. (Advanced Sciences Institute of Eurasia), and is much loved there by the students.

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EMOTIONAL

MENTAL

PHYSICAL

S.T.R.A.F.E.

S.T.R.A.F.E.

The Superhuman Tactical Resources and Affiliated-Field Experts (S.T.R.A.F.E.) is a new super-powered intelligence agency tasked with rapid response to emergencies and disasters around the world. The head of the agency is Dr. Davis Stern. Tesla Branch provides them with supertech for such missions, and is run by Dr. Ellen Cortes. The non-powered agents are from the recently disbanded agency called S.P.I.R.I.T. (Super-Powered Information Retrieval and Investigative Teams), and the field commander of that branch is Colonel Richard Hendrick. There is tension between the powered and non-powered agents in this brand-new organization, which is still trying to find its place in the world.

S.T.R.A.F.E. Milestones

KINDRED S.P.I.R.I.T.

You are trying to ease tensions between the powered and non-powered branches of STRAFE.

- 1 XP** when you try to get to know the normal STRAFE agents who used to work in SPIRIT during a Transition Scene.
- 3 XP** when you take a normal STRAFE agent as a Buddy for an entire Scene without him suffering trauma.
- 10 XP** when you either sacrifice yourself to save a normal STRAFE agent, or choose to let him be grievously injured in order to save the lives of innocents.

PROVING OUR WORTH

You want to make STRAFE relevant in a world where many other organizations and teams shine in disastrous situations as well.

- 1 XP** when you argue with someone on another team about whose team or agency is better.
- 3 XP** when you give an interview where you prove the worth of STRAFE.
- 10 XP** when you either rescue another team or agency or team from their failed efforts, or you allow another team or agency to fix the failures of STRAFE.

S.T.R.A.F.E. Unlockables

►[5 XP/10 XP] **Tesla Branch Equipment:** Tesla Branch will tailor special equipment to missions. For 5 XP, any player can create a resource as though you had one of the following Specialties: MEDICAL, SCIENCE, TECH, or VEHICLE. For 5 XP, treat the resource as though you had an Expert Specialty. For 10 XP, treat it as a Master Specialty.

►[5 XP/10 XP] **Anchor Agent:** Power Anchors are rare but STRAFE has access to a few. For 5 XP, an Anchor agent shows up to help you out during a single Action Scene, then departs. For 10 XP, the Anchor will remain to help as a Watcher character for the rest of the Act.

►[5 XP/10 XP] **Wand of Sutekh:** S.T.R.A.F.E. has access to the Wand of Sutekh, which can create a mystic haze in an area as large as a city. For 5 XP, anyone using magic in that Scene gains the GROWING DREAD Limit. For 10 XP, it lasts the rest of the Act.

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Significant S.T.R.A.F.E. Agents

DR. DAVIS STERN, DIRECTOR

SOLO BUDDY TEAM



MASTER DIRECTOR • 10

DR. ELLEN CORTES, TESLA BRANCH

SOLO BUDDY TEAM



MASTER SCIENTIST • 10

COL. RICHARD HENDRICK

SOLO BUDDY TEAM



EXPERT COMMANDER • 8

WEAPON • 6

AGENTS MILKEN & KEATING

SOLO BUDDY TEAM



EXPERT AGENT • 8

WEAPON • 6

GREG 'TRIPWIRE' SELLECK

SOLO BUDDY TEAM



MASTER
DEMOLITIONIST • 8

STEPHEN STOCKARD, ANCHOR

SOLO BUDDY TEAM



POWER ANCHOR
STRAFE AGENT

ANCHORING

REALITY ANCHOR • 12 MYSTIC RESISTANCE • 12
PSYCHIC RESISTANCE • 12

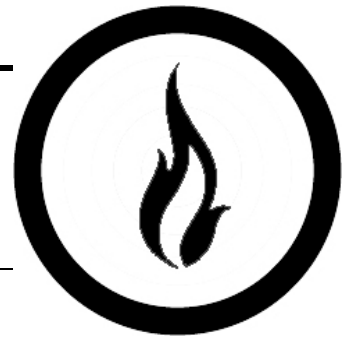
SFX: *Immunity to Reality Violations.* Spend 1 doom die to ignore stress, trauma, or complications from psychic, magical, and reality-violation attacks.

Limit: *Uncontrollable.* Change any ANCHORING power into a complication to step up a die in the doom pool or add a D6 doom die. Activate an opportunity or remove the complication to recover the power.

COVERT EXPERT • 8

C.J. BROWN

Carol Jackson Brown [public]



S.T.R.A.F.E.

Affiliations

SOLO



BUDDY



TEAM



Distinctions

NOT FIREPROOF
THE FIERY NEWBIE
SOMETHING TO PROVE

Power Sets

COMMAND OF FLAMES

FIRE CONTROL • 8

SFX: *Berserk*. Add a die from the doom pool to a FIRE CONTROL attack action. Step up the doom pool die by +1 for each action; return it to the doom pool when you're done.

SFX: *Burst*. Step up or double a FIRE CONTROL die against a single target. Remove the highest rolling die and use 3 dice for your total.

SFX: *Dangerous*. Add a D6 to your dice pool for an attack action and step back highest die in pool by -1. Step up physical stress inflicted by +1.

Limit: *Uncontrollable*. Change FIRE CONTROL into a complication and gain 1 PP. Activate an opportunity or remove the complication to recover the power.

FLAMETHROWER

FLAME BLAST • 8

SFX: *Area Attack*. Add a D6 and keep an additional effect die for each additional target.

Limit: *Gear*. Shutdown FLAMETHROWER and gain 1 PP. Take an action vs. doom pool to recover.

Specialties

COVERT EXPERT • 8

TECH EXPERT • 8

Milestones

LET ME PROVE MYSELF TO THE TEAM

- 1 XP** when you create an asset that allows a teammate to deal stress or trauma to an enemy.
- 3 XP** when you use your emotional stress die in a dice pool to aid a member of the team.
- 10 XP** when you are given an official place on the team, or quit the team to join another.

SIMMERING DISCONTENT

- 1 XP** when you complain about your provisional status on the team.
- 3 XP** when you first activate your *Berserk* SFX in combat.
- 10 XP** when you cause trauma to an ally in anger, or when a foe uses your anger to stress you out.

History

Carol Jackson 'C.J.' Brown is a provisional member of S.T.R.A.F.E. (Superhuman Tactical Resources and Affiliated-Field Experts), as she had not received advance training in the use of her powers. Unable to create flames herself, the administration views her abilities at a lesser rank than the main agents of S.T.R.A.F.E. This has been the cause of much discontent for C.J., who wants to prove herself as equal to the others. At the present time, she has not been given an official symbol, and wears only an empty circle on her uniform. One

day, however, she hopes to be able to wear a badge with the symbol of flame.

Personality

Normally a fun-loving woman (who enjoys the occasional strip-and-burn poker match with the guys), C.J. has let her provisional status get the better of her, and it has become an obsession of hers to be promoted to a full member of the team. Unfortunately, rage has been building inside her, and she is growing bitter towards the administrators and trainers at S.T.R.A.F.E. An astute enemy may one day take advantage of that.

Abilities & Resources

C.J. is only able to move and manipulate flames into different shapes, but not able to create fire herself. She is also not fireproof, and only her fire control powers protect her from burns. To redress that, Tesla Branch at S.T.R.A.F.E. has created an experimental portable flamethrower for her.

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EMOTIONAL
MENTAL
PHYSICAL

DRAKE

Anthony 'Tony' Drake [public]



S.T.R.A.F.E.

Affiliations

SOLO

6

BUDDY

8

TEAM

10

Distinctions

NOTHING CAN PHYSICALLY HARM ME
IT STILL HURTS
SELF-DOUBT

Power Sets

TOTAL INVULNERABILITY

GODLIKE DURABILITY • 12

SUPERHUMAN STAMINA • 10

TRANSMUTATION RESISTANCE • 12

SFX: *Invulnerability*. Spend 1 PP to ignore physical stress or trauma unless caused by mystical attacks or reality-anchoring attacks.

