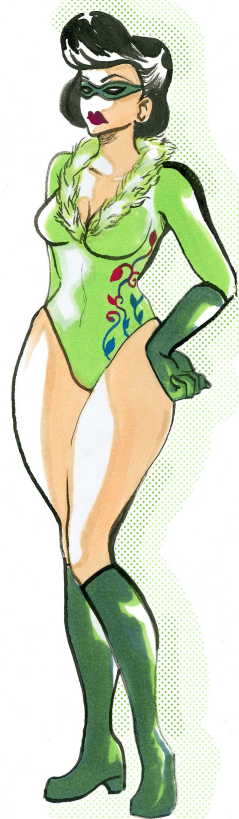




*Together We Shall Triumph*



## **Foreword; or, about the scenario's relationship with the genre of superheroes**

Superheroes and supervillains. These words mean different things to different people. To some it means rather straightforward action, like in *Spider-Man* or the *X-Men*. To others, it means epic adventures and superhuman skills, like in *Superman* or *Fantastic Four*. Others think about the dark and twisted worlds like that of *Batman's* Gotham City. For some it means the grim and gritty, more realistic approach, like in *Darkman* or *Daredevil*. For some it's a way to bring mystery and magic to a relatively realistic setting, like in *Zatanna, the Mistress of Magic*. And for some it brings to mind a more experimental approach, like in several genre deconstructions, for example in *Watchmen*, *Kick-Ass* or Austin Grossman's *Soon I Will Be Invincible*.

How then, with the multitude of approaches, should this scenario be approached?

The scenario was written from the standpoint that it should offer possibilities for various interpretations and approaches. Both the heroes and the villains lend themselves for straightforward action. Still, several characters have hidden secrets and fears that also lend themselves well for a more deconstructive and psychological interpretations. With characters like True Justice we can see glimpses of the more "grim'n'gritty" side of the genre, and with characters like Milady we have the more razzle dazzle side of it.

The scenario, as it is written, stands somewhere between the various polarizations. The scenario, as it is played, should depend purely on the GM and the players. They should talk among themselves what kind of a superhero game they want to play before actually beginning, because only when all the players and the GM are "on the same page", will the game be enjoyable.

## **About the heroes and the villains of this scenario, technical details and points of notice for the GM**

This scenario has been written using *Dungeons&Dragons 3.0* and *Silver Age Sentinels d20*. One important point of notice! Whereas the two systems are practically identical in technical aspects, there is one relevant technical detail where the two systems conflict: on how the combat skill rolls are calculated (D&D Attack Bonus + Str/Dex mod VS. SAS Attack Bonus + Skill Rank). In an attempt of trying to keep the technical high tuning to minimum, I recommend using the Attack Bonus + Skill Rank.

Each of the main characters (four heroes and three villains) has a character sheet, which tells all the necessary information about the character. Each of the characters also has an illustration (illustrations are drawn by my dear friend, the wonderful and talented Jonna Lylykangas), and all of the illustrations should be visible to the players at all times – the superhero genre is a very visual one, and its characters usually reach almost iconic heights, so the illustrations are a way to bring some of that visuality into the scenario. **It is highly recommended that the GM acquaints him/herself with the characters before reading the scenario for the first time.**

The three character sheets for the villains should be hidden from the players at all times.

The GM should remember that the three villains have just recently joined forces – they come from various backgrounds and their ideologies differ greatly, so they definitely are not the best of buddies. Even their alignments reflect and highlight these differences (and a small detail: one of the supervillains, Mr. Illusion, actually has an identical alignment as one of the superheroes, Almandine – Chaotic Neutral). So things are not necessarily as black and white as they seem.

A note about Almandine's Minor Gadgets. Two slots have been intentionally left blank. If at any point during the game Almandine's player comes up with a gadget s/he thinks Almandine should have, with GM's approval s/he can add it to the list.

A note about Dr. Omniscient's Minor Gadgets. The slots have been left blank to allow the GM wider freedom to respond to the surprises the players come up with.

The high level of some stats might call for an explanation. This is simply because, after all, this is a high power superhero scenario. The stats have been balanced so that every character has the maximum of two incredible stats and two high stats – they all have their strengths, but they have also a weakness, one stat that is a bit below the average.

The scenario is written in a fairly linear fashion in order to keep it easily approachable and easy to use in a game situation. **This does not mean the scenario should be railroaded through!** This order is only one of the several logical and possible ones, and the players might come up with something completely different – for example some of the players might want to truly emphasize the character's fears and secrets, generating numerous scenes not mentioned here. The GM should allow the players room to make the scenario and the characters into their own, but should also make sure the scenario doesn't end up completely sidetracked.

This scenario has several possible endings, four of which I have chosen to write out as the most likely ones. Two of them are essentially happy endings, but two of them are not – it's possible to fail to prevent the supervillains completing their plan. If none of the four endings work for the game, the GM should improvise a proper ending loosely based on the four options.

And last but not least, the most important point of notice: **All roll results should always be roleplayed!**

## **For GM's eyes only**

### **Dr. Omniscient's plan**

Dr. Omniscient plans to poison Metro City. The poison is airborne. It originates from an exotic plant Blue Sumac has created, and has been heavily enhanced by Dr. Omniscient. It has its effect even in minimalistic portions, and the exhaust fumes from the cars in the morning traffic will work as a catalyst, further enhancing the effect. It's lethal, but only if the antidote (which only Dr. Omniscient has) is not administered every 24 hours. It's possible to defend against the poison – it evaporates in an hour – but only if the gasmasks are appropriately enhanced (like the ones Dr. Omniscient and Mr. Illusion have – Blue Sumac is naturally immune).

The three robbed the banks in order to pay upon delivery to Bog Jon, a local crime lord, for the security clearances for the Metro City cargo airport, where they will hijack two planes from which they will spray the city with the poison. Mr. Illusion and Dr. Omniscient will be flying the planes, and Blue Sumac will stay on the ground to handle any unwanted tag-alongs.

If they succeed, Dr. Omniscient will have absolute command over the city, because he will only release the antidote once every 24 hours if his demands are met, whatever they might be at the time. Eventually Dr. Omniscient plans to widen his rule to other cities as well in a similar fashion.

And yes, like I mentioned earlier, it is possible to fail to prevent Dr. Omniscient's and Mr Illusion's take off. If that happens, there is still a possibility to get the antidote from Dr. Omniscient – then,

even though he succeeds in poisoning everyone, he has lost his key to profit from it. But the attempt to get the antidote can fail as well, and if that happens, then for once the supervillains have won – not every superhero comic has a happy ending.

## The scenario

### Opening scene:

*A high skyscraper, in the banking district in Metro City. Now a noticeably shorter skyscraper than only a few hours earlier. On the brand new windy rooftop, which was previously a large meeting room, four masked superheroes stand, quietly, humbled. Milady, here to capture Dr. Omniscient. Almandine and Aventurine, aka The Twins, here after Blue Sumac and Mr. Illusion. True Justice, whose presence was more of a coincidence, trying to lend a hand. Before, they have all done their own thing, on their own turf. For the first time, they have been forced to fight side by side, and it showed. This has been their very first defeat, and it is indeed a bitter one. Midnight is just upon the city.*

*Three hours prior to the wreckage, the three aforementioned masked supervillains, Dr. Omniscient, Blue Sumac, and Mr. Illusion, emptied the bank vaults in the very same district. One week prior the selfsame supervillains had finally realised, what their greatest weakness was – going solo and even battling each other. They had decided to correct the situation. They had succeeded. Now it was time for the four masked superheroes to reach the same conclusion. It would indeed be necessary to team up in order to defeat the trio, now basking in their newly found empowerment.*

From this point on it's up to the players. How to form the team, how to organise it. It's something the four superheroes need to decide, and it's up to the players how this actually happens.

Here are some hints to give to the players, who most likely are still slightly out of the loop at this time.

**Milady:** For her this is indeed compensation for her disappointment in her civilian life, a housewife with lots of money but nothing to do, feeling so out of control in every matter, that it is important for her to have an iron-fisted control of things as the superhero, making her the natural leader.

**The Twins:** These two actually know how to be a team. And especially Aventurine, who is more outspoken of the two and a woman of principles, might have a say or two about how things should be done in her opinion. Then again, their way of handling the team work is slightly unorthodox, so many if not most of their ways of doing things are not necessarily the most applicable ones for a team of four – and especially a team of four with so different skills, viewpoints, and working styles as theirs.

**True Justice:** A lone wolf, used to having the freedom to do things his way. Being more used to the grim and gritty reality of everyday crime on the streets, he might feel slightly out of place with a gadgeteer and two razzle dazzle super heroes. Especially if it means he has to take orders from a) a youngster (Aventurine or Almandine) or from b) a high and mighty female knight in shining... leotard (Milady).

As both the players and the characters try to sort things out, the trio of supervillains does not rest. A mechanical messenger appears to inform the superheroes of the villains' plan.

The GM should try to "read the game", and estimate when the moment is right for the villains' messenger to arrive on the scene. The team planning scene shouldn't be allowed to drag on for too long, nor should it be interrupted too abruptly. Only if the scene seems to be breaking apart, i.e. the

heroes won't come to terms with the organising of things, should the scene be interrupted very abruptly by the mechanical messenger (to remind the characters and the players of the necessity of the teaming up).

The messenger hovers far enough to be at a safe distance from the quartet (and if someone still actually suggests blasting it, the GM should tell Milady she has seen these before, and they are messengers, not weapons, and it would be wisest to listen to what the trio of villains has to say).

Here is the message that a hologram of Dr. Omniscient booms aboard the messenger:

*Greetings, my dear humiliated and disgraced adversaries. It is bitter, is it not, the taste of defeat. Let me assure you, it has been a pleasure serving it to you.*

*But enough of that. I did not send this messenger to gloat. I sent it to offer you a chance – something you have never bothered to offer to any of us.*

*In exactly eight hours I and my associates will poison Metro City, after which we shall hold it on the palm of our hand, and it will do our every bidding, just to stay alive.*

*In all honesty, there is nothing you can do to stop us, but you are most welcome to try.*

*As I said, you have eight hours.*

*Have a pleasant night.*

*After a dry chuckle, the holographic image of Dr. Omniscient disappears.*

(For those GMs who use Finnish, here is a Finnish adaptation of the speech above:

*Tervehdys, rakkaat nöyryytetyt ja häväistyt vastustajani. Tappion kalkki on karvas, eikä vain. Voin vakuuttaa teille, että oli varsin nautinnollista juottaa se teille.*

*Mutta se siitä, en lähettänyt tätä viestintuojaa vain, jotta pääsisin hekumoimaan voitollamme.*

*Lähetin sen antaakseni teille mahdollisuuden – mahdollisuuden, jollaista ette ole koskaan suoneet yhdellekään meistä.*

*Tarkalleen kahdeksan tunnin kuluttua minä ja kumppanini myrkytämme Metro Cityn. Siitä hetkestä alkaen pidämme kaupunkia kämmenellämme, ja se täyttää jokaisen käskymme, jotta selviäisi hengissä.*

*Totta puhuakseni, teillä ei ole keinoja estää meitä, mutta voitte toki yrittää.*

*Kuten sanoin, teillä on kahdeksan tuntia aikaa.*

*Miellyttävää illanjatkoa.)*

The heroes have only 8 hours to get their act together and defeat the villains. It's up to the players to once again take the initiative. For the footwork they might want to go their separate ways – even though there is power in numbers, not every possible contact or informant True Justice has wants to dish out their knowledge in the presence of four looming superheroes. Also, with the clock ticking, splitting up means that more ground is covered in less time. It also doesn't have to be an either-or decision – some leads might be followed together, some others in solo. The important thing is, the decision whether the newly formed team splits up and comes back together after the ground work, or stays together, should come from the players.

By now they are most likely rather well in touch with their characters, but here are once again some pointers regarding the characters:

**Milady:** She has battled Dr. Omniscient before. Therefore she knows how he works, how he thinks, what he prefers. That will come in handy. She also know where his previous hideout was (after all, she was the one who dragged him out of there and handed him to the police the last time 'round), so

it would be a good idea to see what he has salvaged from there, that might help to deduct some details on his methods.

**The Twins:** Almandine has his contact at the tech company. It might be a good idea to pay him a visit once more information is gathered.

**True Justice:** He can go and harass some of his contacts in the underworld – a project like the one Dr. Omniscient intends to see through requires more things than the trio could possibly acquire on their own. There has to be deals done and favours and money exchanged to make it happen. And this is where True Justice's contacts can come in handy. Someone must know someone who knows something.

The following character scenes can be played in any order, but the logical order would be 1) the ground work first (i.e. the scenes for True Justice); 2) the gathering of details (i.e. the scenes for Milady); 3) going to a specialist with as much as information as possible (i.e. the scenes for The Twins). Logical order aside, the scenes can be handled simultaneously or in a different order altogether, but the scene for The Twins should be approached last, because it triggers the final scenes.

**The scenes for True Justice (&co, if others choose to join him):**

*It's time to pay a visit to the Dirty Duck, a rather seedy pub by the docks, and see, if some of the regular informants are enjoying their beer there. And indeed, Little Bill, a small built weasel of a man, is sitting in his favourite corner again.*

If the player who plays True Justice is not well acquainted with settings of this nature, the GM should advise him/her, that in such a case True Justice should not interrogate the people in the pub one at a time (no-one will rat out anything with an audience, it would mean certain death later on), but should address the entire crowd. For example Little Bill will give his information scribbled on a piece of paper hidden somewhere on/under/near his table/chair.

Now it's time for interrogation and intimidation rolls (**and remember: everything should also be role-played**).

**If things don't go too well**, the players will only get one name from Little Bill, scribbled on a note: *Crippled Archie*, who prefers to call himself an honest business man, but is in fact a fixer, who sends his "boys" to get all sorts of things if the price is right. Additional rolls might be required, and things might get out of hand (a brawl might break out etc.).

**If the throws succeed rather well or better**, another man in a table nearby loses his cool, darting from his table, trying to get out. If he is caught, he'll spill the beans with some additional coercing: He heard his buddies talking that Big Jon, a local big name in crime, was paid handsomely by someone to get three safety clearances to somewhere. He doesn't know where, but he knows that Crippled Archie fixed things for Big Jon.

(If Milady and/or Aventurine are keeping watch outside, the GM might want to include them more in the scene – for example three rowdy workers might try to woo the ladies (try to estimate whether this should be made serious or comical), or some little skirmish by the docks might distract them. Also, the GM shouldn't forget to involve them in the chase of the scared guy if he manages to get out.)

**If things *went well*, this scene took 1 hour and 30 minutes (including getting to Dirty Duck etc.) from the remaining hours.**

**If things *did not go so well*, this scene took 1 hour (because less information was gathered).**

**If things *got out of hand*, this scene took 2 hours.**

**If things *got badly out of hand* (GM should decide whether things got badly out of hand), this scene took 2 hours and 30 minutes.**

**Then it's off to meet Crippled Archie.**

*A rather poorly kept apartment building in a rather shady part of the town.*

*Crippled Archie, who, as his name indicates, is crippled, sits in his one room apartment watching television. Next to his chair are his cane and a little table, with one drawer. As True Justice knocks on the door Archie reaches the knob of the drawer and lets his hand rest there (obviously, he has a hand gun in there). "Come in", he says.*

As the heroes/True Justice enter/s it is once again time to roll the dice.

**If the initial success is poor, and the team does not know about the security clearances**, Archie feigns complete ignorance, and further dice rolling is needed to yank the information out of him.

**If the initial success is poor/mediocre, but the team already knows about the security clearances**, Crippled Archie hesitantly reveals that the security clearances were to the Metro City cargo airport, and that someone high up paid Big Jon a lot for them.

**If the success is good**, persuading Archie is rather easy – he was paid to fix the security clearances, not to endanger himself in the process. So he tells that indeed Big Jon asked him to get the clearances to the Metro City cargo airport, and that Big Jon was not very specific about his client, but, as Archie points out, Archie was not born yesterday, and that it was glaringly obvious the clearances were for someone very high up in the criminal ranks of the city. Big Jon was that adamant about getting the clearances and getting them fast – it's obvious for whom the clearances were, as not many criminals in Metro City are of higher rank than Big Jon.

Now the heroes have all the information they need to know from the underworld, and they can move on to the next possible line of investigation.

**If things *went well*, this scene took 1 hour (including getting here from Dirty Duck etc.) from the remaining hours.**

**If things *did not go so well*, this scene took 1 hour and 30 minutes (because Archie's persuasion took longer).**

**The scenes for Milady (&co, if others choose to join her):**

*Dr. Omniscient's old hideout is a house in a sleepy suburbia. The house has been left empty. Tall grass grows on the yard, and the driveway is mostly overgrown. It looks like no-one has set a foot on the yard or in the house since Milady two years earlier dragged Dr. Omniscient out. The house itself is locked and the windows are behind planks.*

**On a successful spot check**, this will also be noticed:

*The vegetation, its luster and especially the wines of sumac crisscrossing the drive way with their distinctive bluish sheen hint that Blue Sumac has been here recently, and if she has been here, then so has the other two supervillains.*

### **Inside the house**

*Entering the house will be relatively simple. No traps outside, and once in, Milady will know what to do. Beneath the cellar there is a hidden lair. To get there things must be done upstairs and on the ground floor in certain order – set the alarm clock on the bedroom table to a certain time, set the timer of the VCR, etc. (The GM shouldn't spend too much time on describing these things, as they are rather straight forward and require no rolls as Milady has done this before). If the spot check succeeded well outside, and everybody knows to look for them, there are small hints and telltale signs that someone has been here recently.*

### **In the cellar**

*Once everything is done in the floors above, it's time to go to the cellar. Everything looks normal on the surface, but the furthestmost wall hides something. By entering the numbers in correct places Milady had opened a small panel on the wall, and now by entering one more code, the entire wall opens. Not silently and smoothly like it opened when Milady last visited here, but loudly, clumsily and only partially – two years worth of neglect has gotten into the machinery. By this time it's obvious that someone has been here recently – the hidden door has recently been opened.*

### **In the hideout**

*Behind the secret door, there is a set of long stairs leading to the actual laboratory, which is a large hall, where desks and machines form mazes. Once it was all chrome and metallic surfaces, led lights and electronics. Now time and disuse has eaten most of the glory away. Rust has gotten hold of surfaces here and there, and dust is everywhere.*

Two die rolls are required for each character participating in this scene:

- 1) Spot check – to determine what the character notices
- 2) Wis roll – to determine how well the character avoids hidden traps

**If all characters fail the spot check**, it will only yield this much:

*Yes, the trio has been here, and things have been moved around and some stuff has been removed altogether. Whatever it might have been. Some additional spot checks might come in handy, but every new spot check also requires a new Wis roll as well as more time spent snooping around.*

**Good success in spot check from one or more** will yield the characters the following information: *The trio has definitely been here. Machinery has been moved around, and some machines have even been taken away. After few moments of investigation it becomes obvious, that only broken equipment relating to biological and genetic sciences remains. Not one single working piece of equipment relating to those fields of sciences has been left behind. The poison is therefore biological by nature.*

**Failing the Wis roll** will get the character trapped in one of the trio's newly laid traps (the exact moment will be left for GM's discretion, and if two or more failed the Wis roll, the same trap springs around all of them simultaneously).

The trap is a set of wires (HP10) suddenly springing up from the ground and tangling around those who failed the Wis check (causing 1d6+4 damage).

**Failing the Wis roll badly** will result in **all** the characters getting trapped at the moment of exiting the laboratory in another trap.

*The trap is magical in nature. Upon leaving the laboratory and entering the cellar, the characters suddenly notice that the cellar looks different. Small hints at first, the first few rooms almost like before, but after them the place is completely different. It's damp, decaying, maze of rooms that*



*keep getting smaller and smaller. The final room is so small it hardly can contain all four if all four are present.*

*When the characters are inside the final room and the door behind them has disappeared, or if the characters stop at any point and try to break the spell, they will hear a soft chuckle, and Mr. Illusion's tempting and soft voice, filled with almost boyish excitement upon having caught the heroes, speaks out of nowhere:*

*“Hello. And welcome. I hope you have enjoyed my little surprise thus far. Oh, no, don't try to resist it. Don't try to resist me; it will only make things more difficult for you. This little surprise will let you go – eventually. In, say, approximately seven hours. Do have a little rest from your tedious work...”*

*(The Finnish adaptation: “Tervehdys. Ja tervetuloa. Toivottavasti pikku yllätykseni on ollut tähän mennessä viihdyttävä. Voi, älkää toki yrittäkö vastustella sitä vastaan. Älkää yrittäkö vastustaa minua, se vain vaikeuttaa tilannettanne. Tämä pikku yllätykseni vapauttaa teidät kyllä – ennen pitkää. Sanoisin, että noin seitsemän tunnin päästä. Levähtäkää toki hetki raskaasta työstänne...”)*

The voice fades, but not for long. In mere moments, each of the characters hears it again, only this time the message is different for each. **The GM should USE NOTES TO DELIVER THESE SPEECHES TO THE PLAYERS as well as their answers to the GM!** Other players **should not** know the contents of the notes. This should be done simultaneously, so that no player knows, who made a deal. Naturally, **only those characters in the scene should be included.** The GM should also hint that no illusion is ever foolproof; there might always be another way out.

**The voice to Milady:** *“You want out, don't you? You want to prevent the destruction of this city, don't you? But that's not the thing you want most, is it not? I know your little secret... Your disappointments... Oh how it pains me to see such a lady like you so badly neglected. Let me propose you something. I will let you all out now, and when you capture the good old Dr. Omniscient, you will let me slip through your fingers. And then, later on, I will make sure you will receive everything a noble lady like you deserves... respect, elegance, and an adoring suitor...”*

**The voice to Almandine:** *“You want out, don't you? You want to prevent the destruction of this city, don't you? So here is a little deal. I will let you all free, you let me slip through your fingers when you imprison Dr. Omniscient, and I will remain in your debt. Think about it. How much good you could achieve having my powers by your side...”*

**The voice to Aventurine:** *“You want out, don't you? You want to prevent the destruction of this city, don't you? But that's really not what your heart truly desires, is it? I know your little secret. Your heart's deepest yearning. It pains me to see such a lovely maiden in such agony as you, especially when I know it would all be solved with a small touch of magic. So I propose you this: I let you all out now, and when you face Dr. Omniscient, you will let me slip through your fingers. And then, finally, the heaven you are yearning for will be yours to take...”*

**The voice to True Justice:** *“Well now, what do we have here? A wolf in sheep's clothing. I do know your little secret. And I assume you would like to keep it a secret, now wouldn't you? Well then, here is what I propose: I let you all out, you let me slip away, and no-one shall ever know of your past...”*

**Before taking any of the notes back with answers, the GM should once more emphasize that there might be another way out, but that it will take more time.**

**If any of the characters answer “yes”,** the illusion instantly fades away, revealing that they are in fact standing right next to the stairs leading upstairs.

**If everyone answers “no”,** all will hear Mr. Illusion sighing, “*What a pity...*” Then silence falls. The GM should now advise Milady’s player, that Milady has an ability called the Mind Shield. A modified Will save can be attempted, where Will save roll receives bonus from the Mind Shield (+5). If successful, the illusion becomes transparent for her, and she can lead the other characters out of the illusion one at a time.

**If things went well, this scene took 1 hour from the remaining hours.**

**If things did not go so well (some got caught by Blue Sumac’s traps, or several spot checks were required to gather the information), this scene took 1 hour 30 minutes.**

**If things went badly (everyone entered Mr. Illusions trap), but someone made a deal, this scene took 2 hours.**

**If things went badly (everyone entered Mr. Illusions trap), and no-one made a deal, this scene took 2 hours 30 minutes.**

**The scene for The Twins (&co, if others choose to join them):**

*Almandine knows an old university buddy of his, who now works for a special research facility of advanced technology. With all the details they have now gathered, they might receive some valuable information from him.*

The important questions here are 1) does Almandine go there as Almandine, or as himself, and 2) will others accompany him.

**If he goes as himself** and not as the superhero Almandine, he might have problems trying to persuade his friend to explain him the details in the middle of the night, and Almandine should also be able to evade all questions concerning his sources of information and the reasons for asking such odd questions at such odd hours.

**If he goes as the superhero,** the explaining part might be a bit easier, but he might have to evade questions such as “Why did you come to me?”

So how this scene is role-played depends greatly on the players’ decisions.

*But all in all, Timmy is a very friendly fellow, even when woken up in the middle of the night, and he does his best to help his friend/the defenders of justice.*

**If all the information has been gathered,** here is what they will learn:

*Yes, it is obvious that the plan is to poison the city with a toxin of organic origin. The now seem to have the planes arranged, as well as the means to produce the toxin and its antidote, but what still seems to be missing is the system that is needed to actually spread the poison into the air. The only company that has the necessary special technology for spreading such delicate substance into the air would be the one where he is working.*

**If all information has not been gathered,** the information will be noticeably more roundabout. *The poison needs to be spread into the air, but without proper information on the nature of the poison it’s anybody’s guess what kind of a system it requires.*

**This scene took 1 hour.**

**The GM should choose a proper option from the 3 possible ones below:**

**(In all options the GM should try to find a proper balance between cinematic description and dice rolling)**

**The GM should also remember: if the heroes ended up in Mr. Illusion's trap and did not make a deal with him, he does not hesitate to use his knowledge to try to turn the heroes against each other!**

**OPTION 1: If the remaining time is more than 2 hours and the characters got all the information from the previous scene,** the obvious choice is to go to the research facility where Almandine's friend works and wait for the villains.

Here is the scene that follows:

*The heroes arrive just in time to witness the trio coming out of the research facility. This results in a showdown, where the heroes and the villains team up against each other.*

**If Dr. Omniscient gets beaten (or the equipment gets destroyed, or all supervillains get beaten),** the heroes have won. Blue Sumac cannot fly a plane, and Mr. Illusion prefers to protect his own back, so if Dr. Omniscient gets beaten, he has no interest in continuing a losing battle. Go to the proper ending scene on page 12.

**If Dr. Omniscient (and possibly other villains) manages to escape with the equipment,** the scene continues by a chase. The battle is continued at the airport.

**If heroes succeed,** go to the proper ending scene on page??

**If another failure takes place here,** Dr. Omniscient will take off with the plane. The heroes have failed and they need to chase the plane(s), but it's too late to prevent the poisoning. Go to the antidote chase scene on page 12.

**OPTION 2: If the remaining time is more than 2 hours but not all the information was gathered,** the only option is to head for the airport to wait for the villains.

Here is the scene that follows:

*The heroes arrive to the airport, and remain waiting. Eventually the supervillains arrive. This results in a showdown, where the heroes and the villains team up against each other.*

**OPTION 3: If the remaining time is less than 2 hours,** regardless of the amount of information gathered the conversation at Almandine's friend is interrupted by a phone call from his work – the supervillains have broken in to the research facility. Now the heroes need to hurry to the airport.

Here is the scene that follows:

*The heroes arrive just in time to see how the villains arrive to the airport. This results in a showdown, where the heroes and the villains team up against each other.*

**THE RESULTS FOR OPTIONS 2&3:**

**If Dr. Omniscient gets beaten (or the equipment gets destroyed, or all supervillains get beaten),** the heroes have won. Blue Sumac cannot fly a plane, and Mr. Illusion prefers to protect his own back, so if Dr. Omniscient gets beaten, he has no interest in continuing a losing battle. Go to the proper ending scene on page 12.

**If Dr. Omniscient (and possibly other villains) manages to escape with the equipment,** Dr. Omniscient will take off with the plane. The heroes have failed and they need to chase the plane(s), but it's too late to prevent the poisoning. Go to the antidote chase scene on page 12.

**If the heroes fail to prevent Dr. Omniscient to take off, they still have the chance to get the antidote.** Dr. Omniscient has taken the antidote with him in his Case of Holding, so they need to catch up with the plane. If it seems like the players don't figure out the most obvious way, the GM might want to point out to them, that Milady indeed can fly, as can Almandine. Aventurine can't fly as high and as fast as it would be needed, but Almandine's gadgets are easily recalibrated to carry her along. Milady has the powers necessary to give True Justice a flight.

On the plane another battle is fought. Its result will lead straight to the appropriate ending scene on page 12.

## ENDING SCENES

**If the supervillains have managed to escape but have failed to fulfil their plan:**

*Very few outsiders know about what happened that night, so the morning comes like nothing had happened. No big fanfares, nor thank you speeches from the mayor, no massive press publicity. The job of the superheroes is to ensure the people of the city can go on living their lives blissfully ignorant of dangers lurking in the shadows.*

**If the four heroes manage to capture one or more of the villains:**

*The four of the heroes (if all so choose, there are some, like True Justice, who perhaps might prefer choosing a representative instead) take the supervillains to the police. This will result in some press attention for a day or two, until something else catches the media's attention, and the arrest is forgotten. The captured supervillain/s is/are transferred to a maximum security prison. They will escape, naturally, in time, but for now, the city is that much safer for a while.*

**If the four heroes fail to prevent the poisoning, but manage to get the antidote:**

*The town and the heroes are poisoned. The lot of the superheroes is a bitter one – a partial failure is received as badly as a full failure. The story of the four as superheroes has come to an end. True, they managed to defeat Dr. Omniscient eventually, but that doesn't change the fact that most people of the city will need daily doses of the antidote for the rest of their lives. Perhaps one day someone will develop an antidote that works as a permanent cure, but until then...*

**If the four heroes fail completely:**

*The supervillains have won. Dr. Omniscient basks in his new glory, and if his two associates made it this far as well, they will have their share of the pie. The heroes, on the other hand... Dr. Omniscient has a clear cut proposal for them: they either join him in his regime as his servants, or they die of the poisoning.*

**AFTER GM HAS OUTLINED THE APPROPRIATE ENDING SCENE**, it's up to the players now to decide for their characters, what to do next. Perhaps team up permanently, perhaps continue their solo careers. Perhaps something in between, exchanging contact information, in case the trio of supervillains decides to continue their operations together. Or, if all is lost, it's time to decide what to do with Dr. Omniscient's proposal.

There should also be one final scene for each of the characters (maybe a shared scene for The Twins), where the players describe their characters going home, continuing their own life, perhaps

reflecting on the things happened and how that has affected them. It can be only few sentences or a longer paragraph, that's up to the player in question. **And if any of the characters ended up doing a deal with Mr. Illusion, this is the moment when that should be brought to the surface.** The function of this scene should be tying up possible loose ends and giving the feeling of closure for the characters and to the players.

*The Twins, Almandine*



## The Twins, Almandine – Chaotic Neutral

Gadgeteer – Level 11

Motivation: Responsibility – The Promise-Keeper (He has promised to stand by Aventurine’s side and help her in any way he can)

### Character description:

*Gender:* Male

*Age:* Approx.25 years

*Background:* Almandine and Aventurine are cousin – they pretend to be twins to lead astray any who might try to figure out their true identity (back in school people often mistook them for twins for sharing strong family resemblance, same birth year, and same family name). They have been close friends since childhood, so they might as well be twins. In their superhero identities they constantly refer to each other as “brother dear” and “sister dear”.

*Origin of name and power:* Almandine and Aventurine chose the names of gem stones, when they first began their career by foiling robbery attempts to jewelries. This is also how they first came face to face with Blue Sumac. Almandine does not have any superhuman powers, nor is he a good fighter, but with his gadgets he can imitate some of Aventurine’s powers, and their team work with Aventurine on the offensive and Almandine on the defense works rather well.

*Career’s current length:* 3years.

*What Almandine knows about the villains:* Blue Sumac’s touch can be very dangerous; he’s seen her make people sprout roots and plants. Mr. Illusion can completely block sight, hearing, and balance (making it impossible for Almandine to stay airborne), and based on what happened to Aventurine once, he can tamper with telekinetic sense as well.

Strength 7 – Ability Modifier -2

Dexterity 33 – Ability Modifier 11

Constitution 10 – Ability Modifier 0

Intelligence 34 – Ability Modifier 12

Wisdom 16 – Ability Modifier 3

Charisma 18 – Ability Modifier 4

HP 39

Attack Bonus +5

Reflex Save +14

Willpower Save +10

Fortitude Save +3

Gadgeteer, rank2 (when building mundane equipment, you built it 4X as fast as normal people; ability to modify existing gadgets and items of power within their rank cost)

Gadget, rank2 (2major, 8minor)

Major gadgets

– Flight shoes and gloves (enable flight)

– Home made lab/workshop

Minor gadgets

– Night goggles

– Medical kit

– Small enhanced crossbow

– Small recording device

– Flashbang grenades

– Communication device

–  
–

Items of power

– Teleporter, rank4 (10,000yards ~ 10km), with Personal Use

– Amulet of holding, rank2 (100inches = 254cm), with Restricted Use (relatives) (Pocket Dimension)

Enhanced intelligence, rank1 (+4 int)

Highly skilled, rank2 (+8 points to skills)

Organisational ties, rank2 (Contact: An old friend from the university, who's now working for a special research facility of advanced technology.)

## **Skills**

### *Class Skills*

Computers 12 (Int)

Electronics 14 (Int)

Mechanics 14 (Int/Dex)

Medical 10 (Int/Dex)

Physical Sciences 12 (Int)

### *Cross Class Skills*

Acrobatics 6 (Dex)

City Knowledge 6 (Int)

Climbing 2 (Str/Dex)

Controlled Breathing 5 (Con)

Disguise 2 (Int)

Driving 2 (Int/Dex)

Interrogation 5 (Int/Cha)

Intimidation 5 (Str/Int/Cha)

Law 7 (Int)

Navigation 6 (Int/Wis)

Piloting 7 (Int/Dex)

Street Sense 7 (Int/Wis)

Urban Tracking 6 (Int/Wis)

Archery 7

Ranged Defense 7

## **Defects**

Achilles Heel – Electrical Hits(3BP)

Phobia – Sliding to the other side (i.e. he fears that his now and then “End justifies the means” ideology makes him susceptible to becoming eventually a super villain)(2BP)

Significant Other – Partner (Aventurine)(1BP)

Base armor class modifier 11





*The Twins, Aventurine*

## The Twins, Aventurine – Chaotic Good

Psychic – Level 11

Motivation: Idealism – The Champion (She has been granted special powers, and it's her duty, pride, and joy to use them to help others.)

### Character description:

*Gender:* Female

*Age:* Approx. 25 years

*Background:* Aventurine and Almandine are cousins – they pretend to be twins to lead astray any who might try to figure out their true identity (back in school people often mistook them for twins for sharing strong family resemblance, same birth year, and same family name). They have been close friends since childhood, so they might as well be twins. In their superhero identities they constantly refer to each other as “brother dear” and “sister dear”. Aventurine has had a crush on Almandine since her teenage years, and has been in love with him for several years. She has never mentioned the subject fearing it might destroy their friendship and their team work. One reason she so loves being a superhero is because it momentarily brings her close to Almandine.

*Origin of name and power:* Almandine and Aventurine chose the names of gem stones, when they first began their career by foiling robbery attempts to jewelries. This is also how they first came face to face with Blue Sumac. Aventurine's telekinesis began manifesting during her teenage years, and once they were fully in her control, she decided to start working as a superhero. Their team work with Aventurine on the offensive and Almandine on the defense works rather well.

*Career's current length:* 3 years.

*What Aventurine knows about the villains:* Blue Sumac's touch can be very dangerous; she's seen her make people sprout roots and plants. Mr. Illusion can completely block sight, hearing, and balance (making it very difficult for Aventurine to stay airborne), and he can tamper with telekinetic sense as well.

Strength 8 – Ability Modifier -1

Dexterity 33 – Ability Modifier 11

Constitution 34 – Ability Modifier 12

Intelligence 19 – Ability Modifier 4

Wisdom 16 – Ability Modifier 3

Charisma 18 – Ability Modifier 4

HP 171

Attack Bonus +5

Reflex Save +14

Will Save +9

Fortitude Save +15

Telekinesis, rank4 (can lift 1,000pounds~500kg)

Special Attack, rank3 (causes 1d6+2 damage) (+Incapacitating (forcefully pushes the opponent to the ground and makes him/her stay there vs. opponent's fortitude save 15), +Knockback (pushes the opponent back), -Static (can only be done while standing/floating still))

Sixth Sense, rank1 (movement/changes in the near vicinity (10yards~10m))

Defence Combat Mastery, rank1

Highly Skilled, rank1 (+4 skill points)

Enhanced Intelligence, rank1 (+4 Int)

Heightened Awareness, rank1 (+2 to sensory awareness rolls)

Items of power

– Amulet of holding, rank2 (100inches=254cm), with Restricted Use (relatives) (Pocket Dimension)  
(made by Almandine)

## **Skills**

### *Class Skills*

Controlled Breathing 14 (Con)

Interrogation 12 (Int/Cha)

Power Usage: Telekinesis14 (Int)

### *Cross Class Skills*

Acrobatics 7 (Dex)

City Knowledge 4 (Int)

Climbing 4 (Str/Dex)

Computers 3 (Int)

Disguise 4 (Int)

Driving 3 (Int/Dex)

Intimidation 6 (Str/Int/Cha)

Law 5 (Int)

Medical 1 (Int/Dex)

Navigation 7 (Int/Wis)

Physical Sciences 2 (Int)

Poisons 6 (Int)

Stealth 6 (Int/Dex)

Street Sense 5 (Int/Wis)

Urban Tracking 5 (Int/Wis)

Special Ranged Attack 7

Ranged Defense 7

Thrown Weapons 6

## **Defects**

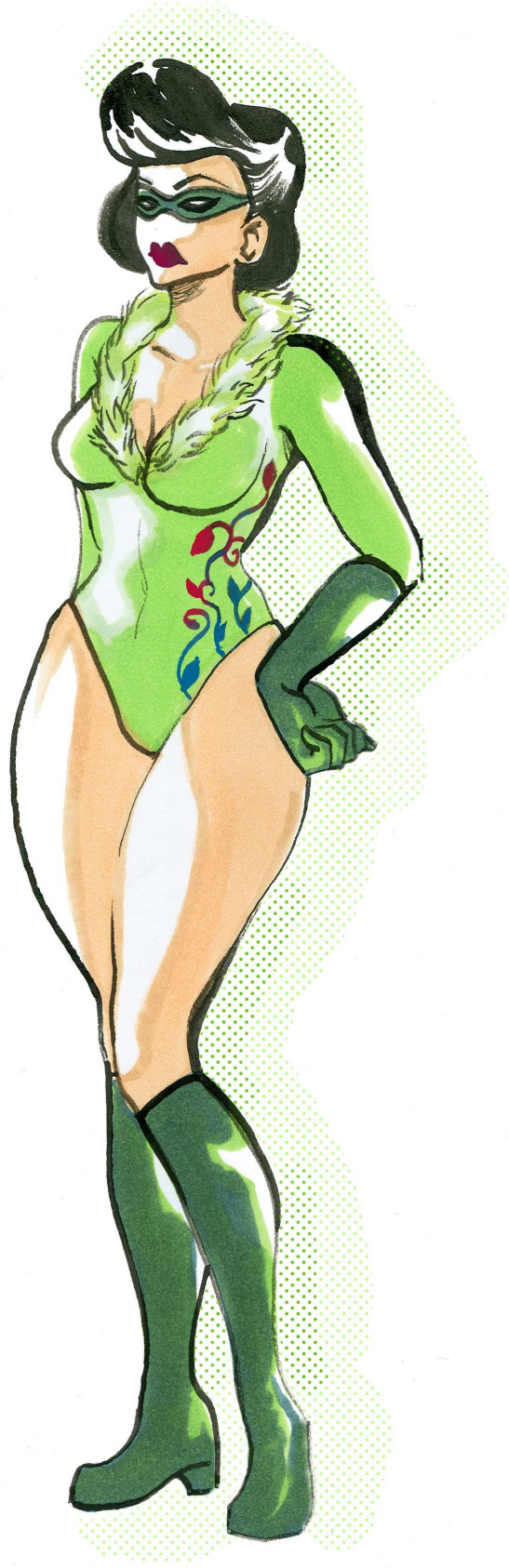
Nemesis – Blue Sumac(3BP)

Significant Other – Partner (Almandine)(1BP)

Skeleton in the Closet – Loves Almandine(2BP)

Base armor class modifier 1+11=12

*Milady*



## Milady – Lawful Good

Adventurer – Level 13

Motivation: Fulfilling Dreams – The Escapist (In her superhero identity she can have the control and the classiness she yearns in her dull life of a house wife.)

### Character description:

*Gender:* Female

*Age:* Approx.30 years

*Background:* Milady is actually a housewife, and her rich husband is never home. She's highly disappointed in her life. In her role as a superhero she finds the compensation – control and elegance she yearns for in her life. A true iron fist in a silk glove.

*Origin of name and power:* Milady chose her name for the obvious connotations – she's an elegant lady, and everyone should address her as such. Her powers manifested when she was a child, and her long dreary days as a housewife have given her plenty of time to fine-tune them.

*Career's current length:* 6years.

*What Milady knows about the villains:* Dr. Omniscient is very punctual, pedantic, and meticulous – if he says he will poison the city in eight hours, he means eight hours by the minute. She also knows where his previous hideout is – after all, *she* dragged him out last time.

Strength 7 – Ability Modifier -2

Dexterity 33 – Ability Modifier 11

Constitution 34 – Ability Modifier 12

Intelligence 11 – Ability Modifier 0

Wisdom 16 – Ability Modifier 3

Charisma 18 – Ability Modifier 4

HP 215

Attack Bonus +6/+1

Reflex Save +15

Willpower Save +7

Fortitude Save +16

Damage Absorption, rank1 (+5hp/attack/rank)

Flight, rank2 (50miles/hour~80km/h)

Healing, rank3 (30hp)

Mind Shield, rank5 (rank=bonus on will save, 25points of Mind Armor)

*Special Attacks*

1. rank4 (causes 2d6+4 damage) (+Aura (causes the damage automatically at touch), +Burning (after the initial damage, for five rounds, 1/10 of the original damage added), -Short Range (requires close contact ~1yard(~1m)))

2. rank2 (causes 2d6+4 damage) (+Tangle ice (Traps opponent in ice that has 3hp for every 5points of damage delivered), -Static (can only be done while standing/floating still))

3. rank2 (causes 3d6+6 damage) (+Drain Soul (Inflicts despair and similar feelings, target's Wis reduced by 2 for every 5points of damage, which return at the rate 2per1 in-game hour), -Static)

4. rank2 (causes 3d6+6 damage) (+Flare (Target must succeed Fort save at -1penalty per 5points damage ignoring armor against DC10, if fails becomes blinded for the number of rounds equal how much the save failed), -Static)

5. rank2 (causes 3d6+6 damage) (+Quake (Target falls into a quake "fault" 10yards~10m deep if Ref save vs. DC15 is failed), -Static)

Wealth, rank1 (\$500 000)

## **Skills**

### *Class Skills*

Acrobatics 16 (Dex)

City Knowledge 10 (Int)

Controlled Breathing 14 (Con)

Disguise 12 (Int)

Driving 12 (Int/Dex)

Interrogation 14 (Int/Cha)

Intimidation 14 (Str/Int/Cha)

Law 12 (Int)

Management/Administration 12 (Int/Wis)

Poisons 10 (Int)

Stealth 12 (Int/Dex)

Urban Tracking 12 (Int/Wis)

### *Cross Class Skills*

Special Ranged Attack 8

## **Defects**

Nemesis – Dr. Omniscient(3BP)

Significant Other – Husband(1BP)

Base armor class modifier 11



*True Justice*

## True Justice – Chaotic Good

Costumed Fighter – Level 13

Motivation: Justice – The Judge (Enforces the law when the police are unable to)

### Character description:

*Gender:* Male

*Age:* Approx.40 years

*Background:* Convicted murderer, redeemed himself in prison. Once out, chose to become a vigilante. He now ruthlessly takes care of criminals the police are unable to touch.

*Origin of name and power:* True Justice as a name reflects what he does – he upholds the justice when no-one else is able to.

*Career's current length:* 6years.

*What True Justice knows about the villains:* Nothing personal about the supervillains. However, he knows many ordinary criminals (Big Jon, the local crime lord, who has remained even outside True Justice's grasp; Crippled Archie, a fixer; etc.) and has several informants in the underworld (like Little Bill, his favorite informant, who's usually in a pub by the docks). True Justice carries a police radio scanner with him.

Strength 34 – Ability Modifier 12

Dexterity 33 – Ability Modifier 11

Constitution 18 – Ability Modifier 4

Intelligence 14 – Ability Modifier 2

Wisdom 14 – Ability Modifier 2

Charisma 9 – Ability Modifier -1

HP 124

Attack Bonus +13/+8/+3

Reflex Save +17

Willpower Save +6

Fortitude Save +10

Combat Technique, rank4

Combat Techniques

– Blind Fighting (no penalties in poor lightning conditions)

– Concealment (-4 penalty to weapon searches, all weapons automatically concealed unless specifically searched for)

– Lightning Reflexes (+5 to initiative rolls)

– Two Weapons (once per turn two attacks to same target -6 (vs. -8) penalty, different targets -10 (vs. -12); OR -2 to an attack and +2 defense vs. melee/unarmed)

Extra Defenses, rank2 (two free defense actions per turn)

Attack Combat Mastery, rank2 (base attack bonus +2)

Highly Skilled, rank1 (+4 skill points)

Extra Attacks, rank1 (one free attack action per turn)

Heightened Awareness, rank1 (+2 to sensory awareness rolls)

### Skills

*Class Skills*

Acrobatics 16 (Dex)

Climbing 14 (Str/Dex)



Intimidation 16 (Str/Int/Cha)  
Stealth 14 (Int/Dex)  
Gun Combat 14  
Melee Attack 12  
Melee Defense 12  
Unarmed Attack 14  
Unarmed Defense 14

*Cross Class Skills*

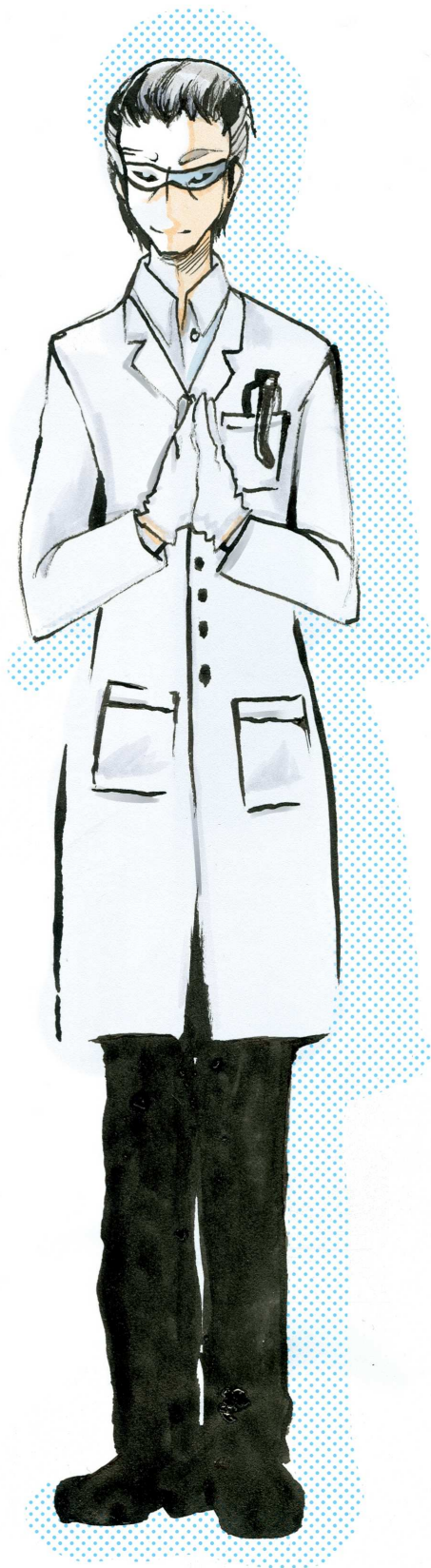
Burglary 4 (Int/Dex)  
City Knowledge 8 (Int)  
Controlled Breathing 8 (Con)  
Demolitions 5 (Int)  
Disguise 7 (Int)  
Driving 6 (Int/Dex)  
Interrogation 8 (Int/Cha)  
Law 8 (Int)  
Mechanics 5 (Int/Dex)  
Medical 3 (Int/Dex)  
Piloting 5 (Int/Dex)  
Poisons 6 (Int)  
Police Sciences 8 (Int/Wis)  
Street Sense 8 (Int/Wis)  
Urban Tracking 8 (Int/Wis)  
Archery 7  
Heavy Weapons 6  
Ranged Defense 7  
Thrown Weapons 7

**Defects**

Skeleton in the Closet – Was a convicted murderer who redeemed himself (prior to his career as a vigilante)(BP3)

Base armor class modifier 11

*Dr. Omniscient*



## Dr. Omniscient – Lawful Evil

Gadgeteer – Level 14

### Character description:

*Gender:* Male

*Age:* Approx. 50 years

*Background:* A typical evil scientist – dry humor, evil scientific plans. A meticulous man. Comes rather well along with Mr. Illusion. Blue Sumac often gets on his nerves.

*Career's current length:* 12 years.

Strength 7 – Ability Modifier -2

Dexterity 14 – Ability Modifier 2

Constitution 16 – Ability Modifier 3

Intelligence 34 – Ability Modifier 12

Wisdom 33 – Ability Modifier 11

Charisma 18 – Ability Modifier 4

HP 91

Attack Bonus +7/+2

Reflex Save +6

Willpower Save +20

Fortitude Save +7

Gadgeteer, rank2 (when building mundane equipment, you built it 4X as fast as normal people; ability to modify existing gadgets and items of power within their rank cost)

Gadget, rank2 (2 major, 8 minor)

Major Gadgets

– Laboratory

– Highly developed holographic communicators

Minor Gadgets

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Items of power

– Case of holding, rank6 (1,000yards~1000m), with Personal Use (Pocket Dimension)

Enhanced intelligence, rank1 (+4 int)

Highly Skilled, rank2 (+8 points to skills)

Organizational Ties +2 (p. 64-65)

### Skills

*Class Skills*

Biological Sciences 17 (Int)

Computers 13 (Int)

Electronics 17 (Int)

Mechanics 13 (Int/Dex)  
Medical 15 (Int/Dex)  
Physical Sciences 15 (Int)  
Gun Combat 13

*Cross Class Skills*

City Knowledge 8 (Int)  
Demolitions 6 (Int)  
Disguise 6 (Int)  
Driving 7 (Int/Dex)  
Interrogation 8 (Int/Cha)  
Intimidation 8 (Str/Int/Cha)  
Law 7 (Int)  
Management/Administration 6 (Int/Wis)  
Military Sciences 7 (Int/Wis)  
Navigation 8 (Int/Wis)  
Piloting 8 (Int/Dex)  
Poisons 7 (Int)  
Stealth 6 (Int/Dex)  
Street Sense 8 (Int/Wis)  
Melee Attack 4  
Melee Defense 5  
Thrown Weapons 5

**Defects**

Nemesis – Milady(3BP)

Base armor class modifier 2

*Blue Sumac*



## Blue Sumac – Chaotic Evil

Adventurer – Level 13

### Character description:

*Gender:* Female

*Age:* Approx.30 years

*Background:* Flamboyant, theatrical, and sensual villainess. Comes well along with Mr. Illusion. Admires Dr. Omniscient.

*Career's current length:* 5years.

Strength 9 – Ability Modifier -1

Dexterity 34 – Ability Modifier 12

Constitution 33 – Ability Modifier 11

Intelligence 16 – Ability Modifier 3

Wisdom 16 – Ability Modifier 3

Charisma 18 – Ability Modifier 4

HP 202

Attack Bonus +6/+1

Reflex Save +16

Willpower Save +7

Fortitude Save +15

Extra Arms, rank2 (two strong wines)

Extra Attacks, rank2 (2 free melee attacks by extra “plant” arms)

Plant Control, rank4 (250yard~250m radius, if 50x speed, two ranks lower (2,5yards~2,5m)

Regeneration, rank5 (+25 hp per turn, can revive if clinically dead, can restore lost/severed limbs)

Sixth Sense, rank1 (nearby vegetation) (10yards~10m)

### *Special Attacks*

1. rank4 (causes 1d6+2 damage) (+Tangle wines (Traps opponent with wines that have 3hp for every 5points of damage delivered), +Spreading (spreads to cover the defendant completely with -1 penalty to defender's AC))

2. rank5 (causes 3d6+6 damage) (+Unique Attribute Floralisation (turns the defendant into a human/plant hybrid, roots begin to grow to the ground etc.), +Irritant pollen (the plants emanate pollen, target must make Fort save vs. DC15 at -1 penalty for every 5points damage), +Incapacitating (the roots tie the person to the ground and wines sprouting from the body tie the arms, target must make Fort save with +4bonus vs. DC15 at -1 penalty for every 5points damage), -Touch (there must be a proper physical contact to the target), -Static (can only be done while standing still))

3. rank2 (causes 1d6+2 damage) (+Stun (pollen knocks the target unconscious))

Special Movement (Swinging)

### Skills

#### *Class Skills*

Acrobatics 14 (Dex)

Biological Sciences 16 (Int)

Burglary 14 (Int/Dex)

City Knowledge 12 (Int)

Climbing 14 (Str/Dex)

Disguise 10 (Int)  
Intimidation 14 (Str/Int/Cha)  
Performing Arts 8 (Cha)  
Poisons 16 (Int)  
Seduction 12 (Cha)  
Stealth 12 (Int/Dex)  
Street Sense 10 (Int/Wis)  
Urban Tracking 10 (Int/Wis)

*Cross Class Skills*

Melee Attack 7  
Melee Defense 7  
Special Ranged Attack 8

**Defects**

Achilles Heel – Fire(3BP)  
Nemesis – Aventurine(3BP)  
Phobia – Fire(2BP)

Base armor class modifier 12

*Mr. Illusion*





## Mr. Illusion – Chaotic Neutral

Psychic – Level 13

### Character description:

*Gender:* Male

*Age:* Approx. 35 years

*Background:* Flirtatious, whimsical. Modus operandi stage magic, illusions, and mind games. Respects Dr. Omniscient. Finds Blue Sumac amusing.

*Career's current length:* 5 years.

Strength 10 – Ability Modifier 0

Dexterity 18 – Ability Modifier 4

Constitution 16 – Ability Modifier 3

Intelligence 33 – Ability Modifier 11

Wisdom 34 – Ability Modifier 12

Charisma 16 – Ability Modifier 3

HP 85

Attack Bonus +6/+1

Reflex Save +8

Willpower Save +20

Fortitude Save +7

Mind Shield, rank2 (+2 Will save, 10 point of Mind Armor against Mind or Soul Attack)

Telepathy, rank2 (can read surface thoughts or thoughts with strong emotions, can transmit a single feeling to another person)

Illusion, rank6 (can affect all senses, 100yards~100m),

Special Attack, rank3 (causes 2d6+4 damage) (+Drain Mind (Inflicts loss of sanity, target's Int reduced by 2 for every 5 points of damage, which return at the rate 2per1 in-game hour), +Vampiric (can drain thoughts, memories, feelings, fears, etc.), -Static (can only be done while standing still), -Touch (there must be a proper physical contact to the target))

Sixth Sense, rank1 (metahuman powers in use (10yards~10m))

Mind Control, rank2 (PU Skill+1bonus vs. DC 10+target's int mod -> if successful target's will save DC 10+attacker's wis mod+attacker's PU Skill rank-1 mind control rank->effective 5 rounds)

Defense Combat Mastery, rank2

Highly Skilled, rank1 (+4 skill points)

Enhanced Intelligence, rank1 (+4 Int)

Heightened Awareness, rank1 (+2 to sensory awareness rolls)

Invisibility, rank1 (sight)

Telekinesis, rank2 (10pounds~5kg)

Sensory Block Type 1, rank4 (sight, hearing, balance, sixth sense telekinetic, all such checks made with -8 penalty)

### Skills

*Class Skills*

Interrogation 16 (Int/Cha)

Power Usage: Mind Control 16 (Wis)

*Cross Class Skills*

Acrobatics 6 (Dex)  
Burglary 6 (Int/Dex)  
City Knowledge 5 (Int)  
Computers (Int)  
Disguise 6 (Int)  
Driving 5 (Int/Dex)  
Intimidation 8 (Str/Int/Cha)  
Law 3 (Int)  
Medical 5 (Int/Dex)  
Occult 8 (Int)  
Performing Arts 8 (Cha)  
Physical Sciences 4 (Int)  
Piloting 6 (Int/Dex)  
Seduction 7 (Cha)  
Sleight of Hand 8 (Dex)  
Stealth 6 (Int/Dex)  
Street Sense 5 (Int/Wis)  
Urban Tracking 3 (Int/Wis)  
Archery 7  
Gun Combat 3  
Melee Attack 4  
Melee Defense 4  
Ranged Defense 6  
Special Ranged Attack 8  
Thrown Weapons 7

**Defects**

Backlash – If his telepathy check fails by 3 or more he is mentally stunned for the following 3 rounds and unable to use his special attributes during that time(BP2)

Base armor class modifier  $2+4=6$