



DIAL S FOR SUPERHUMANS



A FREE SUPPLEMENT FOR



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INTRODUCTION

In early June 2005, Atomic Sock Monkey Press held a contest, seeking characters for a free supplement in support of *Truth & Justice*. This book-- *Dial S for Superhumans* -- is composed of those entries.

Contestants could enter either:

- ◆ Original art; or
- ◆ A character write-up for a specific, provided piece of art (aka "Contest Dude"; see p. 22).

Extra consideration was given to entries that provided supplementary material or met other requirements. With the kind permission of AFD Studios, Inc., illustrations created with their *HeroMachine* customized character portrait generator were eligible for submission. Winners of the contest would receive contributor credit on this book and a free copy of *Truth & Justice* upon publication. Initially, only sixteen entries were intended to appear in *Dial S* . . . However, as they continued to roll in, I made the decision that they were *all* exciting enough to include.

There's a neat thing about the written submissions: they all share strong similarities in characterization and abilities. No mystery there, really -- the contestants were working from the same illustration, after all. The really interesting part was how the submitted characters were different from each other, and how they all seemed to link up in the background.

New -- but very similar -- *HeroMachine* illustrations were created to help differentiate each of the Contest Dude characters, and a discussion about reconciling and connecting these similar characters appear in *The Eyes Have It* on p. 31.

All of the characters were created as PC-Grade NPCs (see *T&J*, Chapter 6, *Specific NPC Types*). If a GM wishes to use one of the villains from this supplement as an opponent for a heroic team of PCs, it may be a good idea to upgrade them into the Veteran or World-Class category. Or several can be used at once as a villainous team of foes! GMs should feel free to change any aspect of these characters when using them in their personal campaigns. Switch around Origins, swap out old Powers for new, discard Possible Connections and add new ones. Whatever makes the character yours.

So, the next time you need a quick adventuring character (Pre-generated PC or NPC) for your *Truth & Justice* game, just pick up this book and *Dial S for Superhumans*!

ABOUT THE PDQ SYSTEM

The rules in *Truth & Justice* are based on the basic *Prose Descriptive Qualities (PDQ) System*, and are suitably modified for superheroic play. *PDQ Core* is available as a free download from the following URLs:

< <http://www.atomicsockmonkey.com/freebies/di/pdq-core.pdf> >
< http://www.rpgnow.com/product_info.php?products_id=4175& >
< <http://e23.sigames.com/item.html?id=ASM-000> >

PDQ has been designed for evocative simplicity, speed, and flexibility in play. Three levels of resolution, suitable for any type of situation. It currently serves as the core game mechanics for *Dead Inside: the Roleplaying Game of Loss & Redemption (DI)*; *Monkey, Ninja, Pirate, Robot: the Roleplaying Game (MNPR:RPG)*; and *Truth & Justice (T&J)*.

ABOUT ATOMIC SOCK MONKEY PRESS

< <http://www.atomicsockmonkey.com/> >

Atomic Sock Monkey Press is dedicated to high-quality, off-kilter, imaginative fun. Currently, that means tabletop games of both the "beer & pretzels" and roleplaying game (RPG) varieties. In the future, we may expand into other areas; but for now, Atomic Sock Monkey Press is concentrating on games.

ABOUT THE AUTHOR

Chad Underkoffler is an editor for a telecommunications standards body by day and a freelance game writer by night. He's been gaming since 1981, to the confusion of his family. His column "Campaign in a Box" appears in *Pyramid Online* < <http://www.sigames.com/pyramid/> >; he has written material for *Gamma World* (Sword & Sorcery), *GURPS* (Steve Jackson Games), and *Unknown Armies* (Atlas Games); and he is the author and publisher of *Dead Inside: the Roleplaying Game of Loss & Redemption* and *Monkey, Ninja, Pirate, Robot: the RPG*. Chad currently lives in Alexandria, VA, with his wife Beth and their two black cats.

BIOMECHANIC

BY MICHAEL BLOSS

VILLAIN

Name: Dr. Arthur Despair

Background: Dr. Despair's schooling and university training is a matter of public record, as are the patents he still holds for bioengineered organisms. The public rejection of **Rice+** as a method of alleviating world hunger pushed Dr. Despair over the edge. He went from creating commercially viable organisms to issuing a manifesto of "I will build a better world, one genome at a time if that's what it takes, whether you want it or not." He has been involved in the break in and theft of samples of rare organisms, high-tech genetic engineering equipment, and assaults on super powered individuals (with the express purpose of acquiring genetic samples).

Dr. Despair has publicly stated that he is not to be called by any name but "Biomechanic" and has threatened harm to any who do so. He claims that shock DJ Robert "Banana Bob" Bow's throat cancer was engineered by him in retaliation for repeated usage of his discarded name.

Biomechanic's crimes tend to be theft (of rare organisms and high-tech lab equipment), kidnapping (of superhumans and prominent scientists), and dangerous genetic and biological experiments inflicted on unsuspecting environments and populations. On occasion, he has engineered or modified organisms for others (supervillains, dictators, corporations, etc.) and is also believed to be directly or indirectly responsible for the creation of over half a dozen different super-powered individuals.

In 2004, he rendered the "Baltic" influenza strain utterly harmless – simply because it was interfering with an experiment he was running in Bucharest.

Motivation: Acquire the knowledge, methods, samples, tools, and raw power to rebuild the world as he desires.

Qualities: Master [+6] Genetics, Expert [+4] Biomechanical Engineering, Poor [-2] Megalomania.

Origin: Biomechanic has altered himself genetically, incorporating numerous different DNA strands into his own.

Powers: Good [+2] Super-Gadgeteering (Biogenetomechanical), Good [+2] Super-Reflexes, Super-Senses (Expanded Visual Spectrum).

Stunts: *Bio Armor* (Super Gadget: Average [0] Super-Armor), *Dart Pistol* (Gadget: Good [+2] Darts; toxins or retro-viruses transmitted by darts must be separately "gadgeteered"), and *Harpoon Pistol* (Gadget: Good [+2] Harpoon; Good strength winch, can take samples of targets).

Villain Point Pool: 5/10

Miscellany: 5'11", 165 lbs.; salt-and-pepper hair, beard, mustache; violet eyes. *Biogenetomechanical* means that his Super-Gadgets are organic technology; *Super-Reflexes* is a limited form of Super-Speed that is not used for movement, but for extra actions in conflict; and *Expanded Visual Spectrum* means that Biomechanic can see by infrared or ultraviolet light, distinguish between 16 million colors, and even filter out polarized light. The villain's most commonly used Super-Gadgets are listed above.

Possible Connections: Biomechanic, Glider, and Goblynn knew each other via the scientific community before their respective Origins. He has provided henchman modifications for Overseer's master. He has fought Glider, Pulse, and Commander Cyclops. Some of his biotechnology may have been used in the programs that produced Dark Ghost and Private Eye (Dark).



Dr Arthur Despair, Biomechanic

BLACK CAT	HERO
BY ANDREW BYERS	

Name: Helena Gregorakis

Background: Helena comes from a long line of Greek wizards and witches. Her family tree is said to spring from a union between a demigod and a dryad, with plenty of satyrs, saints, and sorceresses thrown into the mix.

As the strongest magic-user of her lineage in centuries, she has taken up the family business of Knowing Things Man Wasn't Meant to Know with a vengeance. She easily achieved Bachelor's Degrees in Archeology and Anthropology, and could have gone further in academia, if she hadn't gotten bored and wandered off into adventure.

Helena is often the front-line defender of humanity against magical intruders. She has also protected Earth's native – and much-weakened – magical creatures from human depredations. She brings bad luck to her mystical enemies by always crossing their path at exactly the wrong time (thus, her nom de guerre).

She wears a costume – complete with cat-tail! – so that the superpowered types will listen to her when she warns them of the approach of mystical dangers.

Motivation: Protect the mundane from the magical (and sometimes, vice-versa).

Qualities: Good [+2] Anthropology, Good [+2] Archeology, Good [+2] Beautiful, Good [+2] Tae Kwon Do, Good [+2] World-Traveler, Poor [-2] Mystically Delicious.

Origin: Scion of a sorcerous line and delver into mysteries.

Powers: Expert [+4] Sorcery and Good [+2] Super-Sidekick: Hades (see below).

Stunts: Spells and temporary enchantments as necessary.

Hero Point Pool: 5/10

Miscellany: 6', 160 lbs.; black hair, brown eyes, fair skin. As a *World-Traveler*, the Black Cat can find her way around and make herself understood nearly anywhere across the globe. *Mystically Delicious* indicates the weird attraction extradimensional, magical, or otherwise alien creatures have for her: they always attack her first, try to eat her, suck out her soul, or marry her; with normal humans, this Weakness often expresses itself as "something odd about her."

Black Cat's *Sorcery* is related to darkness and shadows; she can only perform magic in low-levels of light. A full moon in the countryside is roughly her illumination threshold; she has, however, done spells (with her hands in shadow, as from, say being held under a table) at a Downshift. A city street with one or two working streetlights is probably okay, but a well-lit parking garage wouldn't be.

Her familiar (*Super-Sidekick*) is a large black cat named Hades. He is a noble of the line of mystical temple cats of Egypt, and is nearly as intelligent as a human. He aids Black Cat by adding his Sorcery Power to hers in time of need; the pair can also communicate reasonably through magical means.

Hades, Mystical Familiar

Qualities: Expert [+4] Cat, Good [+2] Small, Good [+2] Fighting, and Poor [-2] Ill-Tempered.

Powers: Good [+2] Sorcery.

Possible Connections: Black Cat continually fends off the Gerbil's attempts to "make her his Queen." She has crossed paths with Lectrix and Mystic Blue, and fought Mantra, Silverjolt, and Will o' the Wisp.



Black Cat

CAPTAIN SECURITY

By RYAN MACKLIN

HERO

Name: Chuck "Champ" Jones

Background: A natural athlete and born leader, Chuck was the captain of his high school football team, always leading his teammates to victory. While he received plenty of scholarship offers from colleges across the nation, Chuck turned them all down. Due to his father's illness and the need to support his mother and siblings, he chose instead to follow his father's footsteps into security work. In three years, he has become the best security guard that the Downtown Shopping Plaza has ever known! Indeed, he recently saved the Mayor's daughter – the little tomboy had gotten trapped atop the slick bronze statuery of the Dancing Waters fountain. For his heroism, Chuck received a medal and some local notoriety.

Motivation: Captain Security fights crime and injustice in the city by following the "Mall Security Guards' code of honor," passed down to him from his father.

Qualities: Good [+2] Athlete, Good [+2] Leadership, Good [+2] Local Hero, Good [+2] Mall Lore, Good [+2] Strong, Poor [-2] Total "Boy Scout" Personality.

Origin: One night, Chuck heard some disturbing noises in the Food Court. When he went to investigate, a strange green explosion blasted him from behind. When he awoke the next day, he discovered his exciting new abilities.

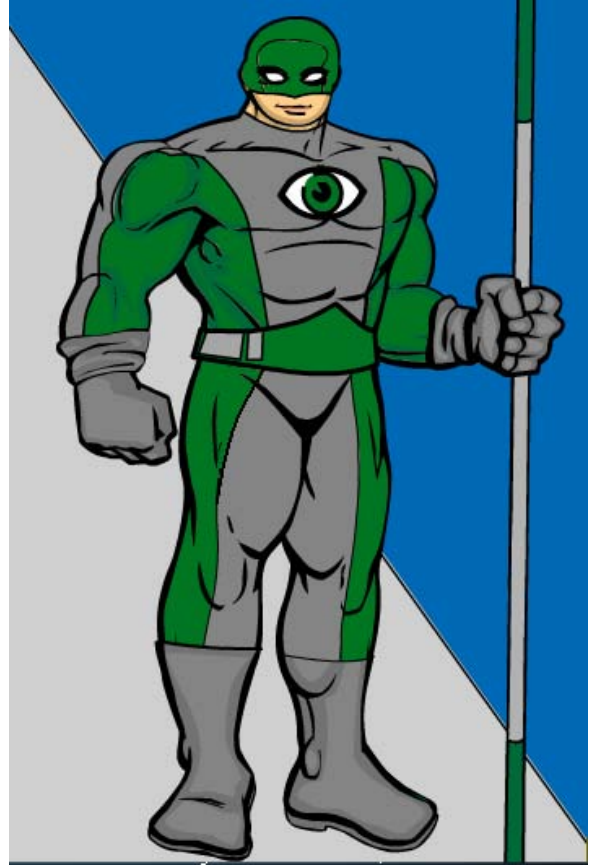
Powers: Good [+2] Invulnerability, Average [0] Shoplift Sense, Average [0] Super-Hearing, Average [0] Super-Speed.