SFX: *Extreme Fortitude*. Spend 1 PP to reroll when using any TOTAL INVULNERABILITY power in a dice pool.

SFX: *Living Shield*. Spend 1 PP to take physical stress intended for a nearby ally or friend.

Limit: *I Still Feel the Pain*. If you declare that you are defending against a physical attack against you with a TOTAL INVULNERABILITY power, before you roll, your opponent may keep an additional effect die as mental stress against you.

WEAPONRY

WEAPON • 8

Limit: *Gear*. Shutdown WEAPONRY and gain 1 PP. Take an action vs. doom pool to recover.

Specialties

COMBAT EXPERT • 8

COVERT EXPERT • 8

Milestones

HEROIC SELF-SACRIFICE

- 1 XP when you first use your *Living Shield* SFX.
- 3 XP when you allow another hero to talk you out of a dangerous course of action.
- 10 XP when you either sacrifice yourself for your allies or find that you are the last hero standing.

BEARING THE PAIN

- 1 XP when you spend 1 PP to change physical stress you take into mental stress.
- 3 XP when you exploit your own mental stress die in a dice pool.
- 10 XP when you take D10 or more mental trauma, or through inaction, allow an ally to take D10 or more physical trauma.

History

Anthony 'Tony' Drake is one of the first members of S.T.R.A.F.E. (Superhuman Tactical Resources and Affiliated-Field Experts). He's not the brightest member of the team, but one of the most dependable. Everyone calls him the invulnerable member of the team.

His best friend on the team is Jason Teller, whom he has known since early school days, and they are a great team together. He has an unspoken crush on Jen Kleinvogel.

Personality

Tony Drake has a certain degree of self-doubt, but he has a martyr complex that might be a result of the type of power he has. He will take the hits to save his teammates, even though he feels the pain of the attacks. He's not the type to leave his teammates behind. But there is also a latent anger in Tony. He

doesn't trust easily and holds long-term grudges.

Abilities & Resources

Tony Drake is, as far as they have been able to establish, totally invulnerable to any type of energy and physical damage. It is conjectured by the scientists in Tesla Branch that his sense of self is so strong, that it preserves his form regardless of outside influence. His invulnerability extends only to that which he considers a living part of him, so his hair and his nails are vulnerable. However, his nerve endings are still active, and he feels all the pain of the attacks. He can be hurt badly enough from such pain to go unconscious.

In terms of resources, he can draw on S.T.R.A.F.E.'s Tesla Branch for equipment and support.

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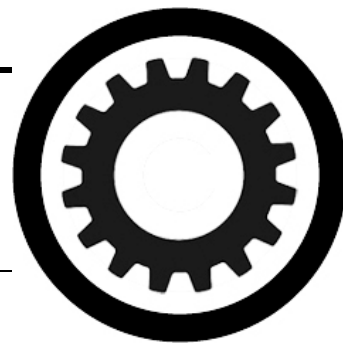
EMOTIONAL

MENTAL

PHYSICAL

GRIND

Daniel 'Grind' Tracey [public]



S.T.R.A.F.E.

Affiliations

SOLO



BUDDY



TEAM



Distinctions

DEDUCTIVE GENIUS
CHARISMATIC AGENT
NOSE TO THE GRINDSTONE

Power Sets

BE PERFECT

ENHANCED DURABILITY • 8

SPEED • 6

ENHANCED REFLEXES • 8

ENHANCED SENSES • 8

ENHANCED STAMINA • 8

ENHANCED STRENGTH • 8

SFX: *Focus*. If a pool includes a BE PERFECT power, you may replace two dice of equal size with one die +1 size larger.

SFX: *Multitasking*. Use two or more BE PERFECT powers in a single dice pool at -1 step for each additional power.

SFX: *Perfectionist*. Spend 1 PP to add ENHANCED SENSES (or step up by +1 if already in your pool) and reroll when taking an action.

SFX: *Copycat*. In a reaction against an opponent using a COMBAT specialty, spend a doom die to add a die equal to the opponent's COMBAT specialty to a dice pool.

SFX: *Focus the Mind*. Before you make an action using a BE PERFECT power, you may move your mental stress die to the doom pool and step up the BE PERFECT power by +1 for this action.

Limit: *Exhausted*. Shutdown any BE PERFECT power to gain 1 PP. Recover by activating an opportunity or during Transition Scene.

WEAPONRY

WEAPON • 8

SFX: *Area Attack*. Add a D6 and keep an additional effect die for each additional target.

Limit: *Gear*. Shutdown WEAPONRY and gain 1 PP. Take an action vs. doom pool to recover.

Specialties

ACROBATIC EXPERT • 8

COMBAT EXPERT • 8

COVERT EXPERT • 8

CRIME EXPERT • 8

MEDICAL EXPERT • 8

PSYCH EXPERT • 8

VEHICLE EXPERT • 8

Milestones

THE MYSTERY MUST BE SOLVED

1 XP when you investigate a crime scene.

3 XP when you profile someone or analyze a crime with PSYCH or CRIME specialties during a Transition Scene.

10 XP when you solve the mystery, or become so obsessed that your team puts you on leave for the good of the team.

UNEASY MANTLE OF LEADERSHIP

1 XP when you give an order to an ally.

3 XP when you take advice from an ally or utilize an ally-created asset to stress out a villain.

10 XP when you ask a teammate to leave the team, or give up the mantle of leadership.

History

Daniel 'Grind' Tracey is an intensely dedicated young man who has pushed himself to the utmost, both physically and mentally. He is a brilliant tactician and detective, the classical 'Superman' if there ever was one. However, this has left him socially less-than adept.

However, it has made him the ideal leader for S.T.R.A.F.E. (Superhuman Tactical Resources and Affiliated-Field Experts). An old enemy said he always had his nose to the grindstone, and the name 'Grind' stuck.

Personality

Intelligent and dedicated, Dan can be obsessive, especially if there is a criminal out there still uncaught, or a puzzle that remains to be solved. Women are attracted to him, but he lacks the social grace to respond to them in kind.

Abilities & Resources

Grind's power is to be perfect: to be the epitome of what a human can achieve, to attain maximum human potential in all areas. He is an expert in countless styles of fighting, and a quick learner.

S.T.R.A.F.E.'s Tesla Branch supplies him with necessary gear for each mission.

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EMOTIONAL

MENTAL

PHYSICAL

KLEINVOGEL

Jen Kleinvogel [public]



S.T.R.A.F.E.

Affiliations

SOLO

6

BUDDY

8

TEAM

10

Distinctions

THE FLYING BLUR
CARRYING A TORCH
OFTEN ON HER OWN

Power Sets

ANTI-GRAVITY SHEATH

ENHANCED DURABILITY • 8

GRAVITY INFLUENCE • 6

INVISIBILITY • 10

SUPERSONIC FLIGHT • 10

SFX: *Uncanny Dodger*. Step up or double any ANTI-GRAVITY SHEATH power for one action. If the action fails, add a die to the doom pool equal to the normal rating of your power die.

SFX: *Focus*. If a pool includes an ANTI-GRAVITY SHEATH power, you may replace two dice of equal size with one die +1 step larger.

SFX: *Light-Deflecting Field*. Spend 1 PP to ignore stress, trauma, or complications from light-based attacks.

SFX: *Flying Intercept*. When a nearby ally or friend takes physical stress, you may step up that stress to take it yourself instead.

SFX: *Multipower*. Use two or more ANTI-GRAVITY SHEATH powers in a single dice pool at -1 step for each additional power.

Limit: *Conscious Activation*. If stressed out, asleep, or unconscious, shutdown ANTI-GRAVITY SHEATH. Recover ANTI-GRAVITY SHEATH when stress is recovered or you awake. If mental trauma is taken, shutdown ANTI-GRAVITY SHEATH until trauma is recovered.

