

Greater Good

For the DM

Welcome to my latest instalment of Gaelcon adventures. This time we head for the Marvel Megaverse where everything is possible and super-powered freaks walk around doing insane things ! This adventure takes place in a parallel Earth. It is set just roughly in 1984/85. You know back when Marvel came up with all these great storylines.

This modules centers around the old proverbs of "Absolute power corrupt absolutely" and "Does the greater good justifies evil ways". ALL of the PCs in this adventure ARE former villains in this adventure. While Dming this adventure, try to make sure the players don't go "we're villains, cool, now for some real damage." It just might turn out that way, but every time they show up, there should be good people waving them on, until they realize the characters are obviously doing the wrong thing.

This future is in pretty bad shape and it will be up to the PCs to decide the future... let them choose wisely.

There are a number of combats throughout this adventure. Make them exciting and quick. Don't get bogged down to the rules... This is to be a comic book. The readers want action. The final bash should be quite dramatic, note that the Atlanteans, Sentinels, Cap Am and the PCs could be fighting each other...

All the characters are part of the Washington DC chapter of the superhero group known as the Avengers. All the major US cities are now have such a chapter as over the previous year, the number of Avengers has increased ten-fold.

At the end of this adventure there are 3 universal tables. Keep one for yourself and hand over 2 for the players. This is the updated Universal Table. It differs from the one in the Marvel Advanced Game only by the addition of the blue layer.

Legal Crap

All copyrights belong to Marvel, I'm just having fun playing with their great characters in my mind. I don't want to profit except for the fun this adventure will bring to me.

Introduction

This adventure is quite action-packed, and should be played with all the actions it can possibly contain. It is NOT one of those thinking-heavy adventure.

The Washington DC Avengers:

- Blizzard
- Crimson Cowl
- Electro
- Ghost
- Green Goblin
- Meteor man
- Valkyrie (Current chairwoman)

Scene 1: Arresting The Fantastic Four

This scene begins In Media Res. The characters are thrown in a pitch battle against The Fantastic Four, tell them the FF are some of the most dangerous criminals on the planet and that they must be captured at all costs. Just as the characters finish off the FFs, Captain America shows up and shouts "FIRE". The characters are all hit and fall unconscious.

Scene 2: Awakened

The PCs wake up in a room filled with machine gizmos. They do not know who they are. Captain America enters the room. Taking a seat in front of the still-bound characters, he begins to explain his actions. The characters all wear inhibitor collars. Those who a suit have the suit neatly placed in front of them.

"Greetings to you all, you may or may not know this, but you have all been used. Through the Avengers, the United States of America has violated its own ideals and aims. Yes, I understand you are confused by all this. I would be too, let me start from the top.

Same time last year, facing a mounting crisis with paramilitary militias, street gangs and rampant crime, the President, backed by congress approved an ambitious program, called Project National Safety. The aim of the project was to rid America of the crime element. The President handed his executive powers over to the Avengers. From that point on, the Avengers became the final authority on American politics, but they also became the supreme military authority in America. Though well intentioned, you all know the old saying: "Absolute power..."

I could not stand for it... It was contrary to everything America stood for. I resigned from the Avengers immediately and tried to live a normal life.

Project National Safety, or the NS for short did accomplish a number of things. First they concentrated on dismantling large criminal organisations like the mafia, AIM, Hydra and many militia groups. But they eventually turned to other things. First registration of all super-powered individual, thus were the X-men and Fantastic Four were officially dismantled, Spiderman was arrested. Those who refused to join the Avengers were imprisoned, the rest exiled themselves abroad or went into hiding.

About 8 months ago, one of the Avengers' old enemy, Doctor Doom made an attempt to destroy Los Angeles. Using his brain-altering machine, he convinced a number of local heroes to form a team and try to take on the Avengers. But the Avengers managed to defeat him and his men, but the succeeded at capturing the brain-altering device. With the Genius of Dr Pym, he was able to re-program the machine. The machine was then used on Doctor Doom' men and

other criminal to make them pliable, and remove their free will, and made them Avengers.

That's where YOU come in. I have rendered you your freedom of choice. This time, you have been freed from any previous tampering. Though I know some of you to be dangerous, I prefer to stand on the side of free-will.

Project National Safety is due to end in a week's time with a ceremony at the Capitol. There, the Washington chapter of the Avengers, led by Valkyrie, the Asgardian, standing in for Thor, will return the full executive powers to the President and the legislative powers to Congress. There are a number of people who are planning to make this quite a party, namely Doctor Doom.

However, this madness has to end. You now have a choice. I will not force this one on you. When you will be freed from your current restraints, I hope you choose to stay on the side of good. But freedom has a price.

