

#2

# COMIC CHARACTER CAVALCADE



COMPATIBLE WITH

# BASH!

ULTIMATE EDITION

# WELCOME TO THE CAVALCADE!

## INTRODUCTION

These sheets are designed that you can print them out and keep them in a binder as the Cavalcade grows (more packs are coming)

While the Cavalcade Villains are intended to be NPCs, some players may decide they want to use the Cavalcade Heroes as their own characters.

You can also adjust any Hero to use as a Villain, or vice-versa.

**Note:** In the interest of saving space, Power Enhancements are written in [Square Brackets]. Power Limitations are written in <Angle Brackets>.

## STORY SEEDS

Each character has three "Story Seeds" which are intended to enable the Narrator to use the character as an NPC for the Heroes to run into. This way, you can begin to incorporate the Cavalcade characters into your own comic universe for your players. Or, if one of your players is using a Cavalcade character as their Hero, you can simply adjust the Story Seed to better fit that situation.

## TUSSLES & TEAM-UPS

Each character has nine or so "Tussles & Team-Ups" stories. These are stories featuring two or more characters from the Cavalcade. You can easily use these as adventure seeds as well by either adding the Heroes to this scenario, or if one of the Heroes is portraying one of the characters involved. Also you could substitute one of the Heroes for one of the named characters involved if it is fitting. For convenience, each Tussle / Team-Up appears twice; once for each character, to save you page-flipping.

## STAT BLOCKS & EQUIPMENT

For most of these Story Seeds, and Tussles & Team-Ups, generic Villains and Minions are used. You can simply use Minion stat blocks and Archetypes from the *BASH! Ultimate Edition* book for these cases. However, some stories have specific named Villains, Minions, or pieces of equipment. In those cases, we tried to provide the Narrator with stat-blocks to make the scenario easier to pick up and play at the table.

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EMPYREAN - GARY BROWN  
DOC HAZARD - MICHAEL MIKULIS &  
ROBIN STOUT

# **Block Somcon**

## **POWERS**

Steel Hard Skin: **Armor 2** (x6 Soak) 2pts  
**Martial Arts Mastery 2** (Tricky, Grappling, Fast) 2 pts  
 Street Sweeper: **Push 4** (x16 KB, Short Line) <Must be touching the ground> 4pts  
**Super Jump** (160 Squares) 1pt  
**Weapon Technique 2** (x3 to Attack while Unarmed) 2pts

**BRAVITY 4**  
**AGILITY 1**  
**MIND 2**

## **MENTAL MALFUNCTION**

A living symbol of hope and courage

## **ADVANTAGES**

Leadership, Never Surrender

## **DISADVANTAGES**

Arch Enemy: F.E.A.R.,  
 In a Relationship (Married)

## **SKILLS**

Athletics/Throwing  
 Science/Mathematics  
 Streetwise/Gather Information



MMXI

## **COMBAT**

**Priority:** x2

**Move:** 3 SQ. Run, 160 SQ Jump

**Soak:** x6

**Defense:** x1

**Mental Defense:** x2

**Breakdown:** 14 Stats, 11 Powers = 25 Points

# Block Comicon

**Quote:** "You boys just bought a ticket to ride the Pain Train, and I'm the engine driver!"

## BACK-STORY

Through hard work, perseverance, and the encouragement of a caring teacher, Samuel Lucas Jefferson escaped the poverty and crime ridden streets he was born into, winning an academic college scholarship. After college, Sam married his sweetheart and accepted a teaching position in his old neighborhood in the hope of helping other kids see the potential within themselves. He taught math and coached wrestling and track.

His life was forever changed after an act of domestic terrorism by the villainous group F.E.A.R. Sam managed to catch wind of the plot one morning when he was the first to arrive on campus. His timely action prevented the school from being occupied in time for a terrorist strike. Though the police were on their way, Sam ran after one of the terrorists, who let go of the dead-man switch he was carrying, igniting an experimental bio-chemical bomb.

The blast incinerated the terrorist and knocked Sam through a wall and into a coma. When he awoke weeks later, Sam realized the blast had mutated his body. He had gained steel hard skin and super strength. Resolving to use his new found powers to be a positive force in his community, he became Black Samson!

## COMBAT TACTICS

Black Samson is a classic "brick" archetype, with extreme strength, endurance, and jumping ability. His typical strategy is to keep coming at the enemy, relying on his resilience to outlast their firepower. He can also send a shockwave along the ground with a mighty stomp of his foot, knocking foes off their feet.

In a team situation, Black Samson might play a supporting role by assisting an ally get from point A to point B (with a mighty throw), or holding up something heavy to use as cover.

## STORY-ARCS FEATURING BLACK SAMSON

**F.E.A.R. The Reaper:** First F.E.A.R. robs 5 banks in one night. Then they raid 3 tech labs. Whatever they're building this time can't be good, and what do the plan on spending all of that money on?

**Protection:** When Sam finds out that criminals are demanding protection money from a local youth center where he volunteers, he easily crushes them as Black Samson. But it isn't over. Soon, they start hiring super villain muscle to fight Black Samson. Where did the small gang of thugs get this kind of money, and are they the front for something more sinister? And why would they target a small youth center?

**A Broken Stitch In Time:** Black Samson became a famous hero in the early 1980s, but a temporal mishap has sent him hurtling into modern day when he assisted the hero Shadow Iron in her effort to return to the future. Now he is trapped in the present, desperate to find a way back to his own time.

**Family Reunion:** After a mishap sends him into the future, Sam is desperate to see his wife again. However, Sam discovers that she vanished less than one year after he did. Strangely, their house is still paid for. Who's been making the payments, and what happened to his wife?

## BLACK SAMSON'S TUSSLES & TEAM-UPS

**The Blue Raven:** Black Samson's fight against crime, inspiring hope and courage in those who needed it, greatly influenced Blue Raven when he was a boy. Now the fellow crime fighter hears that Black Samson has appeared in the present. Blue Raven now has the opportunity he cannot pass up of teaming with the hero who helped inspire him.

**Dark Matter:** Black Samson realizes that his old college buddy Matt is now the superhero Dark Matter. Concerned at Dark Matter's increasing detachment from everyone else, Sam is determined to help him care about the people he is continuing to protect.

**Doc Hazard:** In the heart of the Cold War, Doc Hazard was just going through his second youth. As a nearly legendary gentleman adventurer he was pulled into many conflicts both domestic and abroad, Black Samson would team-up when rare and dangerous artifacts would turn up in his city. A museum is always happy to show off the rare mummy or the legendary skull of San'Gorath, no matter how much you tell them it's cursed!

**Empyrean:** Like Samson, Empyrean casts himself as a symbolic protector. When F.E.A.R. decides to finally put an end to the problem they inadvertently created in Samson, Empyrean joins the fray to give F.E.A.R. something to be scared of!

**Golias:** A corporation with a reputation for under-handed business deals is sponsoring a charity event to help rebuild their image, and they've asked both Golias and Black Samson as guests to raise money. But a series of mysterious accidents are threatening to scuttle the fund drive. Who's behind the sabotage? And are the corporation's motives truly on the up-and-up?

**J-Burn:** After helping Shadow Iron return back to the future, Black Samson now finds himself stuck there as well, for now. At first [unsure](#) of what to do in the new era, Samson is at least confident that things will have improved in his neighborhood. But when he goes to check it out, he finds out that J-Burn has been torching the place!

**The Necromancer:**  
Black Samson has returned. Since he hasn't aged, the Necromancer thinks it's possible the hero has found the secret of eternal youth and lays a trap for him. When he discovers that Black Samson has only traveled through time, but the Necromancer decides to find a use for him in his experiments anyway.

**Shadow Iron:** While facing Dark Liege in Peru, Shadow Iron destroys the Infinity Hourglass in order to keep it out of Dark Liege's hands. Trapped in 1985, she is befriended by Black Samson. Shadow Iron is now trying to get back to the future, without damaging the timeline, which means that she can't use her power armor. Amber Blackstone is now going by the name Crystal Irons, and is donning a domino mask as Samson's sidekick, the Crimson Fury. And there is the mystery of Black Samson's disappearance in 1985, and Shadow Iron can't resist a good mystery.

**White Devil:** White Devil might be a feared vigilante, but he is still fighting the good fight. Maybe Black Samson is the one who can mentor him and encourage White Devil to focus on justice instead of retribution.



# BLUE RAVEN

## POWERS

### Wings Multi-Power 6pts

Wings of Liberty: **Flight 3** (15 SQ)  
Winds of Justice: **Push 2** (x8 KB, Short Line)  
Shield of Steel: **Armor 3** (x5 Soak)  
Wing Proficiency: **Boost 1** (Agility with Wings) 1pt  
Flurry of Feathers: **Deflect 2** (x5 Defense) 2pts  
**Martial Arts Mastery 2** (Tough, Defensive, & Tricky Styles) 2pts  
**Skillful 1** (2 Slots) 1pt

**BRAWN 2**  
**AGILITY 2**  
**MIND 3**

## MENTAL MALFUNCTION

Always follows police procedures and fights crime with complete respect for the law.