Specialties

COMBAT EXPERT • 8

COVERT EXPERT • 8

Milestones

THE FLYING CONSCIENCE

- 1 XP** when you push your flying power to rescue an innocent bystander from imminent danger.
- 3 XP** when you put yourself at serious risk to distract an enemy from attacking innocents.
- 10 XP** when you take trauma from using your *Flying Human Shield* SFX to protect another or you allow an ally to take trauma when you could have saved them.

ALL FOR THE GOOD OF THE TEAM

- 1 XP** when you confront your superiors about your place on the team, or another team member's.
- 3 XP** when you give support to another hero or villain not already on your team.
- 10 XP** when you convince your team to accept a former villain as a new member, or when you expose a current team member as a traitor.

History

Jen Kleinvogel is one of the first members of S.T.R.A.F.E., the newly-created Superhuman Tactical Resources and Affiliated-Field Experts. She and her team have received combat and covert operations training. During their first mission in Singapore, they clashed with E.U.R.O.P.A. but joined forces with them to thwart an illicit organ-selling operation.

Personality

Jen is a very compassionate woman, and tries to help people whenever she can. This compassion for innocents has sometimes caused problems for the mission. The team calls her 'the flying conscience'.

Jen has a thing for Dan Tracey, the captain of her team, but nothing has yet come of it. The only thing Dan seems to notice is her distinctive shampoo, which he remarked was originally designed for horses. She does not like being confined, and prefers to fly under an open sky.

Abilities & Resources

Jen can create an antigravity sheath that allows her to fly and renders her partially invisible. She has yet to demonstrate any more general gravitic effects. However, Jen's power also lets her generate a small gravity field when she needs to, which she uses to turn on a dime (like someone running down the stairs would grab the railing to make a turn). Sometimes she can use that control over gravity to achieve innovative effects.

One of her most effective tactics is to fly invisibly at high speed and slam into her opponents. Jen also knows aikido as part of her training. Her antigrav sheath will also alter the trajectory of projectiles, affording her some deflection defense. Her ability to bend light allows her to harmlessly deflect lasers.

As an agent of S.T.R.A.F.E., Jen will also have access to resources from that organization.

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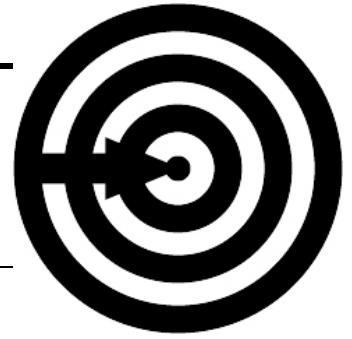
EMOTIONAL

MENTAL

PHYSICAL

TELLER

Jason 'Jay' William Teller [public]



S.T.R.A.F.E.

Affiliations

SOLO

6

BUDDY

8

TEAM

10

Distinctions

ACE MARKSMAN
LOOKS AREN'T EVERYTHING
WISECRACKER

Power Sets

PARANORMAL AIM

TELEKINETIC INFLUENCE • 6

ENHANCED SENSES • 8

SFX: *Richochet*. Step up or double a PARANORMAL AIM die against a single target. Remove the highest rolling die and use 3 dice for your total.

SFX: *Focus*. If a pool includes a PARANORMAL AIM power, you may replace two dice of equal size with one die +1 size larger.

SFX: *Excellent Shot*. Spend 1 PP to reroll when using any PARANORMAL AIM power.

SFX: *Let Me Guide Your Aim*. Add a D6 and step up your effect die by +1 when using PARANORMAL AIM to create assets to improve an ally's aim.

Limit: *Exhausted*. Shut down any PARANORMAL AIM power to gain 1 PP. Recover power by activating an opportunity or during a Transition scene.

PROJECTILE ARSENAL

PROJECTILE WEAPON • 8

SFX: *Area Attack*. Add a D6 and keep an additional effect die for each additional target.

Limit: *Gear*. Shutdown PROJECTILE ARSENAL and gain 1 PP. Take an action vs. doom pool to recover.

Specialties

COMBAT EXPERT • 8

COVERT EXPERT • 8

TECH EXPERT • 8

Milestones

ROMANTIC ENTANGLEMENT

- 1 XP** when you choose to flirt with someone on another team.
- 3 XP** when you are flustered in the presence of your chosen character.
- 10 XP** when you confront your chosen character about your feelings, or you stop your flirtations in order to pursue another love interest.

SMART ALEC

- 1 XP** when you make a quip in the midst of battle.
- 3 XP** when you show off with a trick shot and inflict stress on an enemy.
- 10 XP** when you either stop joking and declare a situation deadly serious, or acknowledge someone as a superior quipster.

History

Jason 'Jay' William Teller is a minor telekinetic who was inspired by his near-namesake (William Tell) to use his powers to gain supernal accuracy with any form of ranged weaponry. He is one of the first members of S.T.R.A.F.E. (Superhuman Tactical Resources and Affiliated-Field Experts). His best friend on the team is Tony Drake, and they make an excellent team.

Personality

Teller likes to quip, tossing sarcastic remarks or one-liners to the point where his teammates notice when he fails to do so. His swearing is quite colorful and inventive as well. However, his normally unparalleled skill at wordplay suffers in the presence of someone he is attracted to.

Abilities & Resources

His weak telekinesis improves aim, either his own or someone else's. Long practice has enabled him to strengthen his TK in the 'push' direction only, letting him fire attacks without need of a bow or gun, although he's more effective if fully armed.

He is good at calculating angles, as evidenced by his use a TV remote-control to change the channel, but in the most complicated way possible, banking the signal off various reflective surfaces in the room.

S.T.R.A.F.E.'s Tesla Branch designs gear for him, like handguns, gel-shells, tranquilizer darts, and grappling guns. They can also provide him with specialized gear tailored to the parameters of the mission.

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EMOTIONAL

MENTAL

PHYSICAL

PARAGANGS

Rival superpowered gangs (called paragangs) have taken over a city, causing havoc as they fight each other. A local vigilante named Warden has been taking on the problem by himself, as greater threats have caused other heroes to overlook this problem. Perhaps a team of superheroes can deal with the problem, or a supervillain team can find new recruits and investors among them.

Current paragangs plaguing the city are: Cybernostra, Jolly Molecules, the Macoute and the Boys of Pain, Manson Haight, the Onyx Eye, Rust Brothers, Satan's Eyes, Snakeaters and Snow Leopards. Independents also operate in the city, some helpful.

Both heroes and villains may take the following milestones. A hero or villain following these paragang milestones may also access the unlockables below.

Paragang Milestones

HERO'S PROVING GROUND

You believe that you can save the city from the paragangs, and use the opportunity to prove yourself.

- 1 XP** when you save someone being terrorized by a paragang.
- 3 XP** when you take on a large group of paragang members solo and win.
- 10 XP** when you capture a paragang leader and deliver them to the authorities, or when you are defeated at the hands of a paragang leader.

VILLAIN'S RECRUITING GROUND

You are very interested in becoming a patron to a paragang, either for their admiration or to make them your minions.

- 1 XP** when you help a member of your chosen paragang escape from a hero or the authorities.
- 3 XP** when you meet with the leader of your chosen paragang to discuss details of an alliance.
- 10 XP** when you and the paragang take down a superhero together, or betray your alliance with the paragang.

Paragang Unlockables

►[5 XP] **Paragang Interference:** If you are in the city, for 5 XP a mob of paragangers, a squad of road-ragers, or a named paragang member shows up and fights for your side (either as allies or as the enemy of your enemy) for the rest of the Scene.

►[5 XP/10 XP] **Who Wards the Warden:** If you are in the city, for 5 XP you can unlock Warden to have him assist in a fight against the side of evil in one Action Scene. For 10 XP, Warden will come along to assist in one big fight before vanishing again, and becomes available for play as a hero.

►[5 XP/10 XP] **A New Reputation:** For 5 XP, you gain a reputation in the city either as a force for evil or for good. You gain EXPERT rank MENACE or PSYCH for any dealings with anyone who lives in the city for the remainder of the Act. For 10 XP, gain MASTER rank in MENACE or PSYCH.