Choose well, for our paths will cross again. Let us be allies. I trust this brainwashing machine with you Avengers.

Captain America leaves. Five minutes later, the collars and restraints will all open at once.

Give the Players the second background sheet now.

A lot of PCs do have knowledge (Electro, Ghost, Meteorman, Green Goblin) about machinery. Allow them to work together if they want to investigate the machine. (Let those who help make a Reason Reason Feat. White=0 Green=+1Cs Yellow=+2CS Red=+3CS to the main roller). On a Yellow Reason roll, they can understand the machine. Doctor Doom' machine indeed does what Captain America told them and yes, it was set to de-program.

The machine is too big to move away. Do take note of what the PCs do with the machine. If they do not destroy it, then Doctor Doom will have some additional help (he will return and retake his machine). It won't be there when they return.

Let the players talk amongst themselves about what to do, in the end they have 2 options: staying with the avengers or defecting and returning to a life of crime.

Scene 3: Choices

Encounter A: Staying with the Avengers & Informing them of Cap-Am

The characters can opt to contact Valkyrie and the other Avengers and tell them what Cap-Am has just done to them. Valkyrie and the others will start keeping an eye on the characters. They won't be trusted anymore, but the Avengers won't take any actions against them, that is as long as they don't do anything wrong. Continue with Scene 5.

Encounter B: Contacting Doctor Doom

Continue with Scene 4.

Encounter C: Staying with the Avengers & Not informing them of Cap-Am

The characters can opt to contact Valkyrie and the other Avengers. None of the Avengers will believe anything is wrong. They will ask the characters about where they went. If they mention the machine, proceed as though they told the Avengers about Captain America. If they bring the others to the warehouse where CapAm talked to them, they will find the machine empty. Continue with Scene 5.

Scene 4: Contacting Dr Doom

The characters can try to contact Doctor Doom. This will take some improvisation from you. Through contacts of the Crimson Cowl or Norman Osborne' resources, they should be brought in contact with DD. Doctor Doom's Lair is located in an underwater based located in International waters just off the coast of the Bahamas. DD will be very wary of the characters.

DD has brain-washed Namor, the submariner and will be moving on Washington with some Atlantean troops. DD has surrounded himself with a number of goons (use the stats for Enforcers, Henchmen & Marksmen)

Should the PCs decide to duck it out with DD right here, right now, the attack on Washington will still go ahead, but with Namor as the conqueror instead of DD.

DD is ready to pass an agreement with the characters, but he has no intention of following up on whatever he says. It is very important to note that Doctor Doom sees no

reason to trust the PCs, they are still members of the Avengers as far as he knows.

Scene 5: Avengers Assemble !

Two days after the above events, wherever the PCs are, Valkyrie calls them to assemble at the White House. The Super-Adaptoid has managed to enter the white house during the Characters' absence and he is holding the President and his family hostage. His demands are very simple: he wishes the Avengers to be disbanded and declared outlaws as soon as the President takes office again.

This will result in a large fight in the White House. The Adaptoid will try to have the Avengers cause as much damage to the building as possible. At one point in the fight, the First Lady will get in the way. Force the PCs to not attack the Adaptoid and save the First Lady.

Your goal here is to have the characters cause major damage to the White House. However, make sure that the President survives the encounter. The whole fight will be heavily Televised.

By the time the PCs arrive, Valkyrie IS down, with the Adaptoid having mimicked all of their powers. He should be a formidable opponent indeed.

If the PCs manage to stop the Adaptoid, they may find out he was hired by someone in the government to wreck havoc on the White House, but not to kill the President. It was promised a chance to destroy the Avengers. Who that person is however is not known to the Adaptoid (who was contacted through some nameless suits).

Scene 6: Time to think

This scene takes place after the fight at the White House or Doom's underwater base. Get the characters together and get them to talk about what their plans are when the NS ends. Let them role-play this out. Remember that some characters have different backgrounds and feelings about their new-found freedom. This is an important scene where they can get at each others' throat or they can agree and form themselves into a new group. Let the characters decide for themselves.

Scene 7: The End of National Safety

This scene takes place just outside of the Capitol in Washington. President Rockefeller and Vice-president Kelly are on a tribune. If the Characters are suspect to the Avenger, they will be placed around the crowd, but away from the podium. If they are not suspected, then they will be with Valkyrie on the Podium. I leave the exact speech to you.

[Speech by Valkyrie]

Official passing of power.

[Speech by the President]

Doc Doom enters the fight with his Atlanteans. He immediately moves to tackle the President. Valkyrie moves to stop him. She tells the characters to engage the Atlanteans and protect the people. This is where the characters have a chance to shine. Here they can do what they want.