## ADVANTAGES

Contacts, Police Powers, Quick Thinking

## DISADVANTAGES

Arch Enemy (Dr. Condor), Secret (Twin Brother is Dr. Condor), Normal (without wings)

## SKILLS

Athletics/Acrobatics, Escapology/Improvising, Pilot/Control/Tricks, Stealth/Shadowing, Streetwise/Gather Information, Technology/Repair

## COMBAT

**Priority:** x2, x3 while flying

**Move:** 6 SQ. Run, 15 SQ Flight

**Soak:** x2, x4 Hand to Hand, x5 Armor

**Defense:** x4 (Deflect), x5 While Flying or H2H

**Mental Defense:** x3



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**Breakdown:** 14 Stats, 12 Powers = 26 Points

# THE BLUE RAVEN

**Quote:** "Your days of evil are at an end, Doctor Condor! You'll threaten Diesel City nevermore!"

## BACK-STORY

Patrolling the evening skies, readying to fight evil is "The Blue Raven", Diesel City's first duly deputized "Mystery Man". He assists the Diesel City Police Department in the fight against gangsters, saboteurs, and a plague of criminals with powers beyond those of mortal man.

The Blue Raven is secretly Guy Carter, former Rhodes Scholar and FBI Agent. Carter moved to Diesel City to track down his evil twin brother, Matthew Carter. It is, in fact, because of his brother that the Blue Raven came to possess his fantastic wings.

## COMBAT TACTICS

Without his wings, the Blue Raven may be a mortal man, but he is still a genius in peak athletic condition with FBI and martial arts training. His ability to think on his feet has enabled him to foil some villains even when his wings were unusable, and he puts bad guys behind bars as part of his day job.

With his wings, the Blue Raven is a one-man war on crime. While flying, he can maneuver himself to strike or avoid enemies with ease. He can buffet his wings to create gusts of wind to knock back enemies, or cocoon himself within his wings to emerge unscathed from a hail of machinegun bullets or falling debris.

Against most thugs, he employs his unarmed fighting techniques in concert with swooping dives to build momentum. Against more resilient foes (the sort with some sort of invulnerability) he lets gravity do the heavy lifting, either by dropping heavy objects from the sky or by carrying the opponent skyward (and either dropping them or threatening to do so).

But when the chips are down, the Blue Raven relies on his wits to overcome seemingly impossible situations, thinking three moves ahead of his opponent and tricking them into some inescapable situation.

## STORY-ARCS FEATURING THE BLUE RAVEN

**Doctor Condor Comes Home to Roost:** It's been a while since Guy Carter has seen his brother, but he's never far from his mind. Indeed, his absence is more intriguing than his activities. But Doctor Condor is merely biding his time, waiting for the perfect moment to strike, waiting for his dear brother to let his guard down. To this end, he has created a fake persona "Mr. Big" and in this guise, hired several gangs of petty thugs to commit a string of crimes that he knows his brother the detective will be able to connect together. Just when the Blue Raven is ready to spring the trap on Mr. Big in his waterfront warehouse, he'll find himself right in the clutches of Doctor Condor!

**Oh Brother, Where Art Thou?:** In their fated showdown at the waterfront, the warehouse exploded when Doctor Condor's doomsday machine was struck by the Blue Raven in the nick of time. Blue Raven's cocoon of wings managed to shield him from most of the blast, but when he parted them, there was no sign of his brother among the wreckage. Believing his brother to be dead and blaming himself, the Blue Raven is having a crisis of conscience.

**That Which Doesn't Kill Me, Makes Me Madder:** Doctor Condor did not die in the explosion of his doomsday device caused by the Blue Raven, and managed to get to his mini-sub he had waiting by the docks. But he was horribly burned over most of his body. His entire head from the neck up has become a red mass of scar tissue, completely devoid of hair like his namesake bird. The explosion also took what little remained of Doctor Condor's sanity. He has begun a new project, this time utilizing an experimental serum to give himself the powers of a condor, as well as implanting subcuticle talons on his hands and feet along with a razor-sharp visor that resembles a condor's beak. At a moment he least expects it, the Blue Raven will be attacked by the new Doctor Condor.

## THE BLUE RAVEN'S TUSSLES & TEAM-UPS

**Black Samson:** Black Sampson's fight against crime, inspiring hope and courage in those who needed it, greatly influenced Blue Raven when he was a boy. Now the fellow crime fighter hears that Black Sampson has appeared in the present. Blue Raven now has the opportunity he cannot pass up of teaming with the hero who helped inspire him.

**Dark Matter:** With two giant Destruct-o-Bots rampaging in Diesel City's downtown core, Guy Carter is forced to delay the pursuit of Doctor Condor. Worried that he might be over his head with these mechanical monstrosities, he's relieved to see Canada's own Dark Matter dropping down from the skies to lend a hand. Who is responsible for these destructive machines and why are they here in Diesel City? Aliens? Oh brother...

**Doc Hazard:** Lauren keeps babbling about how wonderful her new boyfriend is... This Guy Carter will have to be vetted. Doc Hazard has every intention of turning this poor man's life inside out to prove that he isn't nearly good enough for his beloved grandchild. Doc finds it extra suspicious how he always seems to evade questions and manages to "miss" all the action whenever trouble comes into town. What kind of an FBI Agent is he? Hazard is sure that the agent has the best intentions, but he wants something more heroic for his granddaughter. That Blue Raven guy he teamed up with to save the city seems to be on the up and up... if only Lauren would fall for a hero like that!

**Empyrean:** Doctor Condor found the perfect time to unleash his new Raptor Ray in Diesel City. Blue Raven was away, tending to a crisis in another city. After Doctor Condor's successful "demonstration" of his new power the city was paralyzed with fear, but another hero arrived to stop the villain! Behold, Empyrean! Yes, Empyrean, who was as shocked as anyone when the Raptor Ray blasted him out of the sky! Doctor Condor's minions quickly captured the paralyzed paragon and all hope seemed lost until... what? It's the Blue Raven! He would not be so easily duped by his Arch-Enemy!

**Golias:** Golias is seen perpetrating a series of daring robberies, and the Blue Raven, sure that the glory-hogging strongman has finally snapped, goes after him. When they finally come face-to-face, Golias desperately explains to the azure-clad hero that he's been forced to commit the crimes by a shadow figure who's kidnapped a close friend and is using him as a hostage. Will Blue Raven believe Golias' far-fetched tale? Would he be willing to help? And how?

**J-Burn:** What is J-Burn doing in Diesel City? Well, unsurprisingly, he is burning buildings to the ground. But who hired him to burn these specific neighborhoods and for what purpose?

**The Necromancer:** There's trouble. Right here in Diesel City! And that starts with "T" and that rhymes with "Z" and that stands for zombies! Apparently, something went wrong when the Necromancer came to this city to "revitalize" himself, and has inadvertently passed some of his undying essence into some of his victims, and they in turn, have passed it onto theirs. Now this zombie plague has begun to take root in Diesel City, and with every new zombie, the Necromancer finds his own vitality fading. He has no choice but to do all he can to end this zombie plague, and brings in his vast resources and knowledge to come to the Blue Raven's aid in stopping it. He keeps the fact he was the cause of the problem to himself, however, pretending simply to be a concerned philanthropist. Although the middle aged man who sought the Blue Raven's aid does seem to get *younger* as more zombies are defeated...

**Shadow Iron:** Guy Carter's DNA has been found at several crime scenes. The Blue Raven claims that Guy Carter has been framed, but honestly who would possibly believe him in the face of the overwhelming evidence, and the fact that Guy Carter remains at large. Turning to the Instant Karma Detective Agency, the Blue Raven desperately tries to clear Carter's name and the clock is ticking.

**White Devil:** The vicious vigilante White Devil has been accused of killing criminals in Diesel City. It's hard enough to convince the authorities to grant legal authority to costumed heroes normally, let alone when wild cards start executing people without trial. Or is the White Devil being framed as part of another nefarious plot by Dr. Condor?