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Random Paragang Encounter

D10

- 1 Cybernostra
- 2 Free Agent
- 3 Jolly Molecules
- 4 Macoute & Boys of Pain
- 5 Manson Haight
- 6 Onyx Eye
- 7 Rust Brothers
- 8 Satan's Eyes
- 9 Snakeaters
- 10 Cybernostra

Random Crime

D10

- 1 Abduction
- 2 Armed Robbery
- 3 Break and Enter
- 4 Gang Fight
- 5 Grandstanding
- 6 Mugging
- 7 Retaliation
- 8 Shady Deal
- 9 Shakedown
- 10 Vandalism




Random Complication

2D6

- 2 Gang Alliance
- 3 Trap
- 4 Vigilante
- 5 Police
- 6 Construction Zone
- 7 Bystanders
- 8 Victim
- 9 Traffic
- 10 Gang Lieutenant
- 11 Gang Leader
- 12 Supervillain

WARDEN

Thomas Andreyev Malfeas [secret]

Affiliations	SOLO	BUDDY	TEAM
			
			
Distinctions	THE BLIND GHOST WEAPON OF JUSTICE INSTANT EXPERT		

Power Sets	SENSE TELEPATHY		
	SENSORY BLAST • 10	MIND CONTROL • 8	TELEPATHY • 10
	SFX: <i>Afflict</i> . Add a D6 and step up your effect die by +1 when inflicting sensory-based complications on a target. SFX: <i>Copycat</i> . In a reaction against an opponent using an ACROBATIC or COMBAT Specialty, spend a PP to add a die equal to the opponent's ACROBATIC or COMBAT to a dice pool. Limit: <i>Exhausted</i> . Shutdown any SENSE TELEPATHY power to gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.		

	MIND-OVER-BODY TRAINING		
	WEAPONS • 6	ENHANCED DURABILITY • 8	LEAPING • 8
	SUPERHUMAN REFLEXES • 10	ENHANCED SENSES • 8	SUPERHUMAN STAMINA • 10
	ENHANCED STRENGTH • 8		
	SFX: <i>Counterattack</i> . On a reaction against a physical stress attack action, inflict physical stress with your effect die at no PP cost or spend a PP to step it up by +1. SFX: <i>Healing Factor</i> . Spend 1 PP to recover your physical stress and step back your physical trauma by -1. SFX: <i>Second Wind</i> . Before you make an action including a MIND-OVER-BODY TRAINING power, you may move your physical stress die to the doom pool and step up the MIND-OVER-BODY TRAINING power by +1 for this action. Limit: <i>Exhausted</i> . Shutdown any MIND-OVER-BODY TRAINING power to gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.		

Specialties	ACROBATIC MASTER • 10 CRIME EXPERT • 8	COMBAT MASTER • 10 MENACE EXPERT • 8	COVERT EXPERT • 8
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Milestones

CLEANSE THE STREETS

- 1 XP when you successfully use MENACE EXPERT to intimidate a gang member.
- 3 XP when you stress out a gang member.
- 10 XP when you either take out an entire gang in your city, or you are defeated by an alliance of rival gangs.

YOUR OWN METHODS

- 1 XP when you first inflict stress or a complication on a foe.
- 3 XP when an ally first confronts you about your methods.
- 10 XP when you choose to inflict mental or physical trauma on an opponent, or let a major gang leader go free.

History

Thomas Malfeas was born without eyes, and was in lifelong unresponsive state. Awakened by a telepath who called herself the Mentor, he was used by her as her weapon of justice against the paragangs. Though freed from her control, Warden found his own reasons to continue the good fight. His

friends are Jimmy and Beth Willot, and Madelyn Chin. He has an uneasy alliance with the authorities due to his violent ways.

Personality

Having been in a coma for most his life, Warden isn't great with people and only has a few friends. He still believes in his role as Warden, 'his brother's keeper'.

Abilities & Resources

Warden is a telepath, able to alter the senses of others (like boosting pain) or sense through others. He has no eyes, but compensates with his powers. He can learn rapidly from anyone that he can telepathically access, and he has become an expert martial artist. Also, he is able to exercise absolute control over his own body, increasing his strength and speed at will, and rapidly healing when necessary.

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EMOTIONAL

MENTAL

PHYSICAL

POLICE

In the fight against paragangs, the police are losing ground. However, there are some who fight the gangs regardless. Here are some of the everyday heroes. This includes an empath assigned to assist police by the MetaPsych agency.

CAPTAIN HARRIS HAN WU

SOLO BUDDY TEAM



HIGHLY TRAINED
SPECIAL UNIT LEADER

Nicknamed 'Blood and Steel', Captain Wu is in charge of the local special weapons and tactics unit.

POLICE GEAR

SPECIAL WEAPONS • 8

POLICE HELICOPTER • 8

COMMS • 6

CRIME EXPERT • 8

VEHICLE EXPERT • 8

DETECTIVE JOHN KELLY JR.

SOLO BUDDY TEAM



EXPERIENCED OFFICER
UPHOLD THE LAW

Lt. Kelly is an experienced law officer. He is romantically involved with Andrea Roguelin.

POLICE GEAR

WEAPONS • 6

POLICE VEHICLE • 8

COMMS • 6

CRIME EXPERT • 8

ANDREA ROGUELIN

SOLO BUDDY TEAM



METAPSYCH EMPATH
GETS HUNCHES

Assigned to the city by MetaPsych, Andrea has empathic powers and gets hunches that aren't quite precognitive. Romantically involved with Kelly.

EMPATHIC TRAINING

TELEPATHY • 8

HANDGUN • 6

MIND CONTROL • 6

Limit: *Conscious Activation*. If stressed out, asleep, or unconscious, shutdown EMPATHIC TRAINING powers. Recover EMPATHIC TRAINING when stress is recovered or you awake. If mental stress is taken, shutdown EMPATHIC TRAINING until stress is recovered.

PSYCH EXPERT • 8

ROOKIE COP • 6

SOLO BUDDY TEAM



WEAPONS • 6

POLICE VEHICLE • 8

EXPERT OFFICER • 6

SOLO BUDDY TEAM



SPECIAL WEAPONS • 8

COMMS • 6

POLICE VEHICLE • 8

POLICE UNIT

TEAM



WEAPONS • 6

POLICE VEHICLE • 8

COMMS • 6

SFX: *Area Attack*. Add a D6 and keep an additional effect die for each additional target.

Limit: *Unit Cohesion*. Defeat TEAM dice (with D8 stress) to reduce unit.

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CYBERNOSTRA



The Cybernostra are a cross between a paragang and an old-style crime family. Most of the higher ranks are cyborgs, and all the top leadership is. Sister Christian is the head of the Cybernostra, and Maria Incarnata second-in-command. They are code-sisters. It's like a blood brotherhood, but they share override codes to each other's cybernetic enhancements, giving each other the means to seriously incapacitate the other.

They are served by 'remade men' and Cybernostra Rangers. The Cybernostra tend to use Ihimaera Scavenger motorcycles, but they are often customized into unrecognizability as 'Chimaeras'.

SISTER CHRISTIAN

SOLO BUDDY TEAM



MOTHER OF THE MACHINE
WELL-ARMED CYBORG
CYBERNOSTRA LEADER

So-called Mother of the Machine, her cyborg modifications are concealed by her stylized nun's habit, with a targeting array in her artificial eye.

CYBER REGALIA

WEAPONS • 10 ENHANCED DURABILITY • 8 ENHANCED REFLEXES • 8 ENHANCED SENSES • 8
SUPERHUMAN STAMINA • 10 ENHANCED STRENGTH • 8 FLYING CYBERCYCLE • 8

SFX: *Area Attack*. Add a D6 and keep an additional effect die for each additional target.

SFX: *Boost*. Shutdown highest rated CYBER REGALIA power; step up other CYBER REGALIA power. Activate opportunity to recover.

Limit: *Power Surge*. Shutdown any CYBER REGALIA power to step up lowest die or add D6 to doom pool. Recover power by activating an opportunity.