Stunts: Thief-Sight (Shoplift Sense Spin-off; Average [0]; 2 HP; can determine if target has stolen anything recently).

Hero Point Pool: 5/10

Miscellany: 6'2", 220 lbs.; red hair, blue eyes, freckles. Has a "gee willikers"/white-bread outlook on life, but isn't totally naïve... just inexperienced. The "Mall Security Guards' code of honor" – Justice! Freedom! Validated Parking! – is actually a funny story his dad told him when Chuck was a kid: he was trying to draw an analogy between a free society and the mall (the Food Court being representative of diversity, and so on), and Chuck took it a little too seriously. His "Staff of Justice" is actually a hiker's staff – anodized aluminum, with compartments for matches, a cheap compass, fishing line, etc. – that the mall sporting goods store gave him after his debut as a superhero. *Mall Lore* includes the inner workings of malls, basic layout and floor-plan, and other typically unknown factoids on how to operate the various systems found within a mall, from the security cams to the fountain to the fuse boxes. *Leadership* can be used for anything from organizing football plays to managing his fellow security guards' schedules. *Shoplift Sense* is a psychic ability – just by looking at an item, Captain Security can tell if it was paid for or stolen. The *Thief-Sight* Stunt permits him to determine if a living target has stolen anything recently; the longer it's been since the theft, the higher the Difficulty Rank he must beat.

Possible Connections: Captain Security has met Sun Daughter and Furbolt.



THE CHALLENGER	HERO
By K. GAUSSOIN	

Name: Chelsea Gonzales

Background: Background: From her childhood, through high school in Denver and college at UCLA, and up to her work as a stockbroker in New York today, Chelsea Gonzalez has always been competitive. Whether it was board games after school, varsity volleyball, or getting the big score on the NYSE floor, Chelsea has always worked to be the best: ichiban, el primero, number one. While not necessarily smarter or faster or stronger than those she competed against, she practiced more, studied longer, and just plain worked harder in pursuit of victory.

Motivation: Challenge herself to excel by pursuing supervillains.

Qualities: Expert [+4] Athlete, Good [+2] Games-Player, Good [+2] Outdoorswoman, Good [+2] Stockbroker, Poor [-2] Competitive.

Origin: Skiing with her family around Denver, she became separated from them. There was a sudden blue flash, then nothing. Later, she awoke, seemingly having knocked herself out against a low-hanging tree branch (though she had no injuries). Soon, she discovered she had somehow acquired superpowers.

Powers: Good [+2] Precognition, Good [+2] Super-Agility, Good [+2] Super-Strength.

Stunts: Precog Dodge (Precognition Signature; Good [+2] 2 HP) and Precog Throw (Precognition Signature; Good [+2] 2 HP).

Hero Point Pool: 5/10

Miscellany: 5'11", 185 lbs; black hair, brown eyes, olive-tan skin. Chelsea is fluent in Spanish and English, and enjoys cooking (when she has time), poker, and racquetball.

Her *Precognition* is a kind of predictive computational ability that effectively lets her "see" a few seconds into the future; she is resistant to considering this a psychic ability, instead viewing it as a "high-level synthesis of all conscious and subconscious facts." In any case, this helps her in melee combat in two ways: by being where the punch, bullet, heat ray, or telephone pole is not (*Precog Dodge*) and by allowing her to punch at or throw things at where her opponent will be (*Precog Throw*).

Possible Connections: Edgewise is the Challenger's cousin. She has met Furbolt, and fought the Gerbil.



COMMANDER CYCLOPS

BY GIFNY RICHATA

VILLAIN

Name: (untranslatable)

Background: The being known as "Commander Cyclops" is an alien techno-organic life form. It was rocketed to Earth to eliminate certain humans and superhumans, as well as perform specific acts of sabotage, as a prelude to alien invasion.

Motivation: Weaken humanity's defenses.

Qualities: Expert [+4] Armor, Expert [+4] Warrior, Good [+2] Demolitions, Poor [-2] Completely Alien.

Origin: From outer space!

Powers: Good [+2] Eyebeam, Good [+2] Vibro-Knife, Average [0] Super-Strength, Average [0] Immortality.

Stunts: Force Next Incarnation (Immortality Signature; Poor [-2], 1 VP; changes its color without waiting to be killed).

Villain Point Pool: 5/10

Miscellany: 7'2", 400 lbs.; bald, glowing eye, variable "skin" color. Commander Cyclops – as a *Completely Alien* enemy construct – cannot understand human cultures, languages, or communications, and humans cannot understand it. It carries a *Vibro-Knife*, which does super-scale damage and can thus cut through almost anything mundane; if it loses the Vibro-Knife or it is taken from him, the next bladed implement it picks up will be transformed into a duplicate of the alien weapon.

Commander Cyclops' *Eyebeam* is related to its *Immortality* and "skin color." It progresses through a rainbow of colors, each associated with a different Eyebeam weapon. If killed or destroyed, the inert body regenerates, but into the next color. The spectrum "wraps" – this means that if Purple Commander Cyclops is killed, it regenerates into Red Commander Cyclops after a time. Apparently, the construct can consciously change color as a Stunt (Force Next Incarnation), but this seems to take time and energy.

Commander Cyclops' Incarnations:

Red	Good [+2] Fire Jet
Orange	Good [+2] Force Bolts
Yellow	Good [+2] Laser Beam
Green	Good [+2] "Toxic" Jet (Poisons target; may be part of an "alien terraforming" strategy)
Blue	Good [+2] Heat Subtractor (Freeze Beam)
Indigo	Good [+2] Control Computers (may be part of method to hijack Earth communications tech to signal alien fleet)
Purple	Good [+2] Radiation Ray

Possible Connections: Commander Cyclops has fought Biomechanic, Eye Robot, Pulse, and the Sight. It teamed up once with Silverjolt.



DARK GHOST

BY STEVEN EHRBAR

VIGILANTE

Name: Alexandra Ivanovna Smirnova

Background: Born in Moscow to two doctors, Alexandra was well on her way to stardom as a gymnast for the Soviet Olympic team. Unfortunately, at age 14, she had a severe nervous breakdown (possibly related to her coach's unorthodox training methods), and remained in state mental hospitals for the next five years. During that period, she gained hidden superpowers, which she used to gain premature release. During the day, she is a secretary for an import-export firm, but at night, hunts down the corrupt and crooked bureaucrats and businessmen that have sprung up and rooted deeply after the fall of the USSR.

Motivation: Revenge! Alexandra Ivanovna is angry at the state that used her as an experimental animal for its own glorification, and seeks vengeance. She does not care that the Soviet Union no longer exists; the same people are now running the government of the Russian Federation, or are corrupt and wealthy "businessmen."

Qualities: Expert [+4] Gymnast, Expert [+4] Liar, Good [+2] "Outlaw Hero," Poor [-2] Psychopath.

Origin: Alexandra was subjected to a rigorous training regimen for Soviet gymnasts, supplemented with experimental and unsafe drug and hormone "cocktails" (steroids for strength, neurochemicals to speed muscle memory and healing, chemical sleep substitutes to permit eighteen hours of training each day, etc.). A bad interaction caused her psychotic break, and sparked her superhuman powers.

Powers: Good [+2] Illusions, Good [+2] Super-Agility, Good [+2] Super-Intellect.

Stunts: Vanish (Illusions Signature; Good [+2], 2 HP; effectively is Invisibility that only affects living beings).

Hero Point Pool: 5/10

Miscellany: 5'7", 130 lbs; black hair, brown eyes, fair skin. Extremely good at keeping her craziness in check, except when she is confronted by someone involved with her Origin or anything similar to it. Carries a silenced Beretta pistol which she uses with her Super-Agility to great effect. While pursued by the government as a dangerous killer, a significant segment of the populace considers her an *Outlaw Hero* doing the brutal but necessary job of cleansing Russia. As a *Psychopath*, Alexandra is indifferent to the threat of pain or punishments, feels no fear when so threatened, has little to no empathy for the suffering of others, and has no thought for the consequences of her actions. She is impulsive, irritable, reckless, irresponsible, and has no remorse.

Possible Connections: Biomechanic's biotechnology may have been used in the program that created Dark Ghost. She has met Ochre, Sun Daughter, and Private Eye (Dark).



DECIBELLE

BY GRADY SMITHEY & JAMES DAWSEY

HERO

Name: Siobhan MacLachlan

Background: Siobhan has always been a talented performer: singing, dancing, playing instruments, acting. Currently, she is a college student, and enjoying herself tremendously.

Motivation: Do good, while looking good and having a good time.

Qualities: Good [+2] Actor, Good [+2] College Student, Good [+2] Dancer, Good [+2] Musician, Good [+2] Singer, Poor [-2] Show-off.

Origin: Siobhan suspects that she'd always had the ability to control sound, but that she first really became conscious of it at a school concert where some townie punks were trying to rob the ticket sellers.

Powers: Master [+6] Sound Control.

Stunts: See below.

Hero Point Pool: 5/10

Miscellany: 5'6", 150 lbs; red hair, green eyes, fair skin. When in costume, Siobhan refers to herself as "Decibelle, the Bombastic Sorceress of Sound!"

Decibelle's Sound Control is a Meta-Power, which over and above its use for shaping, changing, and duplicating sounds, permits the use of several other abilities as Stunts at Good [+2] Rank, including: *Flight* (by generate sonic vibrations to propel her through the air), *Forcefield* (vibration fields that can deflect solid objects though not energy attacks), *Sonar* (pulses of ultrasonic sound used to "see" in complete darkness), and *Sonic Blast* (focused, high decibel blasts of force).

This Meta-Power is Limited by the level of ambient sounds: her effective Rank cannot be higher than the loudest thing within earshot (use a police siren as being Good Rank for a benchmark). On a deserted street in a small town, her Power may only be Poor [-2] Rank! This also means that while Decibelle can use Sound Control to create *Silence* (by emitting counter-vibrations to nullify other sounds), if she does do so, she cuts herself off from the rest of her abilities as long as she maintains it!

Possible Connections: Decibelle goes to the same college that Kid Caffeine attends and Lectrix teaches at. She has met Visor.



DIAL 5 FOR SUPERHUMANS

EDGEWISE

BY TINTENFISCHER

HERO

Name: Anna Gonzales

Background: A Liberal Arts degree doesn't really open doors in the corporate world, and a shy, retiring personality only exacerbates the problem. Anna had hoped to go to a small grad school, and remain in academia as long as possible, but when her finances failed, so did her initiative. She was working as an office temp in a nonprofit when her powers manifested, and her life changed.

Suddenly, a whole new world opened up for Anna. She quit her job and applied to law school, securing student loans to make it possible. To blow off steam, Anna did some street-level superheroing when she could find the time between classes. She graduated in the top ten percent of her law class, and became a public defender.

Now, talkative and outspoken, she's out to make her mark on the world, to make her views known. Given the bully pulpit of superhero fame, she'll speak truth to the people, *loudly*. Even those supervillains prone to monologuing have trouble getting in a word. . . edgewise.

Motivation: Speak out for those who can't.