# DARK MATTER

## POWERS

**Flight 5** (25 SQ) [Space] 6pts

**Immunity 4** (Cold, Radiation, Suffocation, and Starvation) 4pts

Dark Matter Form: **Hovering** and **Damage Aura 1**

<Only outside his containment suit> 1pt

**Mind Shield 1** (x4 Mental Defense) 1pt

Dark Matter Composition: **Ghost Form 2** (body is an energy cloud of Dark Matter) [Linked with **Armor 2** <only vs. energy attacks>]  
4pts

**Skillful 1** (2 Slots) 1pt

**Dark Energy Blast Multi-power 9pts**

- Darkburst: **Special Attack 5** (+7 DM, Large Burst) <Single Use;  
This power also destroys his suit>
- Darkblast: **Special Attack 3** (x4 Attack, x4 Dmg, Long Range)
- Darkthrust: **Push 3** (x10 KB, Med Line)

**BRAWN 4**  
**AGILITY 3**  
**MIND 2**



## MENTAL MALFUNCTION

Growing detachment from humanity

## ADVANTAGES

Immortality, Never Surrender, Security Clearance

## DISADVANTAGES

Freak, Public ID, Susceptability (Mind when not in containment suit)

## SKILLS

Craftsmanship/Metalwork, Stealth/Evading  
Alarms/Shadowing, Computers x3/Building,  
Technology x3/Modify

## COMBAT

**Priority:** x3

**Move:** 9 SQ. Run, 12 SQ Hover, 25 SQ Flight,  
5 Grid / Hour Space Flight

**Soak:** x4, x6 vs. Energy

**Defense:** x3

**Mental Defense:** x2

**Breakdown:** 18 Stats, 26 Powers = 44 Points

# DARK MATTER

**Quote:** "The odds of your plan succeeding is 13.3%" BOOM! "3.1%" BOOM! "0.2%. Surrender yourself peacefully to human authorities."

## BACK-STORY

Sometimes, when we look into the universe, it looks back. Such an occurrence happened to Matt McDonald at a remote Canadian research station, when an experiment to study the strange properties of dark matter transformed him. Matt was completely infused with Dark Energy. His body became a shapeless orb of swirling black and blue plasma. He found he was able to assume a human-like appearance by containing his form inside a special containment suit.

Calling himself Dark Matter, Matt uses his powers to safeguard both his country, and the world, from threat.

Though his odd form took adjustment, he found it granted him amazing abilities. Wearing a special containment suit helps to contain and focus his powers. Having a humanoid appearance also helps to minimize adverse public reaction.

Dark Matter's new form has distanced him from his fellow humans, even though he protects them he has become somber and detached. Hopefully he will find something to keep his humanity from fading away.

## COMBAT TACTICS

Dark Matter is a very durable flying blaster, able to generate blasts of Dark Energy, which he directs out the hands of the containment suit. At desperate times, he can generate a Dark Blast; but this can only be done at the cost of destroying his containment suit.

Dark Matter is able to fly and hover even in the depths of space. When in Energy form he can emit a searing aura of Dark Energy.

He is extremely resilient against damage, as he is a being of pure energy; punches and bullets don't actually hurt him. However they do threaten the integrity of his containment suit. If he is involuntarily dispersed from the suit (when his Hits is knocked below 0) his cloud-like body scatters across a great distance, rendering him ineffective as he slowly tries to concentrate his mass once again.

Not only is Dark Matter resilient to all forms of energy, his suit is as well (it has to be in order to

contain his body) making him better able to resist energy attacks than physical ones.

## STORY-ARCS FEATURING DARK MATTER

**Edmonton, We Have a Problem:** An urgent message is received from the astronauts and scientists aboard the International Space Station. A small number of meteors have just been detected by the orbital research facility. NASA radar scans indicate that the lives of all aboard are in jeopardy as these five space rocks are on a collision course with the station and impact is estimated to be in less than 20 minutes. Luckily Matt McDonald, from a ground-based Canadian research facility, is working with a team of scientists aboard the ISS station performing dark matter experiments and hears the mayday message. Can Dark Matter make it to space station in time to save them from disaster?

**The Black Beacon:** Matt gets a call from an old colleague from the same research station where he became Dark Matter. Having detected a mysterious pulse of dark energy from a remote Wisconsin location, the scientist asks Dark Matter to investigate. Just moments after finding a strange device, the source of the dark energy pulse wave, Dark Matter is attacked by Icon (use the Champion of Justice archetype from *BASH: Ultimate Edition*). Icon, an American hero who also happened to detect this energy pulse, is unfamiliar with the Canadian hero and believes him to be the villain responsible. Will the two heroes be able to work together, when the battle is settled, to find out who is really behind this and why?

**S.O.S. from Spaaaace:** While patrolling the solar system, Dark Matter encounters a fierce battle between a poorly armed space saucer transport and five well-armed attack ships (use the Alien Star Fighter stats from the vehicle section of *BASH: Ultimate Edition*). The space saucer carries an alien emissary who seeks help from Earth in their struggle to repel the vicious Zendarri (use Alien Shock Trooper and Alien Squad Leader for stats). Will Dark Matter aid their fight for freedom?

## DARK MATTER'S TUSSLES & TEAM-UPS

**Black Samson:** Black Samson realizes that his old college buddy Matt is now the superhero Dark Matter. Concerned at Dark Matter's increasing detachment from everyone else, Sam is determined to help him care about the people he is continuing to protect.

**The Blue Raven:** With two giant Destruct-o-Bots rampaging in Diesel City's downtown core, Guy Carter is forced to delay the pursuit of Doctor Condor. Worried that he might be over his head with these mechanical monstrosities, he's relieved to see Canada's own Dark Matter dropping down from the skies to lend a hand. Who is responsible for these destructive machines and why are they here in Diesel City? Aliens? Oh brother...

**Doc Hazard:** When Dark Matter is struck by a beam of light from the Urn of Seth'dralll at the Megapolis Museum of Unnatural History, he begins to get increasingly dense at an astounding rate. Seth'dralll was supposed to be the prophet of the god of weights and measures... they need an expert, and none will do but Doc Hazard, gentleman adventurer. The cure turns out to be in the other urn; they were supposed to stay on the scales forever in balance, but now it's a race against time to find the second urn and reset the balance before Dark Matter becomes a black hole!

**Empyrean:** Empyrean and Dark Matter initially team-up to confront an alien ship that is launching probes into North American soil. But in the conclusion of the battle, Dark Matter's nebulous true form is revealed and Empyrean snaps in a phobic rage! It turns out that somewhere in Empyrean's foggy memory his nemesis on another world had powers based in similar dark energies!

**Golias:** During one of his publicity tours in the Great White North, Golias

has the chance to meet the famous Dark Matter in an impromptu team-up to foil a crime in progress. Noticing the Canadian superhero's morose demeanor, Golias decides to make it his goal to cheer Dark Matter up. But how do you show a sentient blob of plasmoid energy a good time? Golias is intent on finding out!

**J-Burn:** Enjoying his handiwork, J-Burn sits atop a nearby apartment building watching as the local police station burns. The fiery felon is somewhat miffed when Dark Matter, who was assisting researchers at the nearby university, flies by carrying a large, rooftop water tower and begins to pour its contents over the blazing building.

**The Necromancer:** Jahl has created a hospital in Dark Matter's town specifically to deal with the perils of living in a superhuman world. He offers revolutionary treatments for heroes whose powers have denied them a normal life (he'd rather they be out of the hero game after all) and if a few people happen to die in his emergency room... well people die in hospitals every day. Who knows a hero with a condition like Dark Matter's might take any risk to be normal again... and just how many years would a possible immortal be worth?



**Shadow Iron:** Amber Blackstone met with Dark Matter to study his unique gravitational state, the "dark matter" that seems to comprise his form has eddies and shifts creating and losing gravitation fields almost at will, this could advance her armor research *by decades...* and of course the perfect time for testing new equipment is when there is an attack.

**White Devil:** White Devil travels to Canada where he gets a lead that a major drug kingpin who has evaded him has gone into hiding, while continuing to call the shots from his remote hideaway. Once he arrives, he crosses paths with Dark Matter, who takes exception to American vigilantes coming into his country and flouting Canadian laws.

# DOC HAZARD

## POWERS

- Attack Weak Point, 2pts
- Weapon Technique 2 (x4 Hit)[Any Weapon]  
4pts
- Martial Arts Mastery 3 (All Styles) 3pts
- Disarm Expert, 2pts
- Paired Weapons (-1 Dice Penalty) 2pts
- Swift Strike (-1 Dice Penalty, Stacks) 2pts
- Backpack of Holding: Conjuring 2 <Fragile Gadget> 1pt
- Swinging (8 SQ) <Requires Whip> 1pt

BRAWN 2  
AGILITY 2  
MIND 3

## MENTAL MALFUNCTION

Reckless Heroism: Rushes into danger without thought, but then again, Danger is his middle name!