BUSINESS MASTER • 10
MENACE MASTER • 10

COMBAT EXPERT • 8
TECH EXPERT • 8

CRIME MASTER • 10
VEHICLE EXPERT • 8

SUPERNAUT

SOLO BUDDY TEAM



ACCEPTABLE LOSSES
UPSCALE CYBORG
OBSESSED

Supernaut is a very high-rent cyborg (and Cybernostra Ranger) who is obsessed with Maria Incarnata. He is no more than 10% organic.

CYBORGIZATION

WEAPONS • 10 ENHANCED DURABILITY • 8 ENHANCED STAMINA • 8 ENHANCED STRENGTH • 8

SFX: *Micro-Cannon*. Add a D6 and keep an additional effect die for each additional target.

SFX: *Chainsaw Arm*. Add D6 to your dice pool for an attack action and step back highest die in pool. Step up physical stress.

Limit: *Power Surge*. Shutdown any CYBORGIZATION power to step up lowest die or add D6 to doom pool. Recover power by activating an opportunity.

COMBAT EXPERT • 8

MENACE EXPERT • 8

TECH EXPERT • 8

MARIA INCARNATA

SOLO BUDDY TEAM



MAKE A BIG ENTRANCE
CATHOLIC CYBORG
CYBER-BEAUTY

Maria Isabella Infanta Incarnata is a cyborg with most of her body replaced by tech bought from Scytharans. Willowy cyborg, second-in-command.

CYBERNETICS

WEAPONS • 10 ENHANCED DURABILITY • 8 ENHANCED REFLEXES • 8 ENHANCED SENSES • 8

SFX: *Cybernetic Grace*. Spend a doom die to add ENHANCED REFLEXES (or step up if already in a pool) and reroll.

Limit: *Power Surge*. Shutdown any CYBERNETICS power to step up lowest die or add D6 to doom pool. Recover power by activating an opportunity.

BUSINESS EXPERT • 8

CRIME EXPERT • 8

TECH EXPERT • 8

CYBERNOSTRA RANGERS

TEAM



REMADE MEN
LOYAL CYBORG

WEAPONS • 8 ARMOR PLATING • 6

Limit: *Unit Cohesion*. Defeat TEAM dice (with D10 stress) to reduce the unit.

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FREE AGENTS

Below are some paragangers who are not affiliated with a specific gang, but have been active in the scene and accepted as harmless or invaluable for their unique skills. They make for excellent informants or allies for those dealing with the paragang situation.

COLIN BARNES

SOLO BUDDY TEAM



QUESTIONABLE ETHICS
PEOPLE WATCHER

Colin Barnes can tell if someone is an Universal Donor, and is learning to tell other genetic traits. He was in almost every paragang at some point.

PEOPLE READING

GENETIC SENSE • 10

Limit: *Conscious Activation*. If stressed out, asleep, or unconscious, shutdown PEOPLE READING powers. Recover PEOPLE READING when stress is recovered or you awake. If mental stress is taken, shutdown PEOPLE READING until stress is recovered.

MEDICAL EXPERT • 8

HOOKS (ROSS HOEKSTRA)

SOLO BUDDY TEAM



TELL ME A SECRET
ROMANTIC

Hooks gets people to open up and talk about things they'd normally keep secret. This power has made the paraganger many foes and allies.

PRYING AURA

MIND CONTROL • 12

Limit: *Open Up About Secrets Only*. MIND CONTROL only works on people to reveal a secret.

PSYCH MASTER • 10

GIMBLE (MACY GRAVES)

SOLO BUDDY TEAM



KAFKAESQUE BEETLE
SUPER-GADGETEER

Gimble is a humanoid scarab beetle, able to create supertech-like devices that anyone can use. she is ashamed of her appearance.

GIMBLETECH

TECHNOLOGY MASTERY • 10

SUPERTECH ARSENAL • 10

Limit: *Gear*. Shutdown GIMBLETECH and step up or add a D6 to the doom pool. Spend a D6 from the doom pool to recover.

SCIENCE MASTER • 10

TECH MASTER • 10

THE GINCH

SOLO BUDDY TEAM



PICKPOCKET
LONG-FINGERED

The Ginch is able to elongate his fingers to about a meter while retaining full strength in them. He is a pickpocket but isn't above mugging normals.

LONG FINGERS

STRETCHING • 8

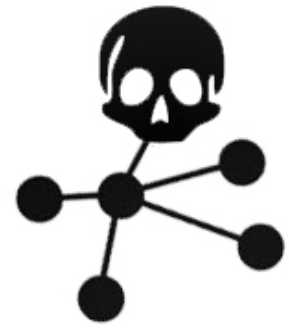
Limit: *Conscious Activation*. If stressed out, asleep, or unconscious, shutdown LONG FINGERS powers. Recover LONG FINGERS when stress is recovered or you awake. If mental stress is taken, shutdown LONG FINGERS until stress is recovered.

COVERT EXPERT • 8

JOLLY MOLECULES

The Jolly Molecules are a local thrillgang (that is, these spoiled techies are not serious threats in the paragang scene, but think they are). However, these wannabes are dangerous in another sense, as they style themselves in the fashion of mad scientists and pirates, and sometimes they get lucky and make things like antimatter mines.

These gadget-happy poseurs ride Ihimaera Utilitarians, a carbon-fiber frame and aluminum block engine that minimize magnetic susceptibility.



ROGER BOOM

SOLO BUDDY TEAM



WEAPONMAKER
SLOPPY

Born Roger Langridge is a supertech gadget guy without intrinsic powers, but man, is he good at building weapons.

BOOM TECH

WEAPONS • 8

MOTORCYCLE • 8

SFX: *Area Attack*. Add a D6 and keep an additional effect die for each additional target.

Limit: *Gear*. Shutdown BOOM TECH to step up lowest die or add D6 to doom pool. Spend a D6 from the doom pool to recover.

SCIENCE MASTER • 10

TECH MASTER • 10

TELLY MOBSTER

SOLO BUDDY TEAM



PIRATE BROADCASTER
VIDEO MANIPULATOR

Telly Mobster creates pocket dimensions linked to recorded videos, enters and mind controls the 'actors'. He can bring 'guest stars'.

VID MAGIC

MIND CONTROL • 12

DIMENSIONAL SORCERY • 12

Limit: *Pocket Universes Only*. VID MAGIC only works on people and things in the pocket universe.

COSMIC EXPERT • 8

MYSTIC EXPERT • 8

TECH EXPERT • 8

JOLLY MOLECULE RAY GUNNER

SOLO BUDDY TEAM



RAY GUN ENTHUSIAST
MAD YOUNG SCIENTIST

The Jolly Molecules have a variety of ray guns at their disposal, such as freeze rays, lightning guns, and transmutation rays. Some have innate power.

RAY GUN

COLD BLAST • 6

TRANSMUTATION • 10

Limit: *Gear*. Shutdown RAY GUN to step up the lowest die or add D6 to doom pool. Spend D6 from the doom pool to recover.

SCIENCE MASTER • 10

TECH MASTER • 10

JOLLY MOLECULE TECH-PIRATE, TECH EXPERT • 8

SOLO BUDDY TEAM



WEAPON • 8

The Jolly Molecules are tolerated because they make the best toys and weapons. Few gangs are willing to give that up. Tech-pirates are much loved.

JOLLY MOLECULES IN MOTION

TEAM



TINKERER
GEEK ON A BIKE

MOUNTED WEAPON • 6

MOTORCYCLE • 6

SMOKE SCREEN • 6

Limit: *Group Cohesion*. Defeat TEAM dice (with D8 stress) to reduce the group.

MACOUTE & BOYS OF PAIN

The Macoute paragang is led by Doctor Jacky and his Macoute Guede lieutenants, and is inspired by Haitian Creole mythology. Recently, Doctor Jacky's voodoo powers became real. He also runs the Boys of Pain crew (comprising of local paranormals), and their road-rager counterpart Wheels of Pain, which prefer the motorcycle model, Ihimaera Arsenal. Using a blend of science and magic, Doctor Jacky has created technoloa control units to empower zombies, including dead super-foes. Unfortunately, the ritual to create zombies requires human sacrifices.