The suits will oversee the exit of the people. During the fight, one of the goons will receive a signal from the vice-president. Being near the characters, he will take his walkie-talkie and call out "*The Vice-President has given the Green light, activate Project Wide-Awake.*" 3 rounds after that, Five Sentinels fly over the capitol and start. Project Wide-Awake is the project aimed at developing large robots called sentinels to hunt down and capture all super-humans, with an emphasis on mutants.

To make things even more confused, Captain America will arrive and engage the Atlanteans (first), the Sentinels and finally the characters (if they have reverted to evil).

This should end in a massive fight with Atlanteans, Doctor Doom, the SubMariner, the PCs and the Sentinels.

Scene 8: Aftermath

If the characters are all defeated, and at least one sentinel is still standing

The Sentinels defeat the Atlanteans, and the President declares a state of emergency and Project WideAwake is put fully in place, within 5 years, all super-humans are interned in camps and Sentinels form the core of the police force of the US. Because of Canada's refusal to take the same steps as the US, the Sentinels take control of the Canadian government and force its annexion to the US. However Canada is too large and too sparsely populated to be patrolled correctly. It therefore becomes a hotbed for refugees and anarchist.

If the characters are all defeated, and all the Sentinels are destroyed.

Doctor Doom wins the day. He fractions the US and names himself Emperor of America. This causes a number of tensions with other countries and a large-scale nuclear war takes place. Because of the Avengers' benevolent dictatorship, the US military has been significantly weakened. The US are turned into a large radioactive wasteland when bombs start dropping.

If at least one character manages to stay standing at the end.

The Character now has the choice. He can either take control himself (in which case, things turn out very similar to when Dr Doom takes control), he can turn over the command to the government, in which case the President will declare project Wideawake. The PCs are screwed... yes... they are indeed.

If at least one character manages to stay standing at the end and turns power to Cap Am

If the character offers the power to Captain America, the Captain calls out for an immediate trial of all the Avengers and the Politicians behind Project National Safety AND Project Wideawake. He then declares that new elections will take place and that freedom and democracy will once again reign over the proud US of A !

Meteor Man

Norton Fester (Identity Public)

Fighting: Good
Agility: Remarkable
Strength: Amazing
Endurance: Remarkable
Reason: Excellent
Intuition: Good
Psyche: Good

Health: 120
Karma: 40
Resources: Typical
Popularity: 20

Known Powers

Body Armour: Amazing protection from physical and energy attacks

Leaping: Amazing power rank

Talents

Repair/Tinker, Astronomy (Specialist in Meteors), Guns, Pilot-Aircraft, Law Enforcement (while with Avengers)

History:

Norton G. Fester was a crackpot scientist who believed he was a genius, even though he had failed science courses in high school. One day he found a meteor fragment that he had seen landing. Since he believed that meteors contain microscopic living matter he wanted to prove it and attempted to raise money for research. All attempts failed and he went to study the meteor. He did this by chipping away a piece from it, which released a pocket of gas from its interior. Fester breathed the gas, which clung to him, and passed out. When he awoke later he discovered that he now had superhuman strength and leaping abilities. Fester immediately made a special suit for himself and committed a series of bank robberies under the name of the Looter. Since he also worried that his powers might go away he decided to get hold of more meteors.

Fester spent some time in jail and escaped a few times. When the Avengers offered him a chance to become one of the good guys, Fester agreed, deciding to turn the page on his days as the Looter. He changed his name to Meteor Man and joined the Avengers. He has stayed with the team ever since.



Ghost

(Alter ego unknown)

Fighting: Excellent
Agility: Excellent
Strength: Good
Endurance: Excellent
Reason: Excellent
Intuition: Typical
Psyche: Good

Health: 185
Karma: 70
Resources: Good
Popularity: 5

Talents:

Electronics, Computers, Espionage, Law Enforcement (while with Avengers)

Weapons:

He also carries portable versions of his intangibility circuits that he can attach to people or objects.

History:

Almost nothing is known about the man who is the industrial saboteur called the Ghost. He was something of a legend in the electronics industry, but few who heard the story, including industrialist Anthony Stark, secretly the hero Iron Man, believed it. That is, until Carrington Pax, a Roxxon Oil Corporation executive hired the Ghost to drive Accutech Research and Development, an electronics firm in financial trouble, into bankruptcy. Roxxon had attempted to purchase Accutech, but that firm's executives wanted nothing to do with the disreputable Roxxon. Pax hoped that the sabotage the Ghost did would further damage Accutech's financial standing, making it more amenable to Roxxon's next offer of purchase.

When Project National Safety was declared, Ghost answered the call of the Avengers and has moved to Washington where he has served with the Avengers for the last few months.

Known Powers:

Phasing: Circuitry in the Ghost's suit allows him to become intangible by putting his body slightly out of phase with this dimension at Amazing rank. These circuits cannot operate at the same time as the suit's invisibility circuits do.

Invisibility: Certain circuits in his suit allow the Ghost to become invisible at will. The Ghost can also turn objects invisible as long as he remains in contact with them. The circuits can also render him invisible to mechanical and electronic sensors with Incredible ability.

Computer Control: Circuits in the Ghost's suit allow him to control and reprogram computers by touching the equipment with Remarkable Effect.



Electro

Maxwell Dillon (identity Public)

Fighting: Good
Agility: Excellent
Strength: Excellent
Endurance: Amazing
Reason: Good
Intuition: Excellent
Psyche: Typical

Health: 100
Karma: 36
Resources: Typical
Popularity: 22

Talents:

Electronics, Crime, Law Enforcement (while with Avengers)

Contacts:

Crime

Known Powers:

Electrical Generation: Electro has the ability to generate and channel huge amounts of electrical and electrostatic energy, with Amazing ability. He uses these abilities in a number of ways, including:

Electro-Bolts: Incredible energy, 5 areas, and +1CS to hit.

Electrical Shock (on touch): Monstrous damage, knocking out his opponent for 1-10 rounds unless the opponent makes an Endurance FEAT against Monstrous intensity. Electro must successfully grapple his opponent before he may use this ability.

Ride lines of Electro-Magnetic potential (areas where there is electricity coursing nearby, like power lines and wiring within buildings): Monstrous ground speed.

Electro can override electrical systems with Amazing ability and shut down computers or electrically powered robots. Robots with an Endurance stat may make an Endurance FEAT to avoid this reprogramming.

History:

Maxwell Dillon had a troubled life. First his dad walked out on he and his mother. Then his mother kept Max from pursuing a life she felt was too much for her son. Then he got married, but his wife walked out on him. Then, one day at work, Max was hit by lightning, electrocuted, and nearly killed. However, unlike most people who are struck by lightning, Max survived, and in fact gained super-human powers. When he discovered these new powers, he decided to use them to his own personal gain. Electro's first and most constant opponent was Spider-Man, and he has also fought such heroes as Captain America, the Fantastic Four, and Daredevil. He has been beaten by them several times, and has been a constant guest in prisons for his crimes.

After years of feeling less than important in the world of crime, Electro finally made a bid to make himself more powerful. Offering his services to the Rose, Electro received, in essence, a major league power boost. While he still worked for the Rose, Electro finally took matters into his own hands, and began terrorizing New York and his old nemesis Spider-Man. After an exhausting battle, Electro was again beaten, but instead of going back to prison yet again, he seemingly committed suicide by throwing himself into the Hudson River, seemingly lost in an amazing explosion..

He came out of that event a changed man. The Government had just declared Project National Safety. In an effort to walk away from the world of crime, Electro joined the Avengers.



Crimson Cowl

Justine Hammer (identity secret)

Fighting: Good

Agility: Good

Strength: Typical

Endurance: Excellent

Reason: Remarkable

Intuition: Good

Psyche: Excellent

Health: 46

Karma: 70

Resources: Good

Popularity: 10 (25 as Justine Hammer)

Talents:

Law, Business/Finance, Politics, Leadership, Law Enforcement (while with Avengers)

Contacts:

Maggia

Known Powers:

The Crimson Cowl wears a suit of cybernetically controlled cloak that has increased strength and dexterity. The cloak is controlled like an extended limb which she exerts Amazing control over. The cloak is made from a Remarkable strength

History:

The new Crimson Cowl is Justine Hammer, the daughter of the Criminal Financier Justin Hammer. For years she was forced by her father to prove herself and earn her right to be among the elite. She became the Crimson Cowl and formed the Masters Of Evil to succeed where her father had failed and use the superhuman community to accumulate physical power and influence in the world.

Justine has a knack for organisation and is a natural leader. When Project National Safety was declared, Crimson Cowl answered the call of the Avengers and has moved to Washington where he has served with the Avengers for the last few months.

She has been a most vocal activist for Project National Safety and is perceived by many to become a Senator for the State of Maryland.

material. It is capable of performing the following feats:

Perform three actions simultaneously using her cape alone.

Prehensile Cape: Can use her cape as a weapon with Remarkable agility and Excellent damage

Elongation: Good

Grappling: Remarkable strength

Attack up to 1 area away at Incredible rank for Remarkable damage.

Forming an Edged Weapon capable of inflicting Incredible edged damage.

Levitation: Excellent ability to hover in place. Poor Flight capabilities.

Teleportation: Remarkable ability to teleport. The teleportation is preceded by a brilliant debilitating flash of red light of Incredible intensity. She can manipulate this so as to fall up to 10 stories without taking damage by repeated teleportation. Teleport up to 6 passengers must make an End FEAT or be stunned for 1-10 rounds.

Limitations:

Electrical attacks of Excellent or greater intensity disrupt control of her powers. A FEAT roll may be made to avoid this effect.



Blizzard

Donny Gill (identity public)

Fighting: Good

Agility: Good

Strength: Good

Endurance: Excellent

Reason: Typical

Intuition: Good

Psyche: Typical

Health: 50

Karma: 22

Resources: Typical

Popularity: 0

Powers:

Battlesuit Armour: Good protection vs physical and Amazing protection vs Cold.

Ice Generation: The Blizzard battlesuit allows him to:

-Create Remarkable ice missiles,

-Erect Ice walls of Remarkable strength.

-He can also create sleet, snow and freezing rain with Remarkable ability.

Backpack: The blizzard armour is powered by a backpack that can sustain Remarkable damage before becoming inoperative.

Talents:

Law Enforcement (while with Avengers)

History:

Donny Gill, an underling of the businessman Justin Hammer, was given a battle suit reminiscent of the original villain, and Hammer's agent, known as the Blizzard. Gill mastered the use of the battle suit and began his first assignment: to recapture the super villain known as Force, and agent of Hammer who had deserted him. Gill and his allies, the Beetle (now, MACH-1) and Blacklash (now, Whiplash) were defeated and captured by the hero, Iron Man.

Avoiding prison with the help of Hammer, Gill has often worked for Hammer at other times, as well as embarking on other criminal activities on his own, although he has been repeatedly defeated by heroes such as Iron Man. More recently, Gill had joined the new Crimson Cowl in the last incarnation of the villain team, the Masters of Evil.

Following the arrest of Justine Hammer and her subsequent conversion to being a supporter of the Avengers, Blizzard joined her former boss and became one of the Avengers. Gill really enjoys being one of the avengers.



Green Goblin

Norman Osborn (identity secret)

Fighting: Excellent
Agility: Incredible
Strength: Remarkable
Endurance: Incredible
Reason: Good
Intuition: Excellent
Psyche: Typical

Health: 130
Karma: 36
Resources: Excellent
Popularity: 0

Talents:

Business, Electronics, Chemistry, Throwing Weapons, Law Enforcement (while with Avengers)

Contacts:

Underworld, Businesses, Osborn Chemical

Known Powers:

Regeneration: Amazing

History:

Norman Osborn was originally the ruthless co-owner of a leading chemical manufacturing firm based in New York City, which also had research divisions that dealt in other areas, including robotics. After having his business partner, Professor Mendel Stromm, imprisoned for embezzling, Norman Osborn tried an experimental formula of Stromm that blew up in his face. He nearly died, but discovered that the formula increased his intelligence and, presumably, his strength. It also drove him insane. Plotting to become leader of the underworld, Osborn created his Green Goblin persona and decided to establish his reputation by killing the hero Spider-man. He came close but failed many times.

Osborn resurfaced many times, however, and bought the Daily Bugle from his old friend J. Jonah Jameson, and proceeded to orchestrate attempts on his life. When Spider-man was declared an Outlaw, the Goblin simply went to the Avengers and volunteered. Though originally sceptical, the Avengers finally agreed to have Osborn join.

Equipment:

Body Armour: Excellent protection vs Physical and Force attacks, and Remarkable protection from Energy attacks.

Pumpkin Bombs: Remarkable Energy, and may explode on contact, or by twisting the stem, can be set to explode up to 2 rounds after being thrown.

Goblin Grenades (Asphyxiation Bombs):

-Plain Smoke: Incredible intensity

-Knock-Out Gas: Incredible intensity

-Incendiary: Incredible intensity

-Razor Bats: Good Edge, throwing damage. Multiple blades can be thrown, but at a -1CS for each additional blade thrown that round.

Glove Blasters: Remarkable Energy for 3 areas

Goblin Glider: Control: Incredible, Speed: Typical
Airspeed, Body: Good

Protection: Nil

Pike: Excellent edged damage, but can increase with a flying charging attack.



Meteor Man's Second Background

In his days as the Looter, then as Meteor man, Fester had a number of run-ins with other heroes such as Spider-man, Nighthawk and Valkyrie. He always ended up in jail.

After the declaration of Project National Safety, Meteor Man was contacted by Doctor Doom who was trying to break the power of the Avengers in Los Angeles. Joining up with Electro, Blizzard and a few others but were caught and brought to the Avengers HQ where they used the brain-washing machine on you. Thus you were forced to joined the Avengers.

Ghost's Second Background

About a year ago, Ghost was contacted by Doctor Doom and was asked to infiltrate the US central data bank. Ghost managed to enter the secret facility in Florida, but the Avengers caught up with him and managed to capture him. They brought him to their headquarters and forced to join the Avengers.

Electro's Second Background

Electro did walk out of the Hudson river a changed man. He was severely wounded. Using some money he had acquired, he headed for Los Angeles to plot his revenge against Spider-man.

He was contacted by Doctor Doom who was trying to break the power of the Avengers in Los Angeles. Joining up with Meteor Man, Blizzard and a few others but were caught and brought to the Avengers HQ where they used the brain-washing machine on you. Thus you were forced to joined the Avengers.

Crimson Cowl's Second Background

Justine was planning on forming another Masters of Evil to try and take over all of the underworld in New York. However, using their newfound powers, the Avengers arrested her. When she went to arranged for her escape, she was captured once again.

The Avengers used a brain-washing machine to turn her into one of them, but also for Justine to become a public spokesperson for Project National Safety.

Blizzard's Second Background

When Justine was arrested for the second time by the Avengers, she gave out the names of all her former contacts and associates. Blizzard was quickly arrested and brain-washed into joining the Avengers.

Green Goblin's Second Background

Osborn actually went and volunteered to hunt down Spider-man ! What he hasn't counted on was the Avengers turning him into a good guy by brain-washing him. The Goblin is as unstable as he ever was.

Valkyrie

Fighting: Monstrous
Agility: Remarkable
Strength: Amazing
Endurance: Amazing
Reason: Typical
Intuition: Excellent
Psyche: Good

Health: 205
Karma: 36
Resources: None
Popularity: 5

Powers:

Body Resistance: Good vs. physical

Dragonfang: Enchanted sword of Unearthly material, Monstrous edged or Amazing blunt damage.

Iron Spear: Amazing edged stabbing, thrown up to 10 areas for Incredible edged damage, Incredible material.

Death Sense: Unearthly ability to sense a being's approaching death. At the Judge's option, he or she may have Valkyrie attempt a FEAT roll to determine if she has detected a death glow. If she does, one character randomly chosen, will be placed in a deadly situation. This character attracts attacks and is unable to spend karma on Endurance FEAT's for the duration of the adventure.

Talents:

Martial Arts A, Sharp and Thrown Weapons, Law Enforcements (while with the Avengers)

Contacts:

Valhyrior, Defenders, Asgard, Avengers

History:

Brunnhilde was chosen by Odin to be the leader of the Valkyries, a post in which she served for centuries. However, all Asgardian activity on Earth became strictly limited, and Brunnhilde wandered Asgard aimlessly. She was used as a pawn by the Enchantress, but tried to fight back. The Enchantress then bewitched the Valkyrie into a type of stasis, allowing Brunnhilde only to occupy others' bodies in order to further the Enchantress's machinations.

One such ploy brought the Valkyrie to ally with the Defenders, and she joined their number after the battle was done, not realizing her other body was a dimension away, until she was murdered and had to seek out her real body. She got better and rejoined the Defenders. Later, during battle with the Dragon of the Moon, Valkyrie, with other Defenders around her, were mysteriously transformed into statues of ashes and dust in order to defeat the Dragon.

Recently, Valkyrie accepted a position in the Avengers where she now leads a team of reformed criminals.



Super Adaptoid

Fighting: Monstrous (Typical)
Agility: Remarkable (Typical)
Strength: Amazing (Typical)
Endurance: Amazing (Typical)
Reason: Excellent (Typical)
Intuition: Excellent (Typical)
Psyche: Excellent (Typical)

Health: 150
Karma: 60
Resources: N/A
Popularity: 0

Known Powers:

Imitation: Shift-Z, He has the ability to match the appearance and abilities of any chosen being. However, if it ever uses the abilities or powers of more than one being then it's coloration becomes kelly Green.

Power Duplication: Shift-Z, Can duplicate the powers of any being. It can store and utilize the data on up to eight beings.

Currently imitated Powers:

Perform three actions simultaneously using her cape alone. (Crimson Cowl)

Body Armour: Good protection vs physical (Blizzard)

Electrical Shock (on touch): Monstrous damage, knocking out his opponent for 1-10 rounds unless the opponent makes an Endurance FEAT against Monstrous intensity. Electro must successfully grapple his opponent before he may use this ability. (Electro)

Leaping: Amazing power rank (Meteor man)

Phasing: Circuitry in the Ghost's suit allows him to become intangible by putting his body slightly out of phase with this dimension at Amazing rank. (Ghost)

Regeneration: Amazing (Green Goblin)

Weakness:

If the Super Adaptoid uses the abilities or powers of more than 2 beings in the same round or simultaneously, it is rendered inert and may lose those powers. All powers require touch to work. The adaptoid's primary programming makes it obsessed with the destruction of both Captain America and the Avengers.

Talents:

as being imitated

Contacts:

Heavy Metal, AIM



Sentinel MARK V

Fighting: Excellent
Agility: Excellent
Strength: Amazing
Endurance: Unearthly
Reason: Good
Intuition: Typical
Psyche: Poor

Health 190

Known Powers:

Robotic Construction: 20' tall, +2CS to hit, immune to disease and gas attacks. Survive in vacuum indefinitely. Immune to all psionic attacks.

Flight: Excellent

Mutant Detection: Can scan all living beings in 1 mile and determine if they are mutants or humans

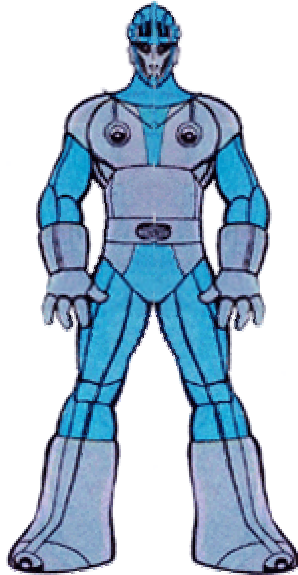
Body Armour: Remarkable material, Remarkable protection vs. physical and energy

Energy Beam: Can fire a variety of energy beams (Plasma, Electron, Heat etc...) from chest capable of inflicting Remarkable damage

Learning Program: Special learning program gives them a +1CS to hit after 3 rounds of study, information is relayed to all other Sentinels for use, but only of same model type. Specialized weapons can be created but takes a week to assemble and mount to Sentinels.

Gas Jets: In hands, capable of Remarkable gas generation.

Cold Beams: Liquid nitrogen spray from eyes. Endurance FEAT against stun, stun results in being sheathed in ice, Good material strength.



Doctor Doom

Victor Von Doom

Fighting: Remarkable
Agility: Excellent
Strength: Remarkable
Endurance: Monstrous
Reason: Amazing
Intuition: Incredible
Psyche: Amazing

Health: 155
Karma: 140
Resources: Incredible
Popularity: -75

Known Powers:

Hyper-Invention: Monstrous ability to comprehend/design/repair technology.

Equipment:

BATTLE SUIT: Doom's personal battle armour has the following powers and effects:

Body Armour: Doom's armour has Amazing material strength and provides Incredible protection from physical attacks and Amazing protection from energy attacks, including heat, cold, radiation, electricity, and lasers.

Force Field: The armour can generate an Unearthly intensity personal force field. Doom cannot attack while the force field is active.

Flight: Doom's armour is equipped with a retractable jet backpack, which provides flight at Incredible speed.

Blasters: Doom's primary armament are a pair of gauntlet mounted particle beam emitters which cause up to Monstrous force or blunt attack damage, or stun with up to Amazing ability, at a range of 7 areas. The blasters can also be used as an area attack, affecting everyone in an adjacent area at -2CS damage. Area attacks cannot be dodged, but intended targets can escape its effects by leaving the area of effect.

Laser Beam: This is a gauntlet mounted laser, causing up to Amazing energy damage at a range of 7 areas.

Lightning Beam: This gauntlet mounted electro-blaster causes up to Amazing electrical damage or stuns opponents with Incredible ability at a range of 3 areas.

Electric Touch: The armour can channel electricity along its surface, causing Monstrous electrical damage or stunning with Amazing ability on contact.

Disruptor Beam: These gauntlet mounted electromagnetic/gravitic wave emitters disrupt electrical fields, rendering electronic equipment powerless for 1-10 turns with Amazing ability at a range of 5 areas. A successful power FEAT roll against the intensity of the disruptor negates the effect. The disruptor ignores body armour but not force fields. However, if the force field is generated by an electronic device, the disruptor can affect it with power rank ability.

Neuro-Neutralizer: These gauntlet mounted neural wave projectors disrupt the brain waves of living opponents, paralyzing them with Monstrous ability for 1-10 turns at a range of 5 areas. A successful Endurance FEAT roll against the intensity of neuro-neutralizer negates the effect. The neuro-neutralizer ignores body armour but not force fields.

Molecular Expander: Each of Doom's gauntlets contain specially treated microscopic particles that, upon contact with the air, instantly expand into the size of boulders. These boulders completely cover any single area adjacent to Doom. Anyone in this area suffers up to Monstrous damage and is buried under Monstrous weight boulders. Doom has enough particles to fire two shots before he must replenish his supply.

Sensors: Doom's armour provides infravision and enhanced hearing, with Incredible ability. The armour is also equipped with radar, sonar, sonic, thermal, infra-red, and radiation detection units. Each has a range of 100 miles and functions with Amazing ability. While the sensors are active, Doom cannot be blindsided. Doom's armour also can detect hazardous gases, chemicals, and particles, estimate height, weight, and distance, and estimated times of arrival based on velocity with Amazing ability. If the sensors are inactive or disabled, Doom's Intuition is reduced to Excellent. This does not affect his Karma.

Communicators: The armour is also equipped with an all band radio communicator, several personal cell phone lines, a wireless modem, a wireless fax imaging system, several private frequency lines, and an AM/FM radio. The armour can link up with global satellites to enable communications around the world, with Monstrous ability.

Computers: Doom's armour has a built-in housekeeping computer of Monstrous ability that controls and monitors most suit functions and processes data from his headquarters in Latveria.

Air Supply: Doom's armour contains enough compressed air for 1 hour of normal breathing (this is shortened if the armour is operated at high pressure). The oxygen tanks automatically replenishes itself when exposed to breathable air. It takes approximately 5 turns to completely replenish the air supply.

Life Support: Doom's armour provides a complete nuclear, chemical, biological environment for 30 days by filtering air.

Magic:

Doom is an adept sorcerer, trained by Dr. Strange. However, he will not use any of his magical abilities during this adventure.

Talents:

Doom possesses Robotics, Computers, Cybernetics, Engineering, and Electronics talents. He has extensive knowledge of time travel technology, occult lore and mysticism.

Contacts:

Doom is the monarch of the pocket European realm Latveria. He often uses superhuman beings as his pawns, but has no real contacts beyond his lackeys and servitors.



Sub-Mariner

Namor

Fighting: Incredible
Agility: Remarkable
Strength: Monstrous
Endurance: Amazing
Reason: Good
Intuition: Remarkable
Psyche: Incredible

Health: 195
Karma: 80
Resources: Remarkable
Popularity: 5

Powers:

Body Resistance: Remarkable vs. physical attacks and energy damage

Resistance to Cold: Amazing

Swimming: Good water speed

Flight: Good air speed

Water Breathing: Namor is amphibious and can breathe as well as water

Water Freedom: Namor doesn't suffer penalties in under-water battles and is +1CS Fighting, Endurance and Strength.

Electrical Generation: Although a seldom used ability, Namor has the power to generate electrical blasts from his body, and can do so at Remarkable ability.

Resistance to Electrical: Namor, also has Remarkable rank resistance to Electrical attacks.

Limitation:

Dehydration: Namor is in constant danger of dehydration. If not immersed in water or kept in a damp environment, he suffers a -1CS to FEATs for each hour without such water. If totally deprived of moisture, he loses one point of Health per hour. Immersion in water restores such lost Health immediately.

Talents:

Edged Weapons, Undersea life, Martial Arts B, Wrestling

Contacts:

Atlantis, Avengers, Fantastic Four



Atlantean

F A S E R I P
Gd Ty Rm Rm Ty Ty

Health = 76 Karma = 18

KNOWN POWERS:

Water Breathing
Swimming at 2 areas/turn
Resist Cold: Excellent

Thug

F A S E R I P
Gd Ty Ty Ty Pr Pr Pr
Health = 28 Karma = 12

Abilities: None

Notes: Run of the mill criminal rank and file. May carry knives or handguns.

Henchman

F A S E R I P
Gd Ty Ty Gd Pr Ty Pr
Health = 32 Karma = 14

Abilities: Weapon skill

Notes: These are the product of the "training academy" of Taskmaster, a superpowered villain who specializes in training the henchmen that other super-powered villains (such as Doc Ock) use in their gangs. This training includes some weapon skill, and familiarity with the high-tech equipment (blasters, lasers, exoskeletons that amplify natural ability) used by these villains.

Enforcers

F A S E R I P
Gd Ty Gd Ty Ty Ty Ty
Health = 32 Karma = 18

Abilities: None

Notes: Large, tough goons used by criminal organizations as soldiers in their battles against each other and as threats in shaking down merchants. They carry a variety of weapons: knives, handguns, clubs, and other heavy instruments of destruction.

Federal Agents

F A S E R I P
Gd Ex Gd Gd Gd Gd Gd
Health = 50 Karma = 30

Abilities: Law Enforcement, Marksmanship

Notes: Federal agents include investigative agents of the FBI, CIA, OSS, KGB, and other alphabetized agencies. They normally carry handguns, but generally in the field they act in an information-gathering capacity.