## ADVANTAGES

Appeal, Contacts, Dumb Luck, Jack of All Trades, Never Surrender, Sidekick (Lauren Morozova)

## DISADVANTAGES

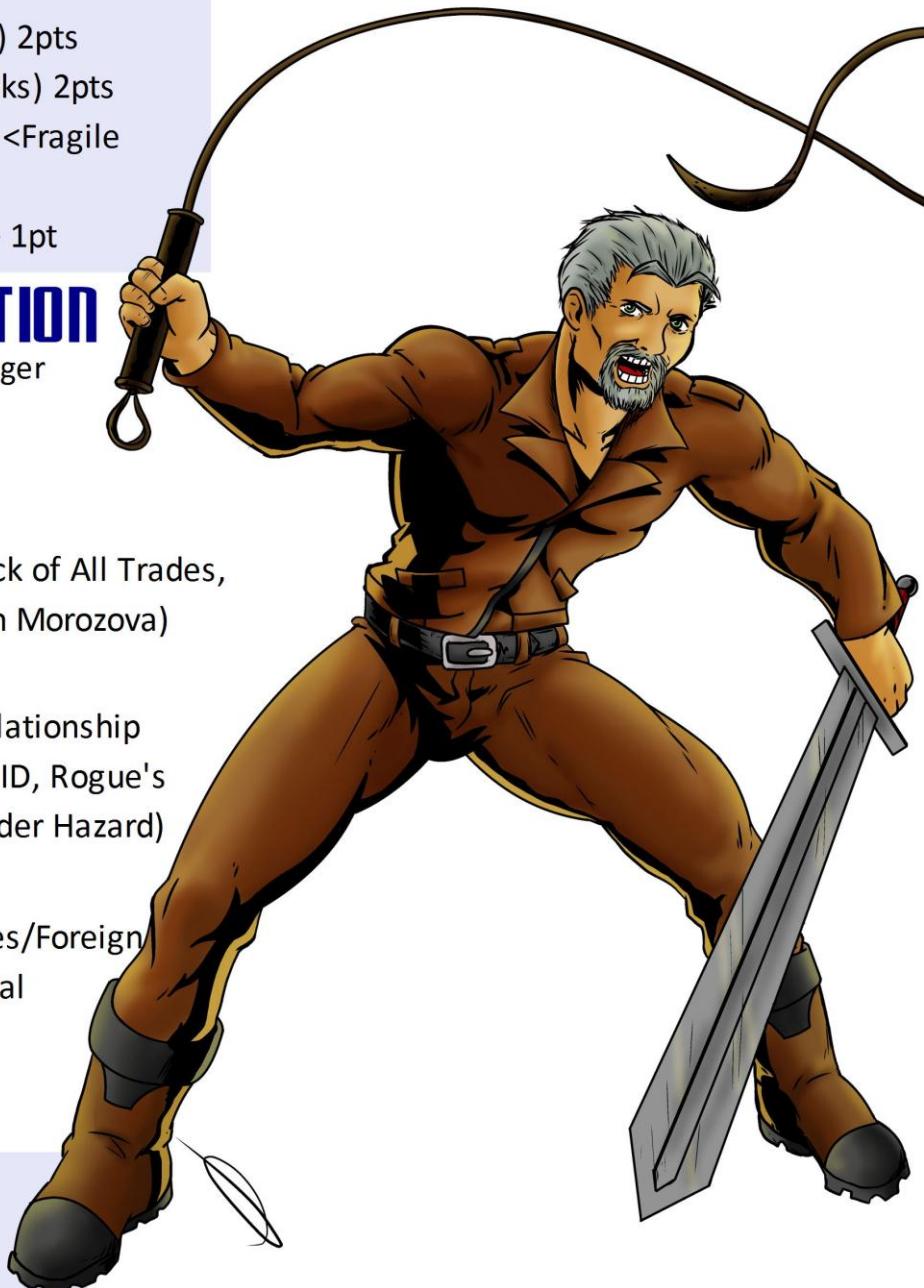
Arch Enemy (Dark Liege), In a Relationship (Olga Morozova), Normal, Public ID, Rogue's Gallery, Ward (Grandson, Alexander Hazard)

## SKILLS

Athletics x3/Acrobatics, Humanities/Foreign Cultures, Occultism/Artifacts, Social Science/Archeology

## COMBAT

- Priority: x3
- Move: 6 SQ. Run, 8 SQ Swing
- Soak: x2, x4 Hand to Hand
- Defense: x2, x4 Hand to Hand
- Mental Defense: x3



Breakdown: 14 Stats, 17 Powers = 31 Points

# DOC HAZARD

**Quote:** "If that was your best shot, you're closer to retirement than I am..."

## BACK-STORY

Doctor Harrison Danger Hazard always knew he would be living a life of adventure living up to his middle name.

A brilliant archeologist with a devil-may-care attitude, he made national headlines when he managed to steal the fabled spear of Longinus right from under Hitler's nose. The years saw Doc Hazard make many more headlines afterwards, and over the decades he uncovered many lost treasures, toppled dangerous madmen, and dodged too many poisoned darts to count. The greatest adventure of all, he said, however, was becoming the father of twelve! The Hazard family followed in dad's globetrotting footsteps and began making a name for themselves as the decades rolled on.

Doc Hazard managed to continue his adventurous escapades for seventy-five years, until he finally found his greatest discovery: the legendary Fountain of Youth.

After drinking from the fountain, Doc found himself as spry as he was in his twenties (though his hair remained steel grey). Now he continues his continual search for adventure, with his two grandchildren Lauren and Alexander trying to keep up.

## COMBAT TACTICS

Doc Hazard is a master of all martial arts and weaponry. Though he has no "powers" beyond his extraordinary longevity, he is extremely formidable and not to be taken lightly. He once fought his way out of a tribe of angry cannibals with a soup ladle.

He does have a few items that he carries around that aid him in his adventures. First is his trusty whip, which he uses both as a weapon and as a means of transportation, swinging from place to place when he needs to get above the fray (or across the chasm). In addition, there is a magical "backpack of holding" that he carries, a medicine pouch given to him by a shaman friend, it carries a seemingly inexhaustible supply of useful tools and weapons.

In combat, Doc Hazard will typically try to target the biggest, strongest of all the bad guys and make use of Attack Weak Point and Weapon Technique to bring him down. When fighting a crowd, Paired Weapons and Swift Strike allow him to move through the mob like a tornado.

## STORY-ARCS FEATURING DOC HAZARD

**The Mystery of the Groovy Spheres:** Doc Hazard has heard rumors that some of the Grooved Spheres have been opening, and people in the region have been changing. A mystery! His grandkids have been bugging him about an adventure, perhaps he should look into this. Those stones have been around for billions of years, what's causing them to open now, and how and why are the people changing? An ancient mutagen? A mystic plague? An alien hive mind? ADVENTURE CALLS!

**The Case of the Spurned Samurai Spirit:** The local museum has a new suit of samurai armor. Its legend states the hero who once wore it was betrayed by his love, and now wanders the as a spirit taking revenge for all those so betrayed. Mysterious deaths have been happening around the city, a politician, a priest... who next? Could they be related? The curator says there have been reports of the armor glowing, or in slightly different place. This is a dangerous job, some might say Hazardous.

**Overdue:** Dark Liege has broken into the Library of Congress, and taken a book. This would not be cause for much alarm, but the librarian says it was the *original* Necronomicon! Of course that's only in a movie... right? Anyways, true or not, a Nazi lich is definitely not the right hands for that book to end up in. Time for another trip to the Amazon!

## DOC HAZARD'S TUSSLES & TEAM-UPS

**Black Samson:** In the heart of the Cold War, Doc Hazard was just going through his second youth. As a nearly legendary gentleman adventurer he was pulled into many conflicts both domestic and abroad, Black Samson would team-up when rare and dangerous artifacts would turn up in his city. A museum is always happy to show off the rare mummy or the legendary skull of San'Gorath, no matter *how* much you tell them it's cursed!

**The Blue Raven:** Lauren keeps babbling about how wonderful her new boyfriend is... This Guy Carter will have to be vetted. Doc Hazard has every intention of turning this poor man's life inside out to prove that he isn't nearly good enough for his beloved grandchild. Doc finds it extra suspicious how he always seems to evade questions and manages to "miss" all the action whenever trouble comes into town. What kind of an FBI Agent is he? Hazard is sure that the agent has the best intentions, but he wants something more heroic for his granddaughter. That Blue Raven guy he teamed up with to save the city seems to be on the up and up... if only Lauren would fall for a hero like that!

**Dark Matter:** When Dark Matter is struck by a beam of light from the Urn of Seth'dralli at the Megapolis Museum of Unnatural History, he begins to get increasingly dense at an astounding rate. Seth'dralli was supposed to be the prophet of the god of weights and measures... they need an expert, and none will do but Doc Hazard, gentleman adventurer. The cure turns out to be in the other urn; they were supposed to stay on the scales forever in balance, but now it's a race against time to find the second urn and reset the balance before Dark Matter becomes a black hole!