DOCTOR JACKY

SOLO BUDDY TEAM



WITCH DOCTOR
TECHNOLOA MASTER

Doctor Jacky is the leader of the Macoute and the Boys of Pain. His 'vodoun' magic is strengthening. His technoloas control both living and dead.

TECHNO-VOODOO

MIND CONTROL • 10

SORCERY ADEPT • 8

MYSTIC SENSE • 6

MYSTIC RESISTANCE • 8

SFX: *Technoloa Unit*. Add a D6 and step up your effect die by +1 when inflicting a mind control complication on a target with cybernetics.

SFX: *Vodoun Strength*. Spend a doom die to step up a MYSTIC MASTER stunt or resource and recover mental or emotional stress.

Limit: *Gear*. Shutdown TECHNO-VOODOO to step up the lowest die or add D6 to doom pool. Spend D6 from the doom pool to recover.

CRIME EXPERT • 8

MENACE EXPERT • 8

MYSTIC MASTER • 10

TECH EXPERT • 8

MACOUTE GUEDE LIEUTENANT (SATURDAY / BARON CROSSROADS)

SOLO BUDDY TEAM



FEARSOME PRESENCE
VOODOO POWER

Macoute lieutenants like Saturday and Baron Crossroads (among others) see themselves as supernatural beings, and are hard to take down.

GUEDE MAGIC

ENHANCED REFLEXES • 8

WEAPONS • 8

MYSTIC SENSE • 6

MYSTIC RESISTANCE • 8

ENHANCED ENDURANCE • 8

MOTORCYCLE • 8

SFX: *Mystical Recovery*. Spend a die from the doom pool to recover physical stress of an equal die size.

Limit: *Conscious Activation*. If stressed out, asleep, or unconscious, shutdown GUEDE MAGIC powers. Recover SHED SKIN when stress is recovered or you awake. If mental stress is taken, shutdown GUEDE MAGIC until stress is recovered.

ACROBATIC EXPERT • 8

COMBAT EXPERT • 8

MENACE EXPERT • 8

MYSTIC EXPERT • 8

TECH EXPERT • 8

VEHICLE EXPERT • 8

TECHNOLOA ZOMBIE HORDE

TEAM



TECHNO-ZOMBIE
MINDLESS

WEAPONS • 6

MOTORCYCLE • 8

PSYCHIC RESISTANCE • 10

Limit: *Horde Cohesion*. Defeat TEAM dice (with D10 stress) to reduce horde.

BOYS OF PAIN / WHEELS OF PAIN



TEAM



LOYAL GANG MEMBER
TERRITORIAL BRUTE

WEAPONS • 6

MOTORCYCLE • 8

Limit: *Group Cohesion*. Defeat TEAM dice (with D8 stress) to reduce group.

MANSON HAIGHT

Manson Haight is a psychotic paraganger whose power is the ability to clone himself once a day. This has created multiple copies of him, but each has a variant on his personality. A few might even have superpowers. Manson Haight's original affiliation is Snakeaters, but due to his unique nature, Manson Haight is often considered a gang in and of himself (selves). When road-ragers came to the city, he created the Pod Squad (who favor the motorcycle model, Ihimaera Tick).

At some point, Manson Haight stopped naming his clones and started numbering them, with numbers being re-used when the original bearer died.



MANSON HAIGHT PRIME

SOLO BUDDY TEAM



THE ORIGINAL
PSYCHOTIC CLONER
HIVEMIND INTELLECT

Manson Haight Prime can force-grow a clone from his chest once a day. If one dies, they all know. If Prime's killed, his clones become a hivemind.

CLONE BIOFORCE

CLONE TELEPATHY • 10

ENHANCED STAMINA • 8

ENHANCED SENSES • 8

ENHANCED REFLEXES • 8

SFX: *Multipower*. Use two or more CLONE BIOFORCE powers in a single dice pool at -1 step for each additional power.

SFX: *Are You Sure It's Me?* When stressed out in a Scene, spend a doom die to reveal that it was actually a Manson Haight clone. You can no longer act in the Scene but take no trauma.

ARSENAL

MOTORCYCLE • 8

PISTOL • 6

Limit: *Gear*. Shutdown ARSENAL to step up the lowest die or add D6 to doom pool. Spend D6 from the doom pool to recover.

COMBAT EXPERT • 8

CRIME EXPERT • 8

MENACE MASTER • 10

VEHICLE EXPERT • 8

HEKYLL & JEKYLL

SOLO BUDDY TEAM



HECKLING RIDER
CLONE PAIR

Hekyll and Jekyll work best as a pair. They are members of the Snakeaters, and are expert riders.

PISTOL • 6

CLONE TELEPATHY • 10

ENHANCED REFLEXES • 8

MOTORCYCLE • 8

VEHICLE EXPERT • 8

HYDE, COVERT MASTER • 10

SOLO BUDDY TEAM



NEAR-INVISIBLE
SADISTIC CLONE

Hyde is one of the superpowered clones of Manson Haight. He tags along with other gangs, and you never know when he's there.

KNIFE • 6

CLONE TELEPATHY • 10

SUPERHUMAN REFLEXES • 10

INVISIBILITY • 8

COVERT MASTER • 10

POD SQUAD

TEAM



ROAD SHARK
LIKEMINDED CLONE

SMALL ARMS • 6

MOTORCYCLE • 8

CLONE TELEPATHY • 10

Limit: *Squad Cohesion*. Defeat TEAM dice (with D8 stress) to reduce Squad.

NUMBERED CLONE ROOKIE • 6

SOLO BUDDY TEAM



SMALL ARMS • 6

CLONE TELEPATHY • 10

ONYX EYE



The Onyx Eye has worldwide reach through its many local Brotherhood Associations that receive money and paranormals from them. The local group is led by Onyx Master Barrukh and his daughter Varru'Ke. Many of them are expert martial artists. The road-rager counterpart to the Onyx Eye are the Ghost Generals. They favor the motorcycle model, Ihimaera Spectres.

TAOGRATH

SOLO BUDDY TEAM



GREAT MARTIAL ARTIST
SLY

Taograth generates a deflection shield. He enhance his attacks at the expense of thinning his defenses. Can feign death, among other semi-mythical skills.

ART OF DEFLECTION

SUPERHUMAN DURABILITY • 10

ENHANCED REFLEXES • 8

ENHANCED STRENGTH • 8

SFX: *Multipower*. Use two or more ART OF DEFLECTION powers in a single dice pool at -1 step for each additional power.

Limit: *Conscious Activation*. If stressed out, asleep, or unconscious, shutdown ART OF DEFLECTION powers. Recover ART OF DEFLECTION when stress is recovered or you awake. If mental stress is taken, shutdown ART OF DEFLECTION until stress is recovered.

CRIME EXPERT • 8

COMBAT MASTER • 10

MYSTIC EXPERT • 8

VARRU'KE / ONYX MASTER BARRUKH

SOLO BUDDY TEAM



ONYX EYE MASTER
MARTIAL ARTIST

Varru'Ke is betrothed to Taograth. Her father is Onyx Master Barrukh.

MARTIAL ARTS

ENHANCED REFLEXES • 8

ENHANCED SENSES • 8

ENHANCED STAMINA • 8

Limit: *Exhausted*. Add D6 doom and shutdown any MARTIAL ARTS trait. Activate an opportunity to recover.

ACROBATIC EXPERT • 8

COMBAT MASTER • 10

CRIME MASTER • 10

MEPHIS

SOLO BUDDY TEAM



FIRE-MAKING THREAT
ONYX EYE LIEUTENANT

Mephis has fire-generation and control powers. He likes to create worms and snakes out of flame.

FLAMECRAFT

FIRE CONTROL • 8

FIRE BLAST • 10

Limit: *Conscious Activation*. If stressed out, asleep, or unconscious, shutdown FLAMECRAFT powers. Recover FLAMECRAFT when stress is recovered or you awake. If mental stress is taken, shutdown FLAMECRAFT until stress is recovered.

MENACE EXPERT • 8

GHOST GENERALS

TEAM



SPEED DEMON
ONYX EYE TERROR

SMALL ARMS • 6

MOTORCYCLE • 8

SFX: *Area Attack*. Add a D6 and keep an additional effect die for each additional target.

Limit: *Pack Cohesion*. Defeat TEAM dice (with D8 stress) to reduce pack.

ONYX EYE BROTHERS

TEAM



TRAINED NOVICE
ARROGANT

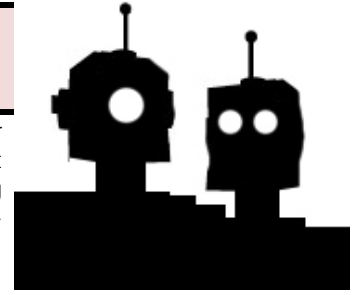
MARTIAL WEAPONS • 6

SFX: *Area Attack*. Add a D6 and keep an additional effect die for each additional target.

Limit: *Group Cohesion*. Defeat TEAM dice (with D8 stress) to reduce Group.

RUST BROTHERS

The Rust Brothers are low-rent cyborgs, a posegang that wishes it was Cybernostra. They're in it for the style points rather than the crimes. The leaders are Gibson and Gifford Rust - the original Rust Brothers. They are accomplished DJs. Posegangs like the Rust Brothers survive by not angering anyone enough to be worth the effort to crush. They use bargain-basement cyberware, such as cut-rate cyber-eyes, tarnished brass headplates and shoulder pads.



GIBSON & GIFFORD RUST

SOLO BUDDY TEAM



CUT-RATE CYBORG
HULKING MIXMASTER THUG

The original Rust Brothers are mixmasters, and low-rent thugs.

SLAPDASH CYBERMODS

ENHANCED DURABILITY • 8

CYBERNETIC SENSE • 8

ENHANCED STRENGTH • 8

Limit: *Systems Failure*. Shutdown highest-rated SLAPDASH CYBERMODS to add that power die to the doom pool. Activate an opportunity to recover that power.

TECH EXPERT • 8

RUST BROTHERS MOB

TEAM



LOW-RENT CYBORG
THRILLSEEKER

WEAPONS • 6

SFX: *Area Attack*. Add a D6 and keep an additional effect die for each additional target.

Limit: *Mob Cohesion*. Defeat TEAM dice (with D8 stress) to reduce the mob.

SATAN'S EYES

Satan's Eyes are wilders from out of town, who ride cheap Ihimaera Stirge model motorcycles.



ROOKIE SATAN'S EYE • 6

SOLO BUDDY TEAM



WEAPON • 6

SATAN'S EYES SWARM

TEAM



WILDERS FROM OUT OF TOWN
WANNABES

WEAPONS • 8

MOTORCYCLE • 6

SFX: *Area Attack*. Add a D6 and keep an additional effect die for each additional target.

Limit: *Mob Cohesion*. Defeat TEAM dice (with D8 stress) to reduce the mob.

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SNAKEEATERS



The Snakeeaters follow the command of Mountain, but there are many of them with extraordinary superpowers. They are 'organleggers', looking for Universal Donors to capture and sell their organs and limbs on the black market. They are one of the first gangs in the city to make full use of motorcycles in their crimes, preferring to use the Ihimaera Reaper model.

They have incurred the wrath of Mister Strings, due to an old grudge, and will likely meet their demise in the future. However, their rival Dr. Jacky has plans to bring them back even if they're dead, to serve him. If that is the case, then everyone should beware the rise of Zombie Snakeeaters.

MOUNTAIN

SOLO BUDDY TEAM



HULKING WARLORD
IMPATIENT CRIMINAL

Mountain was born in China. He draws power from the earth itself, and is a very large man with great strength.

EARTH BLESSING

SUPERHUMAN DURABILITY • 10 GROWTH • 8

SUPERHUMAN STRENGTH • 10

SUPERHUMAN STAMINA • 10

Limit: *Power From The Earth*. Step back EARTH BLESSING powers by -1 when he is significantly higher than ground level and unable to tap earth energy. Recover the Power Set when touching the ground again.

MENACE MASTER • 10

PAUL MARKO

SOLO BUDDY TEAM



REPTILIAN SHAPESHIFTER
AMBITIOUS

Paul Marko is second-in-command. He can change into any reptile but prefers the komodo dragon, or just partial traits.

SHED SKIN

BITE • 8

ENHANCED DURABILITY • 8

ENHANCED SENSES • 8

SHAPESHIFTING • 8

ENHANCED STAMINA • 8

ENHANCED STRENGTH • 8

Limit: *Conscious Activation*. If stressed out, asleep, or unconscious, shutdown SHED SKIN powers. Recover SHED SKIN when stress is recovered or you awake. If mental stress is taken, shutdown SHED SKIN until stress is recovered.

CRIME EXPERT • 8

MENACE EXPERT • 8

SARAH KIMBALL

SOLO BUDDY TEAM



MUSCLE
MOVING TARGET

Sarah Kimball is a favorite of Mountain's, but not liked by Paul Marko.

GANG STRENGTH

PISTOL • 8

MOTORCYCLE • 8

ENHANCED STRENGTH • 8

Limit: *Conscious Activation*. If stressed out, asleep, or unconscious, shutdown GANG STRENGTH powers. Recover GANG STRENGTH when stress is recovered or you awake. If mental stress is taken, shutdown GANG STRENGTH until stress is recovered.

TRISTAN MANN

SOLO BUDDY TEAM



TELEPORTER
STEALTHY RIDER

Tristan Mann can teleport himself and his motorcycle, and remove weapons from enemies.

TELEPORT TRICKS

GRENADES • 8

MOTORCYCLE • 8

TELEPORT • 8

Limit: *Conscious Activation*. If stressed out, asleep, or unconscious, shutdown TELEPORT TRICKS powers. Recover TELEPORT TRICKS when stress is recovered or you awake. If mental stress is taken, shutdown TELEPORT TRICKS until stress is recovered.

VEHICLE EXPERT • 8

SNOW LEOPARDS

The Snow Leopards is a new parangang that formed when Bathory and Cockatrice decided to join forces, merging Bathory's Oblivious gang with Cockatrice's Cyanide Blues. They share joint leadership, although some of their subordinates weren't thrilled about the change. Cockatrice's favorites are still called the Cyanide Blues. Bathory has her Chosen, who can have added abilities based on animals.

The road-rager counterpart to the Snow Leopards are the Basilisk Blacks and the King Cheetahs. They favor the motorcycle model, Ihimaera Badgers.



EMBETH ALLOUN

SOLO BUDDY TEAM



SHAKE THINGS APART
TRUSTED LIEUTENANT

Embeth Alloun can shake things apart with her power. She is Cockatrice's oldest ally, a member of the elite Cyanide Blues.

DIRE SHAKEDOWN

BUZZSAW HANDS • 10

ENHANCED STRENGTH • 8

SFX: *Dangerous*. Add a D6 to your dice pool for an attack action and step back highest die in pool by -1. Step up physical stress inflicted by +1.

Limit: *Exhausted*. Shutdown any DIRE SHAKEDOWN power to step up the lowest doom die or add a D6 to the doom pool. Recover power by activating an opportunity.

CRIME EXPERT • 8

MENACE EXPERT • 8

CYANIDE BLUE LIEUTENANT, MENACE EXPERT • 8

SOLO BUDDY TEAM



THRILLGANG BRUTE
LOYAL LIEUTENANT

Cockatrice's lieutenants may also have powers, such as Juan Pushe (life energy reader who is able to tell if someone is normal or superhuman.)

PISTOL • 6

BATHORY'S CHOSEN (PANTHER BUILD)

SOLO BUDDY TEAM



LYCANTHROPE
SLEEK STALKER

Other common builds are the tiger and the tomcat. Uncommon builds sometimes occur, especially in women, like the gyrfalcon and the Tasmanian tiger.

ENHANCED STRENGTH • 8

ENHANCED REFLEXES • 8

COMBAT EXPERT • 8

BASILISK BLACK, VEHICLE EXPERT • 8

SOLO BUDDY TEAM



EXCELLENT REFLEXES
VICIOUS

SMALL ARMS • 6

MOTORCYCLE • 8

KING CHEETAH PACK

TEAM



HIGH SPEED RACER
RELENTLESS

SMALL ARMS • 6


MOTORCYCLE • 8

ENHANCED SENSES • 8

Limit: *Pack Cohesion*. Defeat TEAM dice (with D8 stress) to reduce pack.

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BATHORY

Affiliations	<div>SOLO</div> <div></div>	<div>BUDDY</div> <div></div>	<div>TEAM</div> <div></div>	<div></div>	
Distinctions	<div>FERAL BEAUTY</div> <div>ADDICTED TO LUXURY AND PLEASURES</div> <div>A MOST UNIQUE TYPE OF VAMPIRE</div>				

LYCANTHROPY

Power Sets	CLAWS AND FANGS • 6	ENHANCED DURABILITY • 8	ENHANCED SPEED • 8
	ENHANCED REFLEXES • 8	ENHANCED SENSES • 8	ENHANCED STAMINA • 8
	ENHANCED STRENGTH • 8		
	SFX: <i>Berserk</i> . Add a die from the doom pool to one or more attack actions; return it to the doom pool when you are done. Step down the doom die by -1 when it is returned.		
	SFX: <i>Poisoned Claws</i> . Add a D6 to your dice pool for an attack action and step back highest die in pool by -1. Step up physical stress type inflicted by +1.		
	SFX: <i>Multipower</i> . Use two or more LYCANTHROPY powers in a single dice pool at -1 step for each additional power.		
	Limit: <i>Exhausted</i> . Shutdown any LYCANTHROPY power to step up the lowest die in the doom pool or add a D6 doom die. Activate an opportunity to recover that power.		

NEO-VAMPIRISM

MIND CONTROL • 8 PSYCHIC RESISTANCE • 6

Limit: *Exhausted*. Shutdown any NEO-VAMPIRISM power to step up the lowest die in the doom pool or add a D6 doom die. Activate an opportunity to recover that power.

Specialties	ACROBATIC MASTER • 10	COMBAT EXPERT • 8	CRIME EXPERT • 8
	MENACE EXPERT • 8		

History

Very little is known about Bathory before she became a shapeshifter, only that she died on New Year's Eve before she was reborn, calling it her 'Dying Day'. She is something between a lycantrape and a vampire, craving blood but having none of the weaknesses of a vampire. Bathory is able to take on the shape of a cat, but even in her human form she can grow claws and fight with animal reflexes. She thinks she is an evolutionary step higher than those classic monsters. She is able to bestow lycanthropic powers (based on a variety of animals) on her 'chosen', who become her spies and enforcers. These are mostly men, with the rare woman.

Before she joined forces with Cockatrice and her Cyanide Blues, she was in charge of the gang known as the Oblivious. Now that they are the Snow Leopards, Bathory is confident that her unholy alliance with Cockatrice will allow them to rule the city without any true competition.




Personality

Bathory revels in spreading fear in the city, and plays the part of the bloodthirsty monster well. She's open to alliances when it benefits her. She is more patient than people might expect.

Abilities & Resources

Bathory lets her minions fight for her, and will not engage in battle herself unless she has to. Her claws are poisoned, making wounds harder to heal. She uses her speed to confound her opponents. Her 'chosen' are given lycanthropic gifts, are able to change into a feral shape, and protect her fiercely. In addition to psychic resistance ('fuzzy thoughts'), she can choose two traits from LYCANTHROPY as for her chosen, at D6 each. An example (Cheetah build) is given below.

BATHORY'S CHOSEN (CHEETAH BUILD)

SOLO	BUDDY	TEAM	FEROCIOUS LYCANTHROPE
			
CLAWS & FANGS • 6		SPEED • 6	
PSYCHIC RESISTANCE • 6			

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EMOTIONAL

MENTAL

PHYSICAL

COCKATRICE

Trish Catrall [public]

Affiliations

SOLO



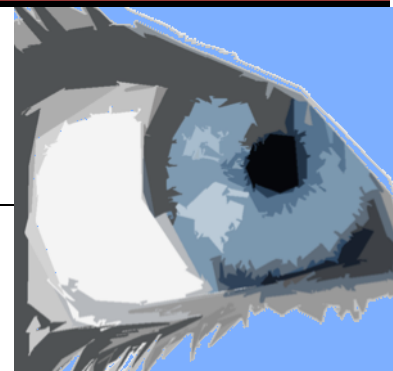
BUDDY



TEAM



WATCHER
ONLY



Distinctions

SHE OF THE COLD, KILLING STARE
EXTORTION IS HER SECOND BEST WEAPON
THERE'S NO PROFIT IN THIS

Power Sets

ICY GAZE

COLD BLAST • 8

ICE CONTROL • 8

TRANSMUTATION • 10

SFX: *Turn to Ice*. Add a D6 and step up your effect die by +1 when inflicting a TRANSMUTATION complication on a target.

SFX: *Immunity*. Spend 1 doom die to ignore stress, trauma, or complications from extremes of temperature.

SFX: *Versatile*. Split TRANSMUTATION into 2D8 or 3D6.

Limit: *Gaze Attack*. Shutdown all ICY GAZE powers vs. visual impairment complications and step up or add D6 to the doom pool. Activate an opportunity or eliminate the complication to recover power.

Limit: *Exhausted*. Shutdown any ICY GAZE power to step up the lowest die in the doom pool or add a D6 doom die. Activate an opportunity to recover that power.

Specialties

CRIME EXPERT • 8

MENACE EXPERT • 8

History

Cockatrice has the unusual power to turn what she sees to ice, permanently. All she needs to do is to unleash a blast of light from her eyes and those caught in the dazzle will become beautiful ice. Her power has made her one of the most feared villains in the city. Her first gang was called the Cyanide Blues, after the color of her skin, and her hair and eyes are as white as ice.

However, with a local hero interfering with her plans to rule the city, she has allied herself with the leader of the Oblivious, the lady Bathory. Now, as the Snow Leopards, they foment terror twice-fold.

A couple years ago, backwash from Cockatrice's transmutation power turned Tyra Dumont into an invalid, earning Cockatrice a life-long enemy. Though Cockatrice doesn't know it, Mister Strings plans to capture her and torture her until she turns Tyra's legs back into flesh. Unfortunately, Strings does not know that Cockatrice has no power to reverse her transmutations.

Personality

Cockatrice knows she is universally feared, and she loves it. She's addicted to it, in fact. She is impatient, but takes enough time to formulate subtle plans. If she doesn't see profit in something, she loses interest quickly. She does not take kindly to being spied on, and will use her power to turn peeping toms into statues of ice.

She enjoys her alliance with Bathory, finding that their combined strengths make them even more formidable.

Abilities & Resources

Cockatrice will use her icy gaze to eliminate her enemies. However, the ability is not as effective against super-heroes at times, meaning she may only occasionally succeed at turning

the air around her foes into ice, or the environment around them. In defense, she can use her transmutation attack to turn objects, even fire, into ice. She is immune to heat and cold.

When she turns flesh to ice, it is usually a deadly or debilitating effect. Her powers are irreversible, even by normal sorcery and power nullification effects. When Tyra was hit and suffered trauma, it was partly due to her own powers that she survived.

The Watcher is advised to tread carefully with the effects of this power, and to use secondary effects from cold rather than true transmutation against a hero. Finding the cure for Cockatrice's transmutation power will be a long-term quest of its own.

She has Snow Leopard gang members to protect her. The following stats are for regular, non-powered members of the Snow Leopards.

SNOW LEOPARD GANG MEMBER

SOLO BUDDY TEAM



PREDATORY
BRASH

SMALL ARMS • 6

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EMOTIONAL

MENTAL

PHYSICAL