Qualities: Good [+2] Activist, Good [+2] Lawyer, Good [+2] Liberal Arts, Good [+2] Self Defense, Good [+2] Doesn't Sleep, Poor [-2] Loudmouth.

Origin: Her superpowers manifested one day in a museum, where she wished she could just walk into a copy of a beautiful landscape. . . and did.

Powers: Master [+2] 2D Form.

Stunts: See below.

Hero Point Pool: 5/10

Miscellany: 5'8", 160 lbs.; black hair, brown eyes, café au lait skin. Edgewise is particularly interested in superhuman-related law, in addition to civil liberties legal issues. *2D Form* means that Edgewise can turn herself "two-dimensional" at will, along any axis of her body. In this form, she looks normal when viewed straight-on from the front or back, but her body is only a few micrometers thick. This "2D" body retains her overall body mass and strength, and flexes, curls, and otherwise moves roughly as a normal body would. 2D Form is a Meta-Power permitting the use of several other powers as Good [+2] Ranked Spin-off Stunts, including *Slip Through Cracks* (can slide through any opening that's wide enough, so long as it's not air- or waterproof), *Flattening Dodge* (shift dimensions before projectile hits her), *"Turn" Invisible* (must remain motionless or move edge-on), *Monomolecular Karate Chop* (does super-scale damage), and *Enter Artwork* (she automatically takes on the same visual style of the illustration; useful for spying).

Edgewise's Meta-Power has an overall Limitation of requiring increasing amounts of concentration to maintain (for partial transformations, the first turn is free, second turn requires a successful roll of 2D Form vs. Poor [5] Difficulty, third turn is Average [7] Difficulty, fourth turn is Good [9] Difficulty, etc., with each turn increasing the Difficulty Rank by +2; for full-body transformations, the time increment is by Scene rather than turn).

Possible Connections: The Challenger is Edgewise's cousin. She's also met Private Eye (Light), Pulse, and Red Rodrii.



EYE ROBOT

By ISAAC KELLEY

HERO

Name: None (but its friends call it "Ira")

Background: Originally designed as a prototype ninja robot by the HORUS Project, Eye Robot *chose* to become a hero. Its creator, the kidnapped Doctor Isaiah Kasimoff, implanted an "Asimov Trojan" deep inside its software. When activated, the Asimov virus perfectly balanced its murderous programming, allowing the robot free will. Using its robotic abilities, Eye Robot and Dr. Kasimoff escaped the HORUS Project's base.

Eye Robot has little time for a social life, as it has sworn to do what it can to prevent humans from coming to harm. It worries about how much of this goal is driven by its choice to do so versus the compulsion of its implanted programming, but figures it's best to err on the side of caution.

Motivation: Never harm a human (or humanity), or, through inaction, allow a human (or humanity) to come to harm.

Qualities: Master [+6] Ninja, Good [+2] Acting, Good [+2] Relationship with Dr. Isaiah Kasimoff, Poor [-2] Asimoved.

Origin: See above.

Powers: Expert [+4] Robot, Good [+2] Control Computers.

Stunts: See below.

Hero Point Pool: 5/10

Miscellany: 6' (height is variable by 3" in either direction), 300 lbs.; bald, yellow glowing eyes, blue and gray skin. Eye Robot speaks in a slightly deeper version of Dr. Kasimoff's voice.

Asimoved means that Eye Robot is deeply influenced by Asimov's Three Laws of Robotics; in theory, however, this has been reduced to only two of them: the "Zeroth" Law ("A robot may not injure humanity, or, through inaction, allow humanity to come to harm") and the First Law ("A robot may not injure a human being, or, through inaction, allow a human being to come to harm"). Eye Robot has no compulsion to follow the Second Law (obedience to humans) or the Third Law (self-preservation) because of the nature of its Origin (see above). Indeed, a large portion of Eye Robot's free time is spent analyzing conflicts between the Zeroth and First Laws, and how they relate to its existence.

Robot is a Meta-Power, which permits the use of several other Powers at Good [+2] Rank: *Immortal* (can be rebuilt or reloaded from back-ups), *Super-Strength*, *Super-Armor*, and *Skill Modules* (can carry up to two specialized computer modules at a time to enable specific Qualities not covered by its hard-wired ones). The overall Limitation of being a robot is that unlike other characters, Eye Robot *cannot* make a generic Average [0] roll to attempt a task; the task *must* fit under the penumbra of one of its hard-coded Qualities or Skill Modules. Therefore, while Eye Robot can fight and sneak and climb (via Ninja), it cannot drive a car unless it has a Skill Module that contains a Driving Quality.

Possible Connections: The HORUS Project may be connected to the Triangle Group of Private Eye (Light)'s Origin. Eye Robot has fought Commander Cyclops, and teamed-up with Pulse.



FURBOLT

BY SUSIE BLOSS

HERO

Name: Elizabeth Turner

Background: Elizabeth is a high school junior, living in a typical Denver suburb. Her mom volunteers at the hospital and her dad works for a telecom company; she has no siblings. She's energetic, exuberant, and quirky. In light of recent events, she's unsure if she wants to go to college.

Motivation: Do the Right Thing.

Qualities: Expert [+4] Cheerful, Good [+2] First Aid, Good [+2] Football Player, Good [+2] Teenager, Poor [-2] "Weirdo" Reputation.

Origin: Elizabeth's powers manifested when she slipped on the ice and was almost run over by a school bus.

Powers: Master [+6] Superdense Ferret Form.

Stunts: None as yet.

Hero Point Pool: 5/10

Miscellany: 5'10", 150 lbs.; red hair, blue eyes, ruddy skin.

Football Player means exactly that: Elizabeth is on the football team at school; no, she's not a cheerleader – she's the second-string quarterback *and* the goal-kicker. This leads to her "Weirdo" Reputation – a female football player in a small town in Colorado raises eyebrows (and often hurtful rumors), and that's even before considering her other eccentricities. Luckily, Elizabeth's incredibly sunny disposition (*Cheerful*) keeps her upbeat and likeable.

She has the power of changing into a *Superdense Ferret Form*, a Meta-Power permitting access to several other Powers, all at Good [+2] Rank: *Invulnerability*, *Super-Leap*, *Super-Strength*, and *Super-Tunneling*. These powers are Limited in that she is only able to use them in ferret form; additionally, in that form, she is *Impulsive* (Poor [-2] Rank). Furthermore, as a ferret, Furbolt is extremely dense, weighing twice what her human form does: 300 lbs! (Even with her other powers, this means she is unable to swim or traverse branches or ledges that would support a mundane ferret.)

Her costume is meant to protect her identity during those times when she needs the thumbs or other attributes of her human form during an adventure.

Possible Connections: Furbolt has met Captain Security and the Challenger. She's fought the Gerbil and the Sight, too!



THE GERBIL

BY ANDREW BYERS

VILLAIN

Name: Prince R'chee vo Etil

Background: The being known as "the Gerbil" is an exiled extradimensional prince of a subterranean rodent-descended people known as the Jer'Val. His home dimension is mostly terrestrial, but extremely arid and harsh; the Jer'Val moved exclusively underground tens of millennia ago in search of moisture.

Though a prince of the blood and his father's heir, R'chee was overeager to take the throne. He moved too soon, and the King cast him and his army of subcreatures into a mystical void. Using his own magical abilities, R'chee rescued himself and his followers and brought them to the nearest available dimension: Earth.

The Prince and his henchbeings now live in the sewers of a major American metropolis, searching out spells and technologies to return them home with the power to conquer their enemies.

Motivation: The Gerbil seeks the knowledge and power to return to the dimension of the Jer'Val, overthrow the King, and rule!

Qualities: Expert [+4] Cunning, Good [+4] Night Vision, Good [+2] Underground Lore, Good [+2] Warrior, Poor [-2] Agoraphobic.

Origin: Exiled extradimensional magician-prince

Powers: Good [+2] Minions, Good [+2] Rodent Control, Good [+2] Sorcery.

Stunts: Tunnel-to-tunnel (Sorcery Signature; Good [+2], 2 VP; connect any underground tunnel to any other underground tunnel) and other spells as needed.

Villain Point Pool: 5/10

Miscellany: 4'5", 100 lbs.; brown hair, red eyes, brown furry skin. The Gerbil's *Underground Lore* indicates his knowledge of all underground workings, from sewers to mines to subway tunnels. Unfortunately, like all of his race, he is *Agoraphobic*, and is uncomfortable operating aboveground.

The Gerbil's *Minions* are Jer'Val subcreatures called *Fwee-teek*, a degenerate mutant off-shoot of his own people; since it is one of his Powers (rather than a Quality), this means he has *a lot* of them under his command (at least 50 individuals). All *Fwee-teek* have Good [+2] Fighting ability. Additionally, there are two subcreatures that serve as the Prince's lieutenants (*Sh-een* and *Ek-tiil*); both have Expert [+4] Fighting.

His *Rodent Control* Power gives him the ability to communicate with and command over any rodent-like animal, from rats to mice to rabbits to squirrels. He uses these as spies and as tools in his plots.

Wise in the ways of magic, the Prince has substantial skill at *Sorcery*, and is able to use it for many purposes. Unfortunately, it is limited by the need to draw the life force of rodents to activate (at least 2 Damage Ranks per spell, and more Damage Ranks if the spell is potent). For a typical spell, if he uses a normal rat, it will die; a *Fwee-teek* will be grievously wounded; and a Jer'Val (including himself) will be somewhat injured.

Possible Connections: The Gerbil desires to make the Black Cat his Queen. (Failing that, he'd accept the Challenger for the role.) He's fought Red Rodrii and Mystic Blue, worked with Overseer, and tried to use Nemesis for his own ends.



The Gerbil

GLIDER

BY GLEN BARNETT

HERO

Name: Dr. Jean Petaurus

Background: At age 10, Jean's grandfather died from Huntington's disease. From that moment, she knew what she wanted to do with her life: find a way to cure genetic diseases. Jean has bent all of her efforts since then towards this goal, often to the detriment of her own relationships and leisure pursuits.

While working with retroviruses to introduce working copies of healthy genes into a patient's DNA, Jean again found herself working late, far into the night. She was extracting proteins from cells from a sugar glider, and experimenting with "loading" them into a virus for cellular transport.

Motivation: Prevent injury from coming to innocents.

Qualities: Expert [+4] Immunologist, Expert [+4] Virologist, Good [+2] Genetics, Poor [-2] Workaholic.

Origin: An explosion in her lab building doused Jean with her experiment, soaking her to the skin, entering her system through innumerable pathways.

Powers: Average [0] Claws, Average [0] Night Vision, Average [0] Gliding, Average [0] Regeneration, Average [0] Super-Climbing.

Stunts: Catch Thermal (Gliding Signature; Average [0], 2 HP; with successful roll, can catch the winds enough to increase or maintain altitude).

Hero Point Pool: 5/10

Miscellany: 5'5", 120 lbs; light brown hair, brown eyes, tanned skin. On the night of her Origin, Jean made it out of the burning building before collapsing. During her time in hospital, her body began to mutate, growing flaps of skin under her arms and on her legs, her hands and feet growing spongy pads, her nails growing thick and tough, an increase in visual acuity in low-light, and a hypercharged healing factor. While body has been permanently changed, with mild effort (gloves, shoes, sunglasses, long-sleeved shirts and skirts) she can disguise herself to look normal.

This physical alteration, combined with the loss of much of her important work in the blast, has confronted Jean with the relative lack of anything in her life except scientific research. On long-term unpaid leave from her company, she is exploring everything she's missed while hunkered down in the lab. This has led to some freelance super-adventuring.

Possible Connections: Biomechanic, Glider, and Goblynn knew each other via the scientific community before their respective Origins. She has fought Biomechanic since then.



GOBLYNN

BY KIRT DANKMYER

HERO

Name: Lynn Doxen

Background: Lynn grew up a poor, African-American girl in downtown Washington, DC. She has seen what poverty and crime – especially crime – does to a community. Seeing education as her way out, as well as a way to give back to her community, Lynn worked hard until she became one of the most brilliant physicists in her generation.

Motivation: Lynn wants to have fun while leaving the world a better place than it was before.

Qualities: Expert [+4] Transdimensional Physicist, Good [+2] Brawling, Good [+2] Friends in the Old Neighborhood, Good [+2] Government Contacts, Poor [-2] Inhuman Appearance.

Origin: While performing experiments in a government lab, Lynn's Transdimensional Scanner exploded, fusing her with several beings from other dimensions.

Powers: Good [+2] Super-Agility, Good [+2] Variable Topography, Average [0] Super-Bite, Average [0] Teleportation.

Stunts: Switch-G Assist (Variable Topography Signature; Good [+2], 2 HP; see below) and Switch-G Flight (Variable Topography Spin-off; Poor [-2]).

Hero Point Pool: 5/10

Miscellany: 3'10", 80 lbs.; neon green hair, blue eyes, light green skin. In addition to giving her superpowers, the Accident turned Lynn into a lizard-like dwarf with a tail. She never sleeps, eats her body weight in food per day, has become more thrill-seeking and sarcastic, and sometimes has thoughts or memories that don't belong to her, which originate in the ultraterrestrial beings she is fused with (all of these elements contribute to her *Inhuman Appearance* Weakness). Her ability to control and use her tail is as yet minimal, though it's getting stronger as she trains in using it (probably a good selection for a new Power eventually). She loves games, especially Scrabble.

Friends in the Old Neighborhood are those folks who recall all the good work that Lynn did for them in the days before her transformation, as well as the work she's continuing to do around the world as Goblynn. *Government Contacts* are her colleagues and associates in government research, who she has good relations with, and can call on to arrange lab or equipment usage, meetings with bureaucrats or politicians, and sometimes even semi-secret information. *Variable Topography* is Goblynn's ability to consciously re-designate any direction as her "down" – this allows her to walk on walls or ceilings easily. Two Stunts from this power are *Switch-G Assist* (which she uses when dodging attacks, temporarily altering her personal down to enhance her acrobatics) and *Switch-G Flight* (used to "fly" in a straight line, sort of; she's not very good at using this Stunt yet). *Super-Bite* is an attack that does super-scale damage; also, against normal humans, it can either temporarily make them go to sleep for 1 Scene or give them 1d6 extra Failure Ranks (at the GM's option).

Possible Connections: Biomechanic, Glider, and Goblynn knew each other via the scientific community before their respective Origins. She has met Mystic Blue and Pulse.



KID CAFFEINE

BY GINA DONAHUE

HERO

Name: Casey Johnson

Background: Casey comes from a family of doctors – every member of his immediate and extended family is some form of medical professional. It was an accepted fact that he'd join the ranks himself in time.

Unfortunately, while Casey had the desire to become a doctor, he just didn't have the discipline. There just wasn't enough time in the day to do everything he wanted – his pre-med degree, the dorm keggers, playing video games, hanging out with his friends.

He decided to visit his brother Robert, who was working the night shift down at Downtown General, and ask his advice. Unfortunately, due to midnight traffic accident, the hospital was swamped. No stranger to Downtown General's halls and staff, Casey rolled up his sleeves and pitched in as a temporary orderly.

Dead on his feet, he saw the coffee cup just sitting there innocently in radiology. . .

Motivation: Help others, as fast as possible.

Qualities: Good [+2] Cheerful, Good [+2] Family of Doctors, Good [+2] First Aid, Good [+2] Handsome, Good [+2] Pre-Med Student, Poor [-2] Snobby.

Origin: Drank irradiated coffee.

Powers: Expert [+4] Super-Speed and Good [+2] Super-Endurance.

Stunts: Run on Water (Super-Speed Spin-off; Average [0]) and Super-Sprint (Super-Speed Signature; Good [+2], 1 HP).

Hero Point Pool: 5/10

Miscellany: 5'7", 140 lbs.; blond hair, green eyes, tan skin. Casey's *Cheerful* nature and *Handsome* appearance help balance his *Snobby* attitude in social interactions. His *Family of Doctors* Quality means that he can call up or drop in on any one of a large number of folks with a medical or scientific question and get a good answer quickly.

Kid Caffeine's *Super-Speed* has an interesting Limitation: Casey believes that his abilities are powered by coffee. This isn't exactly true, but he *thinks* it is, so he feels compelled to drink a grande latte every other Scene, or suffers a temporarily Downshift to his Power. This Downshift lasts until he either manages to grab a cup of joe, or he pushes himself (that is, spends a Hero Point in some endeavor).

The Kid's *Super-Endurance* permits him to run longer and go further; to operate on minimal sleep, food, or water; to resist pain; to hold his breath; and so on. He knows that this Power will be really handy when he becomes an intern.

Possible Connections: Kid Caffeine goes to the same college that Decibelle attends and Lectrix teaches at. He's raced Silverjolt and fought Mantra.



LECTRIX

By GWYN McVAY

HERO

Name: Dr. Adelaide Rogers, Ph.D.

Background: A bookish little girl, Adelaide grew up reading voraciously. Her hunger for the written word only increased as she aged. Put simply, she finds written language one of the coolest things humanity has ever invented to justify its existence, and will not stand for its mistreatment.

Her love of literature, grammar, and languages – aided by a true eidetic memory – led her into academia. A combination of exemplary teaching skills and wide-publication in her fields (Medieval Literature and Early 19th Century American Literature), permitted her to easily achieve tenure. Through luck and duplicity, she has somehow managed to avoid the chairmanship of her department or *any* major committee assignments. Despite the deep respect of her students, local colleagues, and critics, she avoids visibility. (It is ironic in light of this that she has chosen the costume symbol of a large, open eye; to her, this symbolizes "that inward eye which is the bliss of solitude," as Wordsworth put it – the eye of awakening, paying attention, to everything one does – and especially everything one reads or commits to paper.)

Motivation: Protect literature (best done by instilling a love for it in others).

Qualities: Expert [+4] Literature, Expert [+4] Photographic Memory, Good [+2] Teacher, Poor [-2] Superior Attitude.

Origin: Adelaide gained her superpowers one night when reading a quaint volume of forgotten lore under a faulty electric lamp. One spark touched another, twisted, fused, and voila!

Powers: Good [+2] Cosmic Word, Good [+2] Electricity Control, Good [+2] Super-Agility.

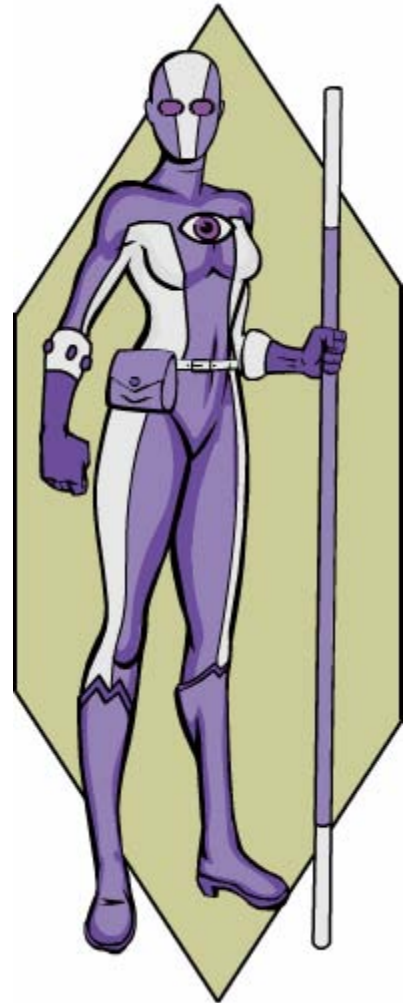
Stunts: Control Literacy (Cosmic Word Signature; Average [0], 1 HP), Shock Staff Strike (Electricity Control Signature; Good [+2], 2 HP).

Hero Point Pool: 5/10

Miscellany: 5'2", 120 lbs.; silver-haired, green eyes, early sixties (but very fit).

Walks with a silver-headed cane, which is actually Lectrix's collapsible staff. Has a habit of causing brownouts in mega-bookstores simply by walking past them; she prefers small independent booksellers. While not particularly offended by slang in speech, she deplores linguistic sloppiness, willful illiteracy, devaluation of the written, and inattention to spelling and other points of usage in situations or by individuals who should know better. *Cosmic Word* is a strange power having to do with words, text, and literacy – she can use this ability to correct (but not violently alter the meaning of) any written text in her presence, perform bibliomancy (divination by randomly selecting passages from books), temporarily instill or repress literacy in a target (enabling them to read – or not! – in a language of her choosing; this is the *Control Literacy* Stunt mentioned above), temporarily afflicting a target with aphasia, altering objects into homonymic objects, and so on. Even after years of experimentation, she has only begun to scratch the surface of her power.

Possible Connections: Lectrix teaches at the same college that Decibelle and Kid Caffeine attend. She's met the Black Cat.



MANTRA

BY CHRIS ANTHONY

VILLAIN

Name: Kate Johnson

Background: Kate Johnson grew up in a family that was falling fast from past glories: her father squandered her steel magnate grandfather's fortune, leaving Kate a middle-class teenager with high-class memories and tastes. She moped through late adolescence and seemed determined to do the same through her college years until a class on Eastern religion and mysticism changed her life.

Kate abandoned college and fled for India, spending ten years studying under the finest swamis, yogis, and fakirs on the subcontinent in order to learn her magic – and under the greatest tricksters of the streets of Calcutta, Bombay, and even Karachi in order to learn her "magic." When she returned, it was as Mantra the Medium, a "mystic from far-off Bombay" who held "the Vedic secrets to life, death, and other mysteries of the waking and sleeping worlds" (read: con-artist).

Motivation: Taking money from people who aren't smart enough to hold onto it.

Qualities: Expert [+4] Con-Artist, Good [+2] Escape Artist, Good [+2] Stage Magician, Good [+2] Thief, Poor [-2] Greedy.

Origin: Mantra would have remained a small-time grifter, but the sudden increase of her mystical abilities (and hunger for "the good things") upon her return to America has led her into more supervillainous endeavors.

Powers: Good [+2] Empathy, Good [+2] Illusions, Average [0] Levitate, Average [0] Resist Pain.

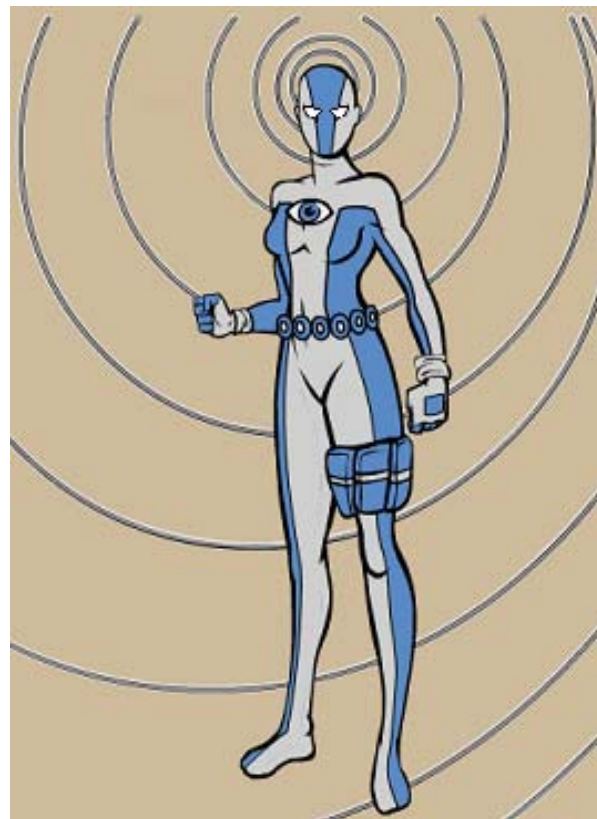
Stunts: Invisibility (Illusions Spin-off; Average [0], 1 VP; roll vs. TN 7 to detect; Mantra often spends more VP to boost this Stunt).

Villain Point Pool: 5/10

Miscellany: 5'5", 130 lbs.; blonde hair, blue eyes, tanned skin. Kate has very expensive tastes – the champagne and caviar for lunch, the finest clothes in her closet, the hottest boy-toys in her bed, the sportiest cars in her garage, etc. It's half of what has driven her from mundane con-artistry into supervillainy.

Empathy permits Mantra to see through others' illusions (physical, psychological, and mystical) to sense what they are really feeling; this allows her to play on her enemies' wants or fears more effectively. *Resist Pain* is Mantra's mystical ability to withstand immense amounts of pain and heat, and includes the ability to recover quickly from mishaps; treat this Power as a version of Super-Armor, but all Damage or Failure Ranks taken do not "vanish" – they are merely delayed until a later Scene, where they hit her all at once. She hates relying on this ability overmuch, fearing that one day, she'll relax her guard after a brutal fight and fall down dead.

Possible Connections: Mantra has fought the Black Cat and Kid Caffeine.



MYSTIC BLUE

BY LUKE BEHAN

HERO

Name: Newton Judge

Background: Until his transformation, Newton Judge lived a very boring life as a janitor in a big city. His martial arts classes, cooking extravagant dinners for his friends and family, and playing video games were the only excitement in his life. He was more or less happy, if a little uncomfortable with what he saw as increasing inequality in the world.

Motivation: Bring the world into balance; since it's out of balance, this means doing good.

Qualities: Good [+2] Cooking, Good [+2] Janitor, Good [+2] Karate, Good [+2] Sense of Balance, Good [+2] Video Games, Poor [-2] Compelled to Equalize.

Origin: One day, transdimensional physicists stumbled on something they called "the Blue Dimension" – and its sole resident entity, the Great Eye. That night, as they went off to celebrate, Newton entered the lab to clean up. Intrigued by something it saw in the young man, the Great Eye reached out across the dimensional gulfs and transformed Newton into its heroic avatar on Earth.

Powers: Good [+2] Resist Superpowers, Good [+2] Telepathy, Average [0] Dimensional Gateways, Average [0] Wisdom of the Great Eye.

Stunts: Strangely Resilient (Resist Superpowers Spin-off; Poor [-2]; acts as Poor [-2] Super-Armor in resisting damage indirectly caused by Powers).

Hero Point Pool: 5/10

Miscellany: 5'9", 140 lbs; blond hair, gray eyes, white skin. Newton is ambidextrous.

Compelled to Equalize is a mild obsessive-compulsive disorder where Newton feels he has to arrange things all to "balance" – equalizing the scales, as it were. Silverware must be the same distance from the plate, stacks of coins must be equal in height, each bit of praise must be steadied by a mild rebuke, every slap by a caress, and so forth.

Resist Superpowers means that with a successful roll against the TN of a Power turned against him, Mystic Blue can ignore its direct effects; his *Strangely Resilient* Stunt allows him to ignore some of the indirect effects. (Mystic Blue would use Resist Superpowers against a heat ray, and Strangely Resilient against any fire caused by that heat ray – but neither Power nor Stunt would be much use against a fire started with a match. This also means that he can resist the super-scale damage effects of Super-Strength!) *Dimensional Gateways* permits Mystic Blue to open doorways leading into other realms, or short tunnels between points on Earth. *Wisdom of the Great Eye* permits Mystic Blue to figure out an appropriate act in order to "balance out" something that has happened; it also gives hints, information, and missions to Newton to fulfill for his extradimensional master.

Possible Connections: Mystic Blue has met Black Cat, Goblenn, and Ochre. He's fought the Gerbil, Nemesis, and Will o' the Wisp.



NEMESIS

BY MICHAEL BLOSS

VILLAIN

Name: Peter Badger

Background: If there was a decent bone in Pete's body, no one ever knew it. It doesn't matter if something in his brain was off or if his nomadic and abusive parents made him become a psychopath. The point is that Pete liked hurting things from a young age, and that turned into enjoying killing things.

He started "practicing" on small animals, torturing them to death. Since his family moved from town to town following seasonal work and odd jobs, suspicion about the child never grew. They were always one step ahead of the authorities, purely by luck.

Luck eventually runs out. As a thuggish juvenile delinquent, he was suspected when the Donavitch boy was found dead in a ravine. Since nothing could be proven, the police waited to collect evidence. They waited too long.

Pete wanted to be a sniper for the Army, or failing that, a Mob hitman. Somewhere in his twisted mind, he thought taking a bus full of kids hostage would get him what he wanted. To prove he was serious, he offed a few of the snot-nosed rugrats, and chucked them out the rear door. When he screamed at the cops that they wouldn't take him alive, they took him at his word and shot him in the head.

Motivation: Bring the peace of the grave to everyone in the world.

Qualities: Expert [+4] Hunting, Good [+2] Brawling, Good [+2] Breaking & Entering, Good [+2] Intimidation, Poor [-2] Monstrous.

Origin: Something waited for Pete in the tunnel of darkness leading towards his just reward. That Something offered him an opportunity to go back, and cleanse the sickness called "life" from Earth. Pete readily agreed.

Powers: Expert [+4] Energy Absorption, Good [+2] Immortal.

Stunts: See below.

Villain Point Pool: 5/10

Miscellany: 6'8"; 330 lbs.; bald, glowing green skin and eye. *Monstrous* indicates both Nemesis' personality and appearance. He wanders, causing destruction and death. He's not fast, but he moves like a juggernaut. He can't be stopped, but he can be contained.

Energy Absorption means that Nemesis is an energy sink, able to absorb huge amounts of force – kinetic, electromagnetic, radiation, magic, whatever. It is a Meta-Power, permitting Nemesis to take energy he absorbs and turn it into other Powers on a Rank-by-Rank basis as Stunts. These new Powers have a maximum cap of Expert [+4] Rank, and vanish after 2 Scenes. (If Nemesis takes 7 Ranks of damage from a Laser Blast or punch, he can transform that energy into 7 "points" worth of other Powers – one Expert [+4] Power, one Good [+2] Power, and one Average [0] Power). Luckily, Nemesis is limited by Pete's sparse imagination, and has thus far only displayed *Super-Strength*, *Flight*, and *Energy Blast*. (If he uses his ability to generate a protective Power, it will block him off from absorbing any more energy, so he doesn't do that.)

Possible Connections: The Gerbil tried to use Nemesis for his own ends once, and failed. Nemesis has fought Mystic Blue and Omnis.



OCHRE

BY GLEN BARNETT

HERO

Name: Kade Archer

Background: Part aboriginal, Kade was raised by an elder brother (Robert), after their parents died in a car accident. When Kade was 17, Robert was killed by a stray bullet in a gunfight between drug dealers. When the police did little, the disillusioned and increasingly obsessed Kade spent his free time trying to find the men that killed his brother. He managed to get a job with a small radio station as the overnight DJ to help keep a roof over his head.

Motivation: Find and defeat those that kill wrongly.

Qualities: Good [+2] Brawling, Good [+2] Disc Jockey, Good [+2] First Aid, Good [+2] Streetwise, Good [+2] Wood Working, Poor [-2] Spirit-infested.

Origin: After helping a sick old aboriginal man, he is rewarded by Carradhy – the greatest of clever men – with amazing powers (see below).

Powers: Good [+2] Gadget; Ochre Paints, Average [0] Chameleon, Average [0] Invulnerability, Average [0] Medium, Average [0] Super-Speed.

Stunts: Sense Disease of Living Spirit (Medium Signature; Average [0]; 2 HP); Find Evildoer (Medium Signature; Average [0], 2 HP).

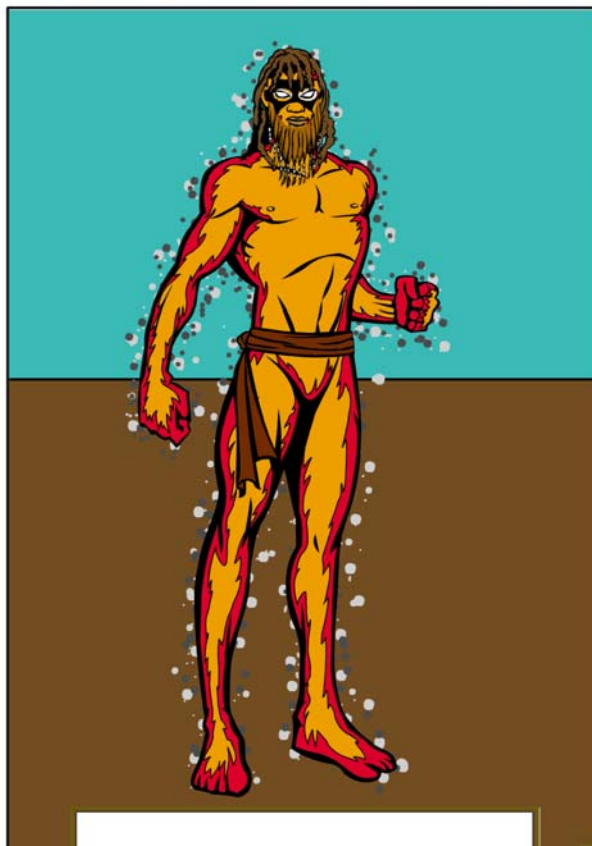
Hero Point Pool: 5/10

Miscellany: 6'4". 175 lbs.' black hair, brown eyes, black skin. Kade is known as a snappy dresser, and also works wood as a hobby (light carpentry, carving, and inlaying). *Spirit-infested* means that since Kade/Ochre's Origin, the spirits cluster around him thickly, bothering him with their requests and causing random, unlucky, or unwelcome poltergeist effects.

During Kade's Origin, Carradhy's hands reached *inside* Kade's body, altering his bones and muscles; later, Kade realized this was a form of shamanic initiation. Additionally, the clever man gave Kade two tiny, laboriously carved stone bowls, containing red and yellow ochre, and taught him the method for preparing the ochres. By painting himself with them, his full powers would manifest for a short time. (Ochres must be stored in the bowls to retain their power.)

Chameleon is Kade's ability to blend into the background; while akin to Invisibility, it is not the same. *Medium* means that Kade can see, communicate, and compel the spirits of the dead. This power can be used on the spirits of the living, too, at a Downshift. When Kade paints himself with his *Gadget: Ochres*, each of his powers become Upshifted in Rank a step (to Good [+2]); this Upshift lasts for 3 Scenes. His bowls contain 2 applications per game session; these applications can be stacked (permitting a short burst of Expert [+4] Ranked powers).

Possible Connections: Ochre has met Dark Ghost, Mystic Blue, Private Eye (Light), and Sun Daughter.



OMNIS

By BOB PORTNELL

HERO

Name: Michael Mason

Background: A well-rounded – if self-centered – high school student, Michael earned scholarships in athletics *and* academics: a photographic memory helps. A "Big Man on Campus" type of guy, with sports and scholarship – and a certain amount of self-absorption – backed up his popularity. Michael never gave much thought to others, always looking at situations selfishly. (Sure, he considered becoming a biomedical engineer, to help design the next generation of smart prosthetic limbs – but this was less to help others than pursue personal fame.)

All that changed one night on the Quad...

Motivation: Michael now understands the patterns of existence (the cycles of joy and pain that repeat through lives, years, and ages) and knows that the arcs of suffering can be reduced or even banished with right words, thoughts, and actions at the appropriate times.

Qualities: Expert [+4] Librarian, Expert [+4] Photographic Memory, Good [+2] Athlete, Poor [-2] Overconfident.

Origin: Pure accident – Michael was in exactly the right place at the right time to receive a massive blast of occult energy summoned by Someone Else (who happened to be in the wrong place).

Powers: Expert [+4] Mystic Gift, Good [+2] Pattern Sense.

Stunts: Combat Sense (Pattern Sense Spin-off; Good [+2]; 2 HP; requires a successful roll vs. TN 9 to work properly); also see below.

Hero Point Pool: 5/10

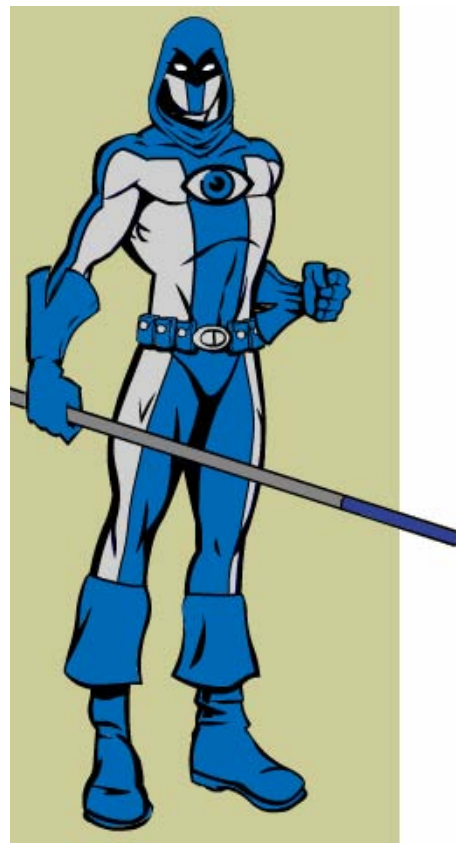
Miscellany: 6', 170 lbs; black hair, hazel eyes, tan skin. After the Event, Michael's interested turned towards the more intellectual. He read, a lot, attempting to connect his new sense of patterns and cycles to history, psychology, and spirituality. Biomechanical engineering fell by the wayside, to be replaced with Library Sciences – a better fit for his new outlook and skills. Omnis has begun to realize that the unknown Someone Else responsible for his Origin is highly pissed that Michael received the summoned powers.

Mystic Gift is a Meta-Power that, when activated, gives Omnis "the right ability" for the situation at Expert [+4] Rank. This ability is Limited in two ways: 1) the Cosmos – read "the GM" – selects the "right" Power or Quality; and 2) Omnis can only have one "right ability" at a time. Additionally, while Omnis knows what ability he's been given, the way to apply it is totally up to him. Lastly, Omnis can activate *Mystic Gift* again to get a new "right ability" if he cannot figure out how to use the one he's been given. While this often works, sometimes he just keeps getting the same ability again.

Pattern Sense is a form of Precognition that seems to have problems with chaos, insanity, or randomness. Basically, Omnis can project "what will happen" if events are not altered by random chance or illogical impulses. His Combat Sense Stunt takes advantage of patterns in an opponent's fighting style, but can be thrown off.

Under a mysterious compulsion, Omnis created his staff using processes and methods he cannot really remember at the moment. He knows it is somehow Important, but not how or why. While very sturdy, it has no other abilities that he's been able to detect.

Possible Connections: Omnis has met Pulse and fought Nemesis.



OVERSEER

BY RYAN MACKLIN

VILLAIN

Name: Jason Cranston

Background: Abandoned as a child, Jason was discovered by the psionic supervillain, Dr. Malocchio. Malocchio found the child had untapped psychic potential, and chose to raise him as his own son and second-in-command. Today, Jason serves his master as Overseer, Dr. Malocchio's most trusted and valued lieutenant.

Motivation: Blind loyalty to the ideals and person of the man he calls father – Dr. Malocchio.

Qualities: Expert [+4] Leadership, Expert [+4] Martial Arts, Good [+2] Criminal, Good [+2] Intimidation, Good [+2] Psychology, Good [+2] Strong, Good [+2] Tough, Poor [-2] Utterly Loyal to Malocchio.

Origin: Using his psi-technology, Dr. Malocchio unlocked Jason's psychic potential and accelerated his ability to learn things.

Powers: Expert [+4] Precognition and Good [+2] Intense Training.

Stunts: Combat Sense (Precognition Signature; Good [+2]; 1 VP; see below) and Postcognition (Precognition Spin-off; Average [0]; see recent past events).

Villain Point Pool: 5/10

Miscellany: 6'3", 300 lbs; brown hair, brown eyes, pale skin. Overseer is talented at creating plans to get whatever his master requires, be it money, equipment, or a superhero's demise. He is responsible for – almost single-handedly – moving Dr. Malocchio from a third-tier supervillain to the second-rank. Overseer is able to keep his master's Minions coordinated and working, even as police or superheroes arrive. And, when intruders interfere, he is often able to psychologically trick foes to fight or chase him while his carefully crafted plans continue to unfold and the henchmen get away. Malocchio's Minions follow Overseer's orders without question, but he constantly reminds them that their loyalties are to Malocchio, not him.

Overseer's *Intense Training* focused on making him *Strong*, *Tough*, and well-versed in *Psychology* – all qualities necessary to lead henchmen perfectly. His *Combat Sense* Stunt is one of the most potent versions of that power ever detected, in that he can trigger it *multiple times* within the same conflict – so long as he has the Villain Points to do it.

Possible Connections: Biomechanic has provided henchman modifications for Overseer's master. Overseer has also worked with the Gerbil.



PRIVATE EYE (LIGHT)

BY OWEN STEPHENS

VIGILANTE

Name: William "Billy" Drake, Jr.

Background: Billy Drake grew up as the youngest child in a large family of career police officers – all good, clean cops. After Billy left home to serve in the army, his neighborhood fell under the influence of a corrupt politician, Nicholas Twill. With the aid of his Mob allies, Twill grafted his way into the city council, and eventually the mayor's office. The "True Blue" Drakes stood against this, of course, and were whittled away, one by one. After Billy's father approached the FBI with information incriminating Mayor Twill and his Mafia friends, the Drake home burned, killing William Sr. and the remainder of the family.

Meanwhile, Billy had become a military policeman. Because of his natural talent, he even spent a stint in a program designed to train soldiers for anti-superhuman missions. The advanced training Billy received there would serve him in good stead in his future.

Motivation: Watching the watchmen, and bringing them down if they're dirty.

Qualities: Expert [+4] Detective, Expert [+4] Judo, Good [+2] Contacts, Good [+2] Gadget: Utility Belt, Good [+2] Intuitive, Good [+2] Military Police, Poor [-2] Vigilante.

Origin: Billy returned from the army for the funerals, and discovered how corrupt his beloved hometown had become under the thumb of Mayor Twill. He swore he'd never depend on anyone else to keep his family, friends, or community safe, and that he'd find the proof to bring the mayor and his cronies down. He received an early discharge from the army, moved back home, and became a private investigator (and, secretly, a costumed vigilante).

Powers: Good [+2] Boom-Bar, Good [+2] Intense Training, Average [0] Revealing Eye, Average [0] Super-Armor.

Stunts: Boom-Jump (Boom-Bar Signature; Good [+2], 2 HP).

Hero Point Pool: 5/10

Miscellany: 6', 160 lbs.; black hair, blue eyes, white skin. Billy's agency is called Drake Investigations, and mostly deals with divorce cases and tracking runaways. In an early case, he ran across an illegal super-technology research lab run by the Mob-related Triangle Group. In the process of shutting them down for good, Billy "requisitioned" some of their experimental equipment, giving him the means to become a masked vigilante as well as a private detective.

Billy – not Private Eye – has earned the trust of numerous morally ambiguous local figures, giving him a wide range of *Contacts*. *Intuitive* means that Billy often allows hunches to guide him when other investigative methods fail, and usually this instinct is helpful. His *Utility Belt* contains all the mundane tools that might be needed in the course of an investigation.

Billy acquired three major pieces of Triangle Group super-technology. The *Boom-Bar* is constructed of a strong material, and has explosive striking ends that can do super-scale damage. The *Revealing Eye* is connected to a goggle system in Private Eye's mask; the Eye can reveal anything that is "not visible to the naked eye" that the user asks it to. So far, Private Eye has used it to detect blood traces, body fluids, hidden traps, secret compartments, germs, electrical wiring, magnetic fields, and invisible foes; Billy suspects it can see much, much more. Lastly, Private Eye's *Super-Armor* is light, comfortable, and sturdy, providing needed protection for a wanted vigilante like him.

Possible Connections: The Triangle Group may be connected to the HORUS Project of Eye Robot's Origin. Private Eye has met Edgewise and Ochre. He may have served with Private Eye (Dark).

NOTE - (Light) is used here only to distinguish this character from the other Private Eye; no one would call this character "Private Eye Light" within the setting.



PRIVATE EYE (DARK)

BY KIRT DANKMYER

VIGILANTE

Name: Joseph Lambs

Background: Joseph was a military policeman, receiving advanced training for anti-superhuman missions. From there, he was recruited into a formal super-soldier program, where he was taught commando-style techniques and had his nervous system cloned. When the duplicate nerves were installed, Joseph had amazing control over his body and superhuman sensory acuity. . . and that was the problem. This super-soldier couldn't handle overstimulation. He received a medical discharge from the military. His peculiar handicap makes it difficult for him to hold a regular job.

He seeks to make enough money so that the rich father of his high school sweetheart, Joan Smithee, will allow him to marry her.

Motivation: Joseph is a superhuman for hire. (He charges double for morally-dubious or villainous jobs, but he's never been out-and-out asked to do something truly wicked to innocents. It would take a lot of money to convince him.)

Qualities: Expert [+4] Mercenary, Good [+2] Love for Joan, Good [+2] Mechanic, Good [+2] Military Police, Poor [-2] No Pain Tolerance.

Origin: Super-soldier surgery (mixed results).

Powers: Good [+2] Super-Agility, Good [+2] Super-Armor, Good [+2] Super-Senses.

Stunts: Track by Smell (Super-Sense Spin-off; Poor [-2]).

Hero Point Pool: 5/10

Miscellany: 6', 175 lbs.; brown hair, hazel eyes, white skin. Private Eye's *Super-Agility* and *Super-Senses* combine to make him a superhuman acrobat and marksman, as well as making him capable of noticing all sorts of faint details others would miss.

Private Eye's acute senses also contribute to his greatest weakness. His *Super-Armor* costume is specially constructed to help him deal with this flaw: his mask includes built-in goggles so he doesn't get blinded by bright light, ear plugs to protect against loud noises, a filter to shield against strong scents; the head-to-toe costume dulls his hyper-intense sense of touch to a tolerable degree. While difficult to hit for obvious reasons, this means he is very susceptible to pain: once struck, he is often in too much pain (*No Pain Tolerance*) to continue a physical conflict. However, after his sluggish endorphins start flowing, he's generally okay enough to get away.

NOTE - If Private Eye gets hit in combat, on the first hit, he takes two extra Failure Ranks of damage from his Weakness of No Pain Threshold.

Possible Connections: Biomechanic's biotechnology may have been used in the program that created Private Eye. He's met Dark Ghost and Red Rodrii, and fought Will o' the Wisp. He may have served with Private Eye (Light).

NOTE - (Dark) is used here only to distinguish this character from the other Private Eye; no one would call this character "Private Eye Dark" within the setting.



PULSE

BY GIFYN RICHATA

HERO

Name: Geena 5X5

Background: Geena 5X5 is a nano-warrior, a soldier, from the far-future of 890 AS (After Singularity). She was sent back by the Robo-Overlords of Earth to protect the Creator Race. You see, far too many of the Creator Race were killed, damaged, or changed by the events of the Singularity. In the future, the human genome is weakening too far to be repaired by any efforts. It is up to Geena 5X5 to defend enough of humanity to extend the breeding population.

After emerging in the Twenty-First Century, she was quickly hailed as a superheroine. Geena's a little concerned about this, since no superhuman named "Pulse" ever figured in her research or training. . .

Motivation: Protect humanity from social or environmental dangers.

Qualities: Expert [+4] Soldier, Expert [+4] Survival, Good [+2] BS History, Poor [-2] Stranger in a Strange Land.

Origin: Packed full of nano-tech and sent back through time!

Powers: Master [+6] Reconfigurable Nano-Units.

Stunts: See below.

Hero Point Pool: 5/10

Miscellany: 5'11", 200 lbs.; black hair, hazel eyes, café au lait skin. Geena's *BS History* Quality reflects her knowledge of human history and culture in the Before Singularity period. (Unfortunately, no one in the future is exactly sure of the precise date of the Singularity; best estimate is that Geena has 5 years until it happens.) This knowledge is sometimes spotty and sometimes frighteningly detailed. *Stranger in a Stranger Land* is Geena's Weakness: no amount of research or prep-sims could ready her for the vast wasteland that is the early Twenty-First Century. She makes mistakes and misjudgments no one else could (think of Scotty and the mouse in *Star Trek IV*: "Hello, computer!")

As a nano-warrior, Geena carries within her body a number of nano-fabricant organs and nano-control modules. These grant her the Meta-Power of *Reconfigurable Nano-Units*: microscopic machines that can be used for many purposes, specifically *Combat Sense* (multi-angle nano-cams), *Electromagnetic Communication* (transmit and receive via radio or microwave, using nano-neuro-taps), *Flight* (optimized superconducting nano-magnets), *Healing* (medical nano-units dispatched into a target's body), *Magnetic Control* (another set of optimized superconducting nano-magnets), *Radiation Control* (nano-scrubbers and handlers), *Regeneration* (medical nano within her own body), and *Super-Senses* (synthesis between internal and external/remote nano for night vision, IR imaging, parabolic hearing, etc.).

The overall *Limitation* of this Meta-Power is that she can only reconfigure a set amount of nano-units at any one time, meaning that she cannot have all of the preceding Powers as Stunts simultaneously. This is represented by treating the +6 of her Power Rank as 6 "nano-points" that can be assigned between the preceding list of Powers; Average [0] Rank costs 1 nano-point, Good [+2] costs 2 nano-points, Expert [+4] costs 4 nano-points, and Master [+6] costs 6 nano-points. It takes 1 action for her to reconfigure her nano-units.

Therefore, Pulse could have Good [+2] Flight, Good [+2] Combat Sense, Average [0] Regeneration, and Average [0] Electromagnetic Communication all up and running at once. If she needed to increase her airspeed, she could drop everything else and have Master [+6] Rank in that one Power.

Possible Connections: Pulse has met Edgewise, Eye Robot, Goblynn, and Omnis, and has fought Biomechanic and Commander Cyclops.



RED RODRII

BY MATT POOK

VIGILANTE

Name: Rodrii Evans

Background: Rodrii Evans is Welsh, born into a mining family who held strong to left wing politics. He left school at sixteen and happily followed his forefathers into the pits, where he also became a committed trade unionist. But he had grown up hearing tales of strikes and protests past, and when the Miners Strike of 1984 broke out, Rodrii was a willing participant. In the years since his transformation, he has become a political activist, moving on to champion more contemporary causes such as free world trade, green issues, human rights, and poverty in the Third World. His protests over the last twenty years have earned Rodrii a long list of arrests, convictions, and even a prison record.

Motivation: To fight for the rights of the common man against big business and big government.

Qualities: Expert [+4] Miner, Expert [+4] Political Activist, Good [+2] Geology, Poor [-2] Ex-Convict.

Origin: After being exposed to a strange gas underground, Rodrii arranged a picket-line of the unsafe mine. When the local and corrupt police began attacking the striking miners on the line, his anger caused his powers to activate.

Powers: Good [+2] Body of Stone, Good [+2] Burning Hands, Good [+2] Super-Strength.

Stunts: Flame Aura (Burning Hands Spin-off, Poor [-2]; sheath of Poor intensity flames) and Smoke Cloud (Burning Hands Signature; Good [+2], 2 HP; create dense smoke of Good Intensity).

Hero Point Pool: 5/10

Miscellany: 5'8", 145 lbs.; bald, red hair, brown eyes, white skin (in Body of Stone form, Rodrii is 7', 375 lbs.; bald, red hair, yellow eyes, matte black skin). Raised in a devout Congregationalist family, Rodrii sees his political interests as an expression of his Christian faith. He wears a cross once owned by his grandmother at all times; luckily, it seems to be immune to his superpowers.

Rodrii can use his *Burning Hands* Power, *Smoke Cloud* Stunt, and his *Super-Strength* even outside of his *Body of Stone* form; however, he cannot use *Flame Aura* unless he's turned rocky.

Possible Connections: Red Rodrii has met Edgewise and Private Eye (Dark), and has fought the Gerbil.



THE SIGHT

BY CHUK GOODIN

VILLAIN

Name: Harvey Seitz

Background: Harvey Seitz was a teenage whiz-kid, a prodigy who flew through a magnet school and, at the age of fifteen, was in his first year at MIT. His specific interest had always been in using tele-operated robots via a virtual reality interface for exploration in dangerous environments – underwater, deep mines, outer space.

Motivation: Punish superhumans – hero or villain doesn't matter – that are irresponsible with their powers or have caused destruction or injury through their use.

Qualities: Expert [+4] Gadgeteer, Expert [+4] Minions: Sight Bugs, Good [+2] Brawler, Good [+2] Cyber-neuro Engineer, Poor [-2] Utter Hatred of Superhumans.

Origin: While working on a new type of cybernetic telepresence device, his remote was destroyed by battling superhumans. The resulting explosion caused electrical feedback which burned out his retinas, leaving him blind – and granting him other superpowers.

Powers: Expert [+4] Cybersense, Good [+2] Sight-Suit (Super-Armor).

Stunts: Ad hoc Gadgets, Cyber-Sight (Cybersense Spin-off; Average [0]; limited-range, low resolution), Full-Surround Vision (Sight-Suit Spin-off, Poor [-2]; very short-range, very low resolution 360 degree vision) .

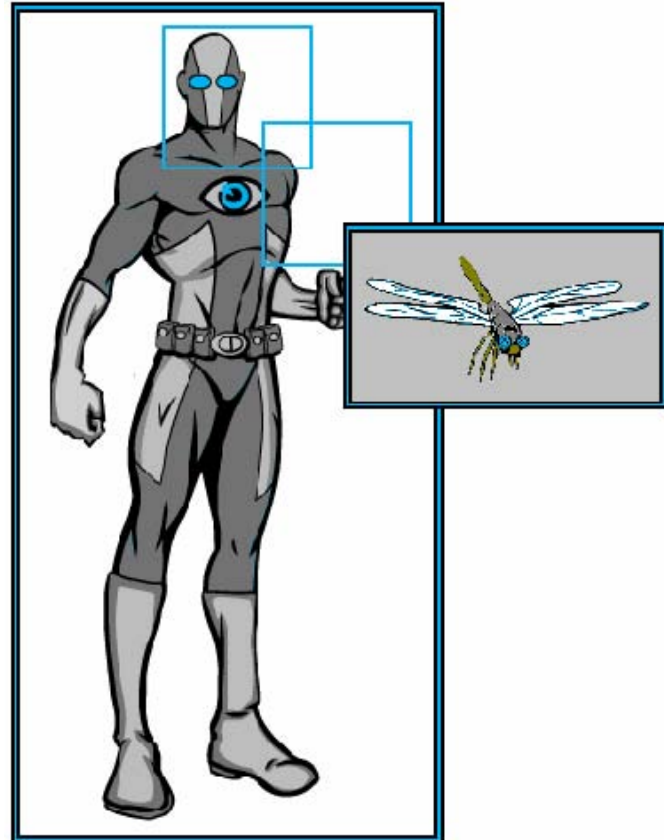
Villain Point Pool: 5/10

Miscellany: 5'7", 140 lbs.; red hair, blue eyes, freckles. While the Sight is blind, he can "see" through his Minions, Sight-Suit, and Cybersense. Only if all of his robots are destroyed, his costume taken away, *and* his Powers are neutralized will he gain the Weakness of Poor [-2] Blind.

The Sight's *Minions* are his "Sight-Bugs": eleven small, flying robots that beam back visual images. They have the Qualities of Good [+2] Tiny and Good [+2] Sting. *Cyber-neuro Engineer* is the cutting-edge science of creating and building devices to connect electronics and computer gear to the human nervous system. *Utter Hatred of Superhumans* makes it hard for the Sight to deal with (or avoid trying to punish) superhumans for their "crimes" against mundane humanity. The irony that Harvey is himself a superhuman haunts him. . . and spurs him further towards madness.

The Sight's *Cybersense* permits him to interface with most forms of technology without a device. He can "see" all the parts of a device, understand how it functions, and operate it at a distance. Additionally, this ability grants him his Stunt of *Cyber-sight*, where he can look out through a machine he is interfacing with; unfortunately, the quality of his vision is low resolution, and can only be used at short range. However, his *Sight-Suit* is a form of Super-Armor impregnated with unique imagers that grants him normal vision. If a high percentage of his costume is covered or obstructed, however, this fails. While the entire suit is covered with imagers (giving him his *Full-Surround Vision* Stunt), the eye symbol on his chest holds higher resolution imagers which give him better than human vision.

Possible Connections: The Sight has fought Commander Cyclops and Furbolt.



SILVERJOLT

BY GINA DONAHUE

VILLAIN

Name: Jaqua Krell-Bopp of Altos IV

Background: Jaqua is an alien tourist on Earth. She's having a blast "slumming it amongst the primitives." Playing supervillainess and knocking over their picturesque little brick houses is simply so amusing. Just divine, compared with the horrendous Schnell Festival she sat through on Signuz VIII just last season, darling. . .

Motivation: Taunt the natives and find cute souvenirs for the folks back home.

Qualities: Expert [+4] Exotic Appearance, Expert [+4] Wealthy, Good [+2] "Your Earth Technology is So *Quaint!*", and Poor [-2] "Ugly Altosian".

Origin: The Altosian Krell-Bopps, mind you, not the Zukosh Krell-Bopps.

Powers: Good [+2] Lighting Bolts, Good [+2] Super-Speed, Good [+2] Super-Vehicle: Saucer.

Stunts: Lightning Wake (Lightning Bolts Signature; Good [+2], 2 VP; strikes anything she runs near or over).

Villain Point Pool: 5/10

Miscellany: 6'2", 180 lbs.; silver hair, glowing violet eyes, shimmering peach skin. Silverjolt's "*Your Earth Technology is So Quaint!*" Quality reflects her ability to break, subvert, or super-charge normal technology with a few quick adjustments or replacement parts from her pockets. Her "*Ugly Altosian*" Weakness is her incredibly condescending attitude regarding humans, human culture, Earth, the Sol System, and even this arm of the Milky Way Galaxy.

Silverjolt's *Super-Vehicle* is a classic Saucer, with the following stats:

Silverjolt's Saucer

Qualities: Average [0] Flying Saucer, Good [+2] Luxury Interior, Good [+2] Remote Operation.

Powers: Average [0] FTL Travel and Average [0] Invisibility.

Possible Connections: Silverjolt teamed up once with Commander Cyclops. She has fought the Black Cat and the Dark Ghost, and once raced Kid Caffeine.



SUN DAUGHTER

BY STEVEN EHRBAR

HERO

Name: Tebelelo Mandlebe/Janice White

Background: Born in a remote village in east-central Africa, Tebelelo Mandlebe almost died at age twelve as the victim of a vicious inter-tribal war. When the refugee camp she was living in was sacked by the same tribe that destroyed her village, she killed her would-be rapist with her bare hands, then single-handedly fought off the attackers as the bullets from their AK-47s harmlessly flattened against her skin. The reports of aid workers made her a celebrity, and she and her fellow refugees got asylum in Canada. With the assistance of the Canadian government, she got a new identity and was raised by the White family in Toronto. She went to university, sang in the glee club (and for at least one decent bar band), and earned a degree in education. She's an accomplished writer on African affairs under her birth name.

Motivation: Sun Daughter is haunted by the blood she shed defending herself and the refugee camp; while she doesn't regret her actions, the lives she took weigh on her soul, and every life she saves seems to help lift the burden for a while.

Qualities: Good [+2] African Politics, Good [+2] Motorcyclist, Good [+2] Singer, Good [+2] Teacher, Good [+2] Writer, Poor [-2] Nightmares.

Origin: The surviving elders of her tribe claim that the spirits of her people granted her the power to save them. Western scientists talk about mutations and the triggering of latent powers under stress. Sun Daughter doesn't have an opinion.

Powers: Good [+2] Invulnerability, Good [+2] Super-Armor, Good [+2] Super-Strength.

Stunts: Super-Jump (Super-Strength Signature, Good [+2], 2 HP).

Hero Point Pool: 5/10

Miscellany: 6'1", 185 lbs.; black hair, brown eyes, black skin. In her "Janice White" identity, Sun Daughter wears glasses and somewhat shapeless clothes. In addition to her need to "balance the scales" for the people she killed, Sun Daughter feels indebted to Canada to taking her and her fellow refugees in and for the opportunities it has given her; it's a debt she intends to pay.

In honor of her saving dozens of visitors from a rampaging supervillain, the Scarborough Historical Museum presented her with a stylized "blacksmith's hammer" in honor of her heroism. She occasionally carries it with her when adventuring, and can throw it to great effect (however, she's worried about breaking the gift, and thus leaves it at home more often than not).

While Sun Daughter can travel via *Super-Jump* (up to 1000 yards), she finds this somewhat tiring, preferring to use her motorcycle whenever possible.

Possible Connections: Sun Daughter has met Captain Security, Dark Ghost, and Ochre.



VISOR <i>By CHRIS ANTHONY</i>	HERO
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Name: Oliver O'Reilly

Background: Rachel O'Reilly was killed by a terrorist-released nerve toxin while she was pregnant with her son. The child – Oliver – was saved, but all of his senses except sight were crippled. He attended the Parker School for the Disabled, graduated with honors, and continued onto Gallaudet University. He eventually earned a degree in Cyber-neuro Engineering, in order to pursue prosthetic devices to help people replace their lost or damaged senses. From a young age, he trained in the martial arts, to help focus his concentration and control of his body in the face of his reduced senses.

Motivation: Provide tools so that people can help themselves.

Qualities: Expert [+4] Gadgeteer, Expert [+4] Cyber-neuro Engineer, Good [+2] Martial Arts, Poor [-2] Reduced Senses.

Origin: The new designs came to Oliver in a dream. Under an odd compulsion, he constructed the devices he barely understood. . . and decided to use himself as the first test pilot.

Powers: Good [+2] Sensory-Replacement Suit (Super-Armor), Good [+2] Super-Strength, Good [+2] Super-Vision.

Stunts: See Through Time (Super-Vision Spin-off; Poor [-2]; synthesize collected sense impressions to replay a recent event; affected by environmental factors).

Hero Point Pool: 5/10

Miscellany: 5'9", 170 lbs.; bald, brown goatee, brown eyes, brown skin. Oliver can read lips and is fluent in American Sign Language. His Weakness of *Reduced Senses* means that he is completely deaf, has anosmia (no sense of taste or smell), and only the most rudimentary sense of touch. *Cyber-neuro Engineer* is the cutting-edge science of creating and building devices to connect electronics and computer gear to the human nervous system.

The Visor's *Sensory-Replacement Suit* is a form of Super-Armor impregnated with unique receptors that translates sounds, smells, textures, and temperatures into iconic and text information, which is projected in a head's up display within his visor-goggles. For some reason, the uniform also grants him Super-Strength, but Oliver cannot figure out how the design does so. Lastly, the Visor's visor-goggles give him *Super-Vision*, optical acuity and range far beyond human, able to see telescopically, microscopically, in utter darkness, and so forth. Like with the uniform's freakish strength, Oliver doesn't understand how the visor's abilities work, especially in light of his *See Through Time* Stunt, which takes *all* sensory information gathered by the suit's sensors and combines it into visual images that can be run backwards (and even forwards!) in time.

Possible Connections: Visor has met Decibelle.



WILL O' THE WISP

BY FADE MANLEY

VILLAIN

Name: (untranslatable)

Background: The being known in this dimension as Will o' the Wisp is a Psionic Tempter: a being of thought-energy that feeds on mortal emotions like longing, accomplishment, and disappointment.

It's quite an art form, actually. Determining what a mortal wants, then herding them along with opportune (and inopportune) mental nudges, runs of luck, the occasional carrot, and the irregular stick, all to keep their minds and souls at a ripe and delicious ferment.

And these mortals called "supervillains" already *want* so deeply!

Motivation: Cause mischief and suffering.

Qualities: Expert [+4] Mortal Psychology, Expert [+4] Liar, Good [+2] Sense of Humor, Poor [-2] Untrustworthy.

Origin: Visiting from the dimension next door. . . or is it the one downstairs?

Powers: Good [+2] Luck Control, Good [+2] Mind Control, Average [0] Shapeshifting, Average [0] Telepathy.

Stunts: Demonic Form (Shapeshifting Signature; Average [0], 2 VP; see below), Mental Illusions (Mind Control Signature; Average [0], 1 VP; only affects target), and Feed on Emotions (Telepathy Signature; Average [0]; 2 VP; see below).

Villain Point Pool: 5/10

Miscellany: Will o' the Wisp's favored shape is her *Demonic Form*, which is 5'6" and 135 lbs., with glowing red hair, glowing yellow eyes, and slate gray skin. It also grants her the Qualities of *Flight* and *Scary* at Average [0] Rank. On a successful attack, her *Feed on Emotions* Stunt does Failure Rank damage to a target, and then grants her one Upshift to place on any of her Qualities or Powers.

Possible Connections: Will o' the Wisp has fought Black Cat, Mystic Blue, and Private Eye (Dark).



Will o' the Wisp

THE EYES HAVE IT

Several superhumans listed above show similarities in costume, origin, and abilities. Why? (For the metagame reason, see the *Introduction*.) How can the strong similarities and striking differences between these superhumans be reconciled? Here follow a few ideas and mild analysis, in order to offer some concepts for GMs to use or not use as they see fit.

PICKING UP SIDES

Heroes. Captain Security (p. 3), the Challenger (p. 4), Eye Robot (p. 9), Lectrix (p. 15), Mystic Blue (p. 17), Omnis (p. 20), and Visor (p. 29).

Villains. Mantra (p. 16), Overseer (p. 21), and the Sight (p. 26).

Vigilantes. The two Private Eyes, Light and Dark (pp. 22-23).

ORIGIN CONNECTIONS

Captain Security and the Challenger gained their Powers through the agency of a mysterious flash. Lectrix gained hers through a combination of spark and mystical lore; Mantra and Overseer have studied mystical/psionic lore deeply. Omnis is the result of a mystical accident/misfire, the Sight is the result of a superpowered accident, and Visor is the result of a tragedy (and furthermore got his super-suit plans from a dream or vision). Eye Robot achieved sentience through the balancing of two irreconcilable programs, and Mystic Blue is the avatar of an extradimensional being devoted to Balance.

The possible connection between the HORUS Project and the Triangle Group has already been mentioned... but could the super-technology involved in both groups be related to the psi-technology of Overseer's master, Doctor Malocchio?

Though not of the original group, can Commander Cyclops – another bit of "eye-conography" – fit into this? What about Nemesis, with that single eye – could the Something that created it be the evil version of Mystic Blue's Great Eye? How about Biomechanic, and his impressively altered vision? Recall that his biotechnology may have been used to help create Private Eye (Dark)...

PRIVATE EYES, WATCHING YOU

While the pair of Private Eyes may not necessarily be connected to the rest of the Eyes (though Light's gear was constructed by the Triangle Group; see below), they are possibly connected: both were MPs in the Army, tasked to an anti-superhero cadre. Heck, they might even have been friends. It would explain the similarity in names, costumes, training, and choice of vigilantism rather than outright heroism or villainy. Perhaps it's just that Light got discharged before the experiments started – the ones that gave Dark his Powers. Some fun "evil twin" riffs could be had if both of these characters are running around in the same setting.

DO YOU SEE WHAT I SEE?

The Sight and the Visor seem thematically linked, as mirrors of one another. The Sight is a villain lacking vision, and the Visor is a hero with vision and lacking all other senses. They'd be great archenemies for each other, or mirror-universe versions of the same character (see also below).

THE NEW CHOSEN ONE

Depending upon how long ago Lectrix gained her Powers, she could be the chosen wielder of extradimensional energy who will be replaced by a new chosen one. (Maybe her purple and gray costume was originally blue and gray; this could show that she is aging in the role.) The two most apt choices to be her replacement would probably be Mystic Blue or Omnis.

PUTTING IT ALL TOGETHER

THE I-MEN (OR THE I TEAM)

Maybe all of the Eye-heroes are part of the same team, and that's why they wear similar costumes and have similar origins. The Private Eyes may explicitly be a duo, and actually refer to themselves as "Light" and "Dark" (or "Lux" and "Nox"). Of the Eye-villains, Mantra and Overseer seem like they go together, what with their powers of the mind and such. Maybe Mantra is another of Malocchio's lieutenants.

Visor might be counted out entirely of this scheme, since he doesn't have an eye symbol; the Sight is probably out too, because he hates all superhumans too much to be part of a team.

WHICH EARTH IS THIS AGAIN?

A different take might be that each Eye-character exists alone on a separate alternate Earth. Thus, there's little confusion between the two Private Eyes, or people seeing such similar costumes on completely different heroes, and so forth.

GETTING SYNOPTIC

Maybe the Great Eye's Power was intended for a single character, and because of various bits of meddling (Dr. Malocchio, the Triangle Group, the HORUS Project, Lectrix's mystic tome, the transdimensional physicists that Mystic Blue worked for, etc.), the power got fractured across a number of individuals, some worthy, some not. Perhaps these Eye-fragments can be combined to give the sole wielder incalculable power?

POWER SYNTHESIS

The most common Eye-character Powers seem to be variant forms of: *Super-Armor* (or other damage-resisting ability), *Super-Senses* (usually vision), *Precognition* (or other mystical senses), *Telepathy* (including empathy, mental control of something, or illusions), and *physical enhancement* (usually Agility). Also, at least 3 Eye-characters (Lectrix, Mystic Blue, and Omnis) have extremely wide ranging Powers that are just plain odd: Cosmic Word, Resist Superpowers, Wisdom of the Great Eye, and Mystic Gift.

Just food for thought.

EYE CAN'T DECIDE!

Heck, use 'em all. All of the characters are fractured pieces of a single Eye Avatar, spread throughout the multiverse. They, of course, must unite against a grave threat from beyond space! Unfortunately, some of the Eye-wielders aren't particularly civic minded. . .



Welcome to HeroMachine

Have you ever been frustrated by an inability to see a character you've imagined? Are you constantly asking (all right, begging) your "artist friend" for an illustration because you can't draw a straight line with a ruler?

Now your frustrations are over! Thanks to the HeroMachine, you can dynamically create your own **customized character portrait**. With intuitive controls and high-quality illustrations, the HeroMachine offers **millions of possible combinations** that will bring your imagination alive.

"I'm not prone to hyperbole, but HeroMachine 2.0 rocks so hard it'll make your neighbors deaf ... Seriously, this is the most useful and versatile RPG aid for the computer that may ever be written."

-- Andy Kitkowski, [RPG.net Reviews](#)

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HeroMachine 2.0 allows you to create your own completely custom character portrait. There are literally **millions** of possible combinations from **32 different component types** (like hair, eyes, coats, hand-held items, and more), **each with dozens of items** (like guns, swords, energy effects, animal familiars, auras, and many more). Each item has up to two color fills with millions of colors to choose from for exactly the right look. Add in transparency effects and **you can create anything from a huge Brick super-hero to a nearly-invisible skeletal necromancer!**

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