**Empyrean:** It started out as a good day... but then there was the black cat... and the ladder, and the mirror... Doc Hazard was beginning to worry. When Empyrean caught a glimpse of his grandson Alexander and screamed in terror and flew off... well you just know it's going to be one of those days. It seems the boy has a DESTINY, to save the world or destroy it, only time will tell. Now it was just a matter of making sure the boy survived the heroes and villains trying to alter the future... one of those days indeed.

**Golias:** Doc Hazard went on a trip to the carnival with his grandson Alexander (who in spite of claiming to be far too old for such thing thoroughly enjoyed himself). The Mighty Golias, stole the show lifting a full grown tiger and twisting a crowbar into a pretzel! At the finale a cadre of super villains broke into the big top claiming hostages and money. Golias and Doc locked eyes, nodded to one another, and set forth to *really* make this the greatest show on Earth.

**J-Burn:** It was supposed to be a simple museum heist; you know steal a bunch of stuff, burn the rest... but when J-Burn first lay eyes on the Gauntlets of Pyron, he knew it was fate! They called to him, and burned so brightly in his mind's eye. Without too much thought, he put them on, and activated the full intensity of his power, completely

losing control.. with a rush of flame that destroyed the building, Pyron was reborn... and inside his shell J-Burn screamed. If Pyron burns out his host it could be catastrophic! But if he isn't stopped soon catastrophe is exactly what will happen. It's said that only the water of his ancient foe Aqueous is able to douse the flames, but to find a way to summon him as well as a host strong enough to stop the now raging Pyron looks like a job for Doc Hazard.

**The Necromancer:** They met once during one of Hazard's early forays towards the fountain of youth, The Necromancer desperately trying to find anything to help stave off death. He is *not at all* pleased that Doc Hazard has since destroyed the fabled fountain. Now he wonders if the only way he can get to that once mystic water is through the good doctor's blood. He has the time to make a plan to get him, perhaps getting close to his granddaughter or even kidnapping his paramour Olga Morozova. He has the time to make sure whatever he does will be suitable vile.

**Shadow Iron:** Doc Hazard has long since been known to get in over his head and Shadow Iron's sensei, Master Roshi, is a longtime friend. Of all the people to contact for help when a bit of muscle is needed to make sure a bad guy stays down, or to prevent an ancient evil from rising again, they would be among the first she'd call. On a side note, Shadow Iron has often been seen mentoring Lauren (Doc Hazard's granddaughter) when on down time, too few female friends aware of the costume crowd was all the incentive Amber needed to try to pull Lauren from Doc Hazard's kind (but a bit old fashioned) sensibilities...

**White Devil:** One of many assaults on various gangs leads White Devil into a Neo-Nazi stronghold; it seems this band of would be Nazis are trying to kidnap Doc Hazard to learn the location of the Spear of Destiny, planning to use it to raise Hitler and begin the Fourth Reich. An undead Nazi named Dark Liege seems to be the mastermind behind this and if there's anything White Devil can't stand more than gang members... it's Nazi gang members.

# EMPYREAN

## POWERS

Unearthly Invulnerability: **Armor 3** (x8+5 Soak) 3pts

**Density Increase 1** (+5 all Brawn Rolls, -1 Dice Penalty Defense) <Always On> 1pt

**Mind Shield 1** (x3 Mental Defense) [Extra Effect vs. Volition controlling powers] 2pts

### Ultra Flight Multi-Power 6pts

**Flight 4** (20 SQ) [Space]

Ultra Flight: **Teleporation 2** <Only to places he can fly>

**Immunity 3** (Suffocation, Radiation, Cold) 3pts

**Super Speed 3** (1 Extra Panel) 3pts

**BRAWN 5**  
**AGILITY 2**  
**MIND 1**

## MENTAL HALFWICTION

Mysterious Past: He knows he is "Here to Help" but beyond that Empyrean has only vague recollections of the past.

## ADVANTAGES

Versatile, Immortality

## DISADVANTAGES

Outsider, Public ID

## SKILLS

Athletics/Throwing/Running, Deception/Detect

Deception

## COMBAT

**Priority:** x3

**Move:** 6 SQ. Run, 20 SQ Flight

**Soak:** x8+5

**Defense:** -1x2

**Mental Defense:** x3, x5 vs. Volition Control



**Breakdown:** 16 Stats, 18 Powers = 34 Points

# EMPYREAN

**Quote:** "You are a mere wrinkle in the fabric of the universe. Prepare to be flattened."

## BACK-STORY

The far-reaching truth of Empyrean's history is unknown, even to him. He is an immortal, a divine protector who has fought for justice on many planets throughout time and space. Earth is actually his 133rd mission over a 500 year span. He has vague, shadowy memories of previous missions, but it seems that he is reborn (or reprogrammed) for each new assignment. If he is destroyed, Empyrean will be sent back to continue his mission within a few days. With each reincarnation, he appears slightly changed and some of his powers may also be reconfigured to better oppose the enemy who destroyed him.

Sleeping and eating are foreign concepts to him. His only downtime is a daily period of meditation through which he maintains a spiritual connection to his master, whom he calls "The Lord of the Universe". His monotheistic beliefs seem to agree with many of our world's religions, although Empyrean's particular practices seem to transcend them. He does not endorse any earthly religion over another and he does not engage in any debate on the subject. He's not here to preach to or convert people. His mission is protection.

Empyrean's arrival on Earth could stem from one of the story seeds that follow, but it is just as likely that his debut could simply have him swooping down from the sky to jump right in the middle of big battle. He is a classic outsider and often finds himself perplexed by human behavior. Despite this naïveté, he always has a keen sense of right and wrong in the context of his current assigned world. Empyrean is compelled to take immediate action in righting the wrongs he witnesses and he does so with fearless efficiency. He is equally willing to work independently or to join a team of superheroes.

## COMBAT TACTICS

Being incredibly strong, fast, nigh invulnerable, and able to fly at great speeds makes Empyrean extremely effective in combat. When the conditions allow, he likes to build up speed and perform a flying ramming attack into enemies, as few can withstand this assault.

His first and foremost concern in battle, however, is protecting the weak, so he will always focus his energies on defending civilians when they are in danger, and always takes care not to put them in peril. He does not "show off" in combat, or get involved in banter. He attempts to find the most efficient and ethical means possible to prevent an evil doer from continuing his destructive behavior, and handing said villain over to the authorities.

While Empyrean may do his best to defend civilians, putting himself (or some barrier) between them and danger, he is not all that effective in avoiding attacks himself, and instead relies on his invulnerability to save him. When he must focus on defending himself, he will opt to use Super Speed to augment his Agility to avoid attacks rather than take extra panels.

While his physical Defense is relatively poor, his Mental Defense is excellent. Empyrean may not be exceedingly intelligent (he is of average human intelligence) his will is near indomitable. He is resistant to any attacks against Mind such as Illusion, Daze, or Confusion. He is especially resistant to powers that try to control his volition, like Mind Control or Suggestion.

## STORY-ARCS FEATURING EMPYREAN

**A Bolt from the Black:** Breaking news on a local TV station shows footage of a falling star striking the Earth on the outskirts of the city! Shortly thereafter, a man emerges from the smoking crater. The local authorities on the scene are nervous and they command the celestial stranger to stop, but he does not yield. A shot is fired and Empyrean is provoked! He begins to serve justice on his attackers! Can the heroes stop him? Can they reason with him? If they do, there is an extended opportunity to introduce this newcomer to Earth and to explain our complex and confusing ways to him. Good luck with that.

**With Best Intentions:** Empyrean is an outsider who can easily misinterpret situations at first glance. He arrives on the scene where the heroes are in the midst of a battle with the local super-criminal team. It is a particularly destructive fight with plenty of collateral damage. Empyrean flies into the scene and further confuses things as he struggles to pick sides.

- If the heroes appear to be winning, he mistakes the good guys for the bad guys and joins in the battle against them!
- If the bad guys have the upper hand, Empyrean joins the heroes and helps them win the day!
- If the battle is fairly even, Empyrean might just flip-flop in confusion during the course of the fight.
- Or if the situation is particularly dangerous or destructive, Empyrean may just decide to protect life and property by flying around the fringes of the scene, holding walls upright and saving people from exploding gas lines and flying cars...

Whatever the results of the battle, it is clear that Empyrean and the heroes will need to have a discussion.

**Interstellar Crossfire:** A damaged starship arrives from the Lyra sector. Hovering over the city, the Lyrans claim to be on a desperate mission and plead for help in awakening the guardian on board their ship. Empyrean lies in-stasis having been plucked from deep space. Awakening the celestial sentinel requires an artifact or ritual that can only be found/Performed here on Earth. The type and origin of the artifact/ritual should be in-line with your campaign, but here are some ideas:

- Empyrean really is divine defender and he may be awakened with a ritual at an appropriate holy site of your choosing, such as the Temple Mount in Jerusalem or Cristo Redentor overlooking Rio de Janeiro
- The artifact is a mystical gem that has been hidden on Earth for many years. Can the heroes find it in time?
- The ritual can only be performed by a renowned leader or celebrity who secretly possesses super powers, but must now reveal them. So here's a chance to add another NPC to your cast.

Finally, the Lyrans disclose that their mission is urgent as they are being hunted by an enemy starship. Of course, just after they succeed in the artifact/ritual objective, the enemy starship arrives to destroy our Lyran allies. The heroes and Empyrean must team-up to stop them!

## EMPYREAN'S TUSSLES & TEAM-UPS

**Black Samson:** Like Samson, Empyrean casts himself as a symbolic protector. When F.E.A.R. decides to finally put an end to the problem they inadvertently created in Samson, Empyrean joins the fray to give F.E.A.R. something to be scared of!

**The Blue Raven:** Doctor Condor found the perfect time to unleash his new Raptor Ray in Diesel City. Blue Raven was away, tending to a crisis in another city. After Doctor Condor's successful "demonstration" of his new power the city was paralyzed with fear, but another hero arrived to stop the villain! Behold, Empyrean! Yes, Empyrean, who was as shocked as anyone when the Raptor Ray blasted him out of the sky! Doctor Condor's minions quickly captured the paralyzed paragon and all hope seemed lost until... what? It's the Blue Raven! He would not be so easily duped by his Arch-Enemy!

**Dark Matter:** Empyrean and Dark Matter initially team-up to confront an alien ship that is launching probes into North American soil. But in the conclusion of the battle, Dark Matter's nebulous true form is revealed and Empyrean snaps in a phobic rage! It turns out that somewhere in Empyrean's foggy memory his nemesis on another world had powers based in similar dark energies!

**Doc Hazard:** It started out as a good day... but then there was the black cat... and the ladder, and the mirror... Doc Hazard was beginning to worry. When Empyrean caught a glimpse of his grandson Alexander and screamed in terror and flew off... well you just know it's going to be one of those days. It seems the boy has a DESTINY, to save the world or destroy it, only time will tell. Now it was just a matter of making sure the boy survived the heroes and villains trying to alter the future... one of those days indeed.

**Golias:** Empyrean, being an outsider and a bit of a boy scout, would be increasingly perplexed and annoyed by a hero such as Golias. After a few attempts to comprehend Golias' motives and attitude, Empyrean resolves to confront the half-pint hero in the middle of one of Golias' high profile stunts. Does Empyrean spoil the day for Golias or do they join forces to save the day?

**J-Burn:** While members of the Dangos are flipping channels on the television, they pause on a local station as a reporter interviews this mysterious new champion calling himself Empyrean - *LIVE!* J-Burn brags that he could take the hero down and his fellow gangers dare him to prove it. Unwilling to back down, the flaming street tough rashly leaps off in a fiery burst to prove his might. The Dangos are worried that their champion enforcer has more than met his match.

**J-Burn & The Necromancer:** Jahl has grown weary of the endless monotony of sacrifices that has sustained him for ages. He has long searched

for the ultimate blood that would break the ritual cycle and keep him vital for centuries. He decides that this new celestial hero, who also claims to be immortal, is the key for which he has waited. He begins to lay plans to capture Empyrean!

When Jahl learns that Empyrean reportedly survived in the cold of deep space, he figures that a "hot-shot" like J-Burn could be an important part of his team. And to a man like J-Burn, The Necromancer's immense wealth can be very persuasive.

**The Necromancer:** Jahl attends one of his many charity fundraisers, dedicating a headquarters for a new super heroes team that Empyrean has worked with in the past. Although Jahl is letting one of his pet CEOs give the speech and the over-sized check and receive the accolades, he decided to attend the ceremony anyway, not only to bask in the possible benefit to the city, but also to plot. One of these heroes would provide him a great deal of energy, after all. It's at this moment that he meets Empyrean, who upon shaking his hand, sucker punches Jahl across the room. Other heroes and Jahl's own bodyguards are instantly between them, shocked that the super hero would punch a 15 year old boy like that. Still, Empyrean insists that he was in the right, saying "There's something... evil about that boy.". Nobody believes him, but Jahl has decided who his next meal is going to be...

**Shadow Iron:** When an alien paragon - Empyrean - arrives in the city claiming to be a divine protector, a coalition of interest groups take exception to the claim. The coalition hires the Instant Karma Detective Agency, of which Amber Blackstone is a member, to use their specialized skills to investigate. Will Empyrean prove to be a fraud or will Amber find proof to bolster his angelic claim?

**White Devil:** This White Devil is a true terror, striking fear in the hearts of so many; he must be a villain. All of the heroes and police seem powerless to stop the White Devil. Fortunately, the cosmic defender Empyrean is up to the challenge.



# THE MIGHTY GOELIAS

## POWERS

Armor 2 (x6 Soak) 2pts  
**Martial Arts Mastery 2** (Defensive, Grappling, Tricky) 2pts  
Skillful 1 (+2 Skill Slots) 1pt  
**Weapon Technique 2** (x4 to hit, x5 Damage w/ Unarmed attacks) 2pts

BRAWN 4  
AGILITY 3  
MIND 2

## MENTAL MALFUNCTION

Glory-hound: Golias loves the spotlight. He craves attention; from his point-of-view, winning is not as important as looking good while doing it and making sure somebody notices it.



## ADVANTAGES

Jack of All Trades, Never Surrender, Versatile

## DISADVANTAGES

Freak, Public ID, Susceptibility (heart condition)

## SKILLS

Athletics x3/Acrobatics, Escapology x3/Handcuffs, Perform x3/Fire Eating, Ride x3/Tricks, Commerce x2/Bargaining, Deception x2/Manipulation

## COMBAT

**Priority:** x3  
**Move:** 9 SQ. Run  
**Soak:** x6  
**Defense:** x3, x5 Hand to Hand  
**Mental Defense:** x2

**Breakdown:** 18 Stats, 7 Powers = 25 Points

MMXI

# THE MIGHTY GOLIAS

**Quote:** "*"Talk to the hand while the fist prepares its argument."*

## BACK-STORY

"LADEEEZZ AND GEN'L'MENNNNN!!! PREEEEESENTING... THE HALF-POINT HERCULES! THE SAWED-OFF SAMSON! THE MUSCLED MINIATURE MAN OF MIGHT! THE MIGHTEEEEEEE GOLIASSSSS!!!"

Golias T. Mighty (that's what it says on his business card) is a consummate showman, at home in the spotlight. Standing at a few inches short of five feet, Golias has the strength to lift elephants and the toughness to bounce cannonballs. If there's a chance that cameras are present, he will be there. After all, what's the use of doing something heroic if no one notices?

Golias's origin is shrouded in mystery generated by the man himself (Golias is not even his birth name, having legally changed it when he launched his career as circus showman).

The most common theory is that he was born in a carnival and raised by the performers. He certainly exhibits a range of circus skills: tumbling, riding, high-wire walking, fire-eating, etc.

He's been the highlight act for a number of famous venues, including Vegas. The fact that he can bench-press an Army tank and withstand small-arms fire certainly gives him the basis for one hell of an act.

He's brash, wise-cracking, over-the-top. It's like he's always on stage, working the crowd. Golias is no muscle-headed jock, though. He has a good business sense when it comes to money-making. It's the money-spending part he has a bit of trouble with.

Most of his appearances in public come across as publicity stunts, a fact which tends to annoy other, more civic-minded superheroes. His fortunes have risen and fallen so many times everyone's lost count. He has a deep and abiding love for cheap cigars, strong drink and tall women, not necessarily in that order. He also has a soft spot for kids, although strangely it's not something he advertises.

Another secret he keeps from the public eye is his health. His cardiovascular system can barely keep up with the way his body is built, and his party-animal lifestyle certainly hasn't helped. He's been suffering from chest pains, but refuses to accept the signs. It might not be long before The Big One hits him.

## COMBAT TACTICS

As the consummate showman, Golias makes real combat seem like it is part of the act, even when there is no audience to enjoy the show. His continuous wisecracks and references to "Ladies and Gentlemen" who are not there often manages to upset villains who feel they are not being taken as a serious threat, and Golias knows it.

Golias' fighting style is either to bait enemies into focusing their attention on him, and hoping his measure of invulnerability will wear them out, or to engage in grappling with an opponent. If he's outnumbered, Golias likes to pick up large heavy things and either throw them, or swing them around.

## STORY-ARCS FEATURING GOLIAS

**Recruiting Drive:** Golias has decided the best way to boost his ratings is to hitch his star to one of the local superhero groups. He begins following the group, assisting during their battles, and generally being a pain in the behind. Of course, in Golias' estimation, any superhero group would be falling over backwards to have someone of his caliber in their roster, so it's just a matter of time before they bow to the inevitable.

Alternatively, he might decide some young up-and-coming superhero would be the perfect sidekick to help clean up his bad-boy image. What do the kids these days know about real crime-fighting, anyway?

**The Squared Circle:** There's an underground ultimate-level fight tournament being set up in the campaign city, sponsored by a villain organization to cull their ranks and find new talent. Golias gets involved when the government promises to "forget" his outstanding tax debts if he succeeds in infiltrating the tournament and help shut it down. Let's get ready to RUMBLE!!!

**Gem in the Rough:** A circus-themed group of villains has hit the town and engaged in a number of flamboyant robberies. An old carny friend of Golias has come to him for help. His daughter, an accomplished acrobat and trapeze artist, has gotten mixed up with the group and he's asked Golias to stop the Crime Circus' spree and extricate the girl before she gets in too deep.

## GOLIAS' TUSSLES & TEAM-UPS

**Black Samson:** A corporation with a reputation for under-handed business deals is sponsoring a charity event to help rebuild their image, and they've asked both Golias and Black Samson as guests to raise money. But a series of mysterious accidents are threatening to scuttle the fund drive. Who's behind the sabotage? And are the corporation's motives truly on the up-and-up?

**The Blue Raven:** Golias is seen perpetrating a series of daring robberies, and the Blue Raven, sure that the glory-hogging strongman has finally snapped, goes after him. When they finally come face-to-face, Golias desperately explains to the azure-clad hero that he's been forced to commit the crimes by a shadow figure who's kidnapped a close friend and is using him as a hostage. Will Blue Raven believe Golias' far-fetched tale? Would he be willing to help? And how?

**Dark Matter:** During one of his publicity tours in the Great White North, Golias has the chance to meet the famous Dark Matter in an impromptu team-up to foil a crime in progress. Noticing the Canadian superhero's morose demeanor, Golias decides to make it his goal to cheer Dark Matter up. But how do you show a sentient blob of plasmoid energy a good time? Golias is intent on finding out!

**Doc Hazard:** A movie producer has decided to make a film about Doc Hazard's exploits and has convinced Golias to pitch the idea to the septuagenarian adventurer. Problem is, Doc was last seen heading into the Amazon in search of a lost city and hasn't been heard from in a quite a while.. So Golias is headed to the jungle. "Dr. Hazard, I presume?" The things one has to do to make a living these days!

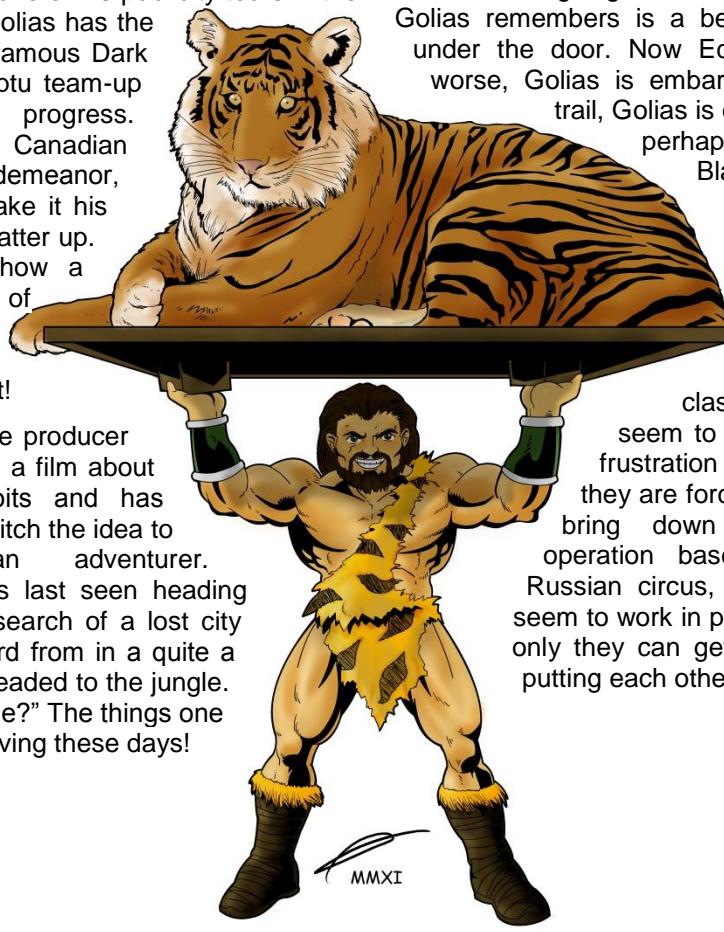
**Empyrean:** Empyrean, being an outsider and a bit of a boy scout, would be increasingly perplexed and annoyed by a hero such as Golias. After a few attempts to comprehend Golias' motives and attitude, Empyrean resolves to confront the half-pint hero in the middle of one of Golias' high profile stunts. Does Empyrean spoil the day for Golias or do they join forces to save the day?

**J-Burn:** J-Burn's been given the job of discouraging anti-drug activities in the neighborhood by burning down the local youth center. Unfortunately, he happens to choose a time when Golias is there doing a charity show for the local kids. It seems the show will be even more exciting than anticipated; but Golias must remember to ensure the audience is safe, and J-Burn is a maniac with nothing to lose.

**The Necromancer:** Golias' heart condition is getting worse, and the prospect of death or worse is haunting the diminutive hero. On hearing on the grapevine that millionaire Jahl Singh has sponsored various research grants on the matter of life extension, Golias goes to plead for the chance to overcome his deadly condition. What nefarious plans could the Necromancer have in store for the desperate superhero?

**Shadow Iron:** The mighty Golias saves Edward Blackstone. Now the pint sized carnie has a new best friend and he is living large on the Blackstone dime. One long night in a bar and the last thing Golias remembers is a beautiful women sliding under the door. Now Edward is missing and worse, Golias is embarrassed. Quick on the trail, Golias is off to rescue his friend, perhaps with the help of Blackout's own Shadow Iron.

**White Devil:** If these two were cops, we'd have a great summer movie. Their clashing personalities seem to be source of constant frustration to both, and yet when they are forced to work together to bring down a gun smuggling operation based out of a phony Russian circus, these clashing styles seem to work in perfect harmony. Now if only they can get the bad guy without putting each other through a wall!



# J-Burn

## POWERS

Pyrotechnician: **Fire Mastery 2**, 2pts

**Immunity 1** (Fire) 1pt

Scorching Touch: **Damage Aura 2** (x2 Dmg) 2pts

Thermal Lift: **Hovering** <Only when using Damage Aura> 1pt

Feel the Burn: **Brawn Boost 1** <only while using Damage Aura power> 1pt

Hot Launch: **Super Jump** (40sq max.) <Activation> 1pt

Blazing Strike: **Special Attack 2** (+2 DM) 2pts

Martial Arts Mastery 1 (Tough Style) 1pt

**BRAWN 1**  
**AGILITY 3**  
**MIND 2**



## MENTAL MALFUNCTION

J-Burn is a pyromaniac and heady with power.

He is loyal to the leader of this adopted 'family' but is willing to take violent actions farther than they need to be taken.

## ADVANTAGES

Frightening Presence

## DISADVANTAGES

Freak

## SKILLS

Athletics/Running, Perform/Dance,

Stealth/Prowl, Security/Locks,

Streetwise/Crime

## COMBAT

**Priority:** x3

**Move:** 9 SQ. Run, 12 SQ Hover, 40 SQ Jump

**Soak:** x1, x2 w/ Boost, x3 Hand to Hand,  
x4 Hand to Hand and Boost

**Defense:** x3

**Mental Defense:** x2

MMXI

**Breakdown:** 12 Stats, 11 Powers = 23 Points

# J-Burn

**Quote:** “Don’t think of it as ‘Protection Money’ – it’s more like Fire Insurance...”

## BACK-STORY

Javier Marin’s family died in a house fire when he was very young. Rather than fear, Javier was fascinated by fire. He cycled through foster homes until finally running away; where he was ‘adopted’ by a street gang.

Naming him ‘J-Burn’ they indulged his pyretic urges upon selected targets. Though he flourished, he was also ambitious; but never taken seriously by his peers until the day he became trapped in one of his fires.

Instead of burning to death, everyone witnessed his transformation into a being radiating pure heat. With the powers he now possessed, J-Burn quickly rose to prominence within the gang, becoming its lead enforcer.

## COMBAT TACTICS

J-Burn’s body becomes red-hot, radiating intense heat to all who come too close. He has a surge of strength whenever his body super heats. Additionally, when he’s in this heated state, he is able to hover above the ground (lifted up by the hot air thermals). Also, with an intense burst of heat energy he is able to launch himself into the air.

While he is super-heated, his punches do x4 Dmg and a secondary x2 Dmg from the constant Damage Aura effect he has turned on.

But while J-Burn can certainly dish it out, he is a bit of a “glass cannon”, and cannot take much punishment. In the grand scheme of things, for all his big talk, J-Burn is a coward who will flee, even abandoning companions to evade being captured or seriously hurt. Instead of standing toe-to-toe and fighting a foe he cannot win, he plots revenge; often choosing a target through which to cause his enemies pain, such as family or friends, rather than launching an attack against a strong hero who will beat him.

## STORY-ARCS FEATURING J-BURN

**Burn In:** The player’s heroes either witness, or overhear via police scanner, a police pursuit involving two youths in a sports car. The two hoodlums are fleeing from the sight of a jewelry

store robbery and subsequent arson. One of the youths is believed to be in possession of a flame-thrower. If the heroes come to the aid of the police in this car chase, they will discover that there is no flame-throwing device. Rather, one of the gangbangers is a young mutant with flame powers!

**Burn Out:** There is a gang war happening in the city between the Apocs and the Dangos (a much smaller group of hoodlums recently Apocs much more trouble than usual). The Apocs have besieged a nightclub frequented by Dango members, in retaliation for some slight. The Apocs, surprised that one of the Dangos is a mutant, are taken down by J-Burn’s flame powers; setting the club on fire during the confrontation. The heroes must save trapped bystanders from the inferno and confront J-Burn.

**The Big Leagues:** A number of businesses in the downtown core are ablaze, and J-Burn has the police pinned behind their flaming and useless patrol cars. At the direction of Kacer (leader of the Dangos), J-Burn is enjoying the unrestrained use of his powers; showing off for the Dango leader. In his reverie J-Burn is unaware of the notes Kacer is making regarding his performance, or that he is not who he appears to be. The gang’s leader is dead and the doppelganger is really the mutant changeling known as Crimeleon\*. Could this criminal be out to recruit J-Burn into his mutant up rise agenda? If J-Burn can hold off the heroes for a few pages, this will be enough to convince Crimeleon to break J-Burn out of prison and induct him into the fold.

\*[CRIMELEON: Brawn 1, Agility 3, Mind 3. **Powers:** Changeling [ Affects Scent, Fingerprints, and Retina Pattern], Shape-Shifting <Does not change form or add new powers - he can only alter his physical stats>, Martial Arts Mastery 1 (Tough style), Weapon Technique 1 (+1DM with unarmed attacks), Skillful 1. **Advantages:** Quick-Thinking, Duty (to the Mutant Dominion) **Skills:** Drive x3/Steering, Escapology x3/Improvising, Perform x2/Acting, Computers x3/Hacking, Deception x3/Disguise/Lying, Streetwise/Gambling. [Breakdown: Stats 14 pts, Powers 11 pts, Advantages 2 pts = 25pts]

## J-BURN'S TUSSLES & TEAM-UPS

**Black Samson:** Members of the Dangos have been jailed, and J-Burn has learned that Black Samson is responsible. Eager for a fight, the flaming gangbanger has tracked the hero down to his home turf, surprising the super (if he fails a difficulty 10 Mind check) by jumping down on him from above using his fiery jump power and tries to punch him with his flaming fists.

**The Blue Raven:** Another burning warehouse and again the pyromaniac gang member has eluded capture by taking to the rooftops with his flaming jumps. This time, however, J-Burn's escape has not gone unnoticed. The sharp eyes of the Blue Raven, who happened to be on patrol in this area, are fixed on this flaming foe.

**Dark Matter:** Enjoying his handiwork, J-Burn sits atop a nearby apartment building watching as the local police station burns. The fiery felon is somewhat miffed when Dark Matter, who was assisting researchers at the nearby university, flies by carrying a large, rooftop water tower and begins to pour its contents over the blazing building.

**Doc Hazard:** While on a relaxing road trip with family, Doc Hazard stops for gas at a "24-Seven" fuel station. While still at the pump, Lauren and Alexander are inside restocking supplies when J-Burn and crew show up looking for a little fun. Playing with gas and fire could prove hazardous for the Doc and his grandchildren.

**Empyrean:** While members of the Dangos are flipping channels on the television, they pause on a local station as a reporter interviews this mysterious new champion calling himself Empyrean - *LIVE!* J-Burn brags that he could take the hero down and his fellow gangers dare him to prove it. Unwilling to back down, the flaming street tough rashly leaps off in a fiery burst to prove his might. The Dangos are worried that their champion enforcer has more than met his match.

**Golias:** J-Burn's been given the job of discouraging anti-drug activities in the neighborhood by burning down the local youth center. Unfortunately, he happens to choose a time when Golias is there doing a charity show for the local kids. It seems the show will be even more exciting than anticipated; but Golias must remember to ensure the audience is safe, and J-Burn is a maniac with nothing to lose.

**The Necromancer:** Jahl Sing has managed to sneak into the production facility of a pharmaceutical rival, attempting to cast a difficult ritual on one of the shipments of his competitor, infusing their product with a magical spell intended to make their customers fall into a deep coma.

These comatose victims would then be slowly leached of their life energies; further sustaining the Necromancer's existence! Only one problem... J-Burn and fellow gangbangers have also broken into the facility to steal whatever drugs they can get their hands on; interrupting Jahl's ritual in the process. J-Burn and his buddies think they have managed to ambush a golden goose; but Jahl makes them a better offer....

**Shadow Iron:** Instant Karma Detective Agency, has been called to investigate a series of fires, the insurance company keeps saying there is foul play involved but neither they or the police can find any accelerants. But they didn't search for mutant radiation, and Shadow Iron has found traces...

**White Devil:** The White Devil has traced a former Voodoo Assassin to the membership of the Dangos (probably hoping to avoid this hero's retribution). The White Devil is surprised to discover that J-Burn is there and willing to protect the fellow gang member with his flame powers.



# THE NECROMANCER

## POWERS

Skillful 3 (+6 Skill Slots) 3pts

Mesmerism Spell: **Confusion 2** (Large Burst) 5pts

Telekinesis 3 (x3 Hit, x3 Dmg) 3pts

BRAWH 2  
AGILITY 2  
MIND 3

## MENTAL MALFUNCTION

Fear: Though he is thousands of years old, psychologically Jahl is a frightened boy cringing from death. He will do anything to stay alive.

## ADVANTAGES

Resources, Immortality, Devoted Henchmen, Contacts

## DISADVANTAGES

Age (Appears to be only 15), Secret (Source of powers)

## SKILLS

Athletics/Running, Stealth/Hide, Humanities x5/Art/Foreign Cultures, Science x4/Biology, Occultism x5/Necromancy,



## COMBAT

Priority: x2

Move: 6 SQ. Run

Soak: x2

Defense: x2

Mental Defense: x3

*Breakdown: 14 Stats, 11 Powers, +2 Advantages = 27 Points*

# THE NECROMANCER

Quote:

## BACK-STORY

Jahl Singh witnessed his mother and sole caregiver die of an excruciating prolonged illness. He was determined that he would not face such a death. When he approached the village priest, the elderly sage told him that death was an inescapable facet of dharma; Jahl would not accept this.

The young man began killing livestock under the cover of darkness, offering the life force to any who may be listening that might grant him the secret of immortality. After numerous goats, and even sacred cows came up missing, the village elders launched an investigation that revealed Jahl as the culprit.

On the morning of his exile, he encountered an emaciated man, smeared with blood and sandal paste and garlanded with skulls. This figure referred to himself as "Kali Dasa" claimed to have heard Jahl's desire and offered to initiate him into the secrets of immortality. Kali Dasa assured him that his goal was well within his grasp, but only if Jahl was willing to pay the price. Without hesitation, the young man agreed.

The self-styled sage instructed Jahl to seduce a temple prostitute and bring her to a clearing far beyond well-traveled routes. There, the two drugged her and performed a complex bloodletting ritual that transferred the totality of her life essence to the two men. After the ritual, Kali Dasa's body broke into a writhing mass of beetles. Jahl was left alone with newfound vitality, strength and agility, but these were fleeting. More would have to die so that he could live. Soon he would need another victim.

That was before recorded history. He has been repeating the ritual for millennia, until present day.

Jahl has survived by performing the necromantic ritual as needed. A normal human provides enough vitality to halt the aging process for approximately one month. Empowered beings of any kind provide considerably more.

Jahl has not been simply feeding through the centuries. He is well-versed in most human art and culture, as well as in languages and hard science. He is incalculably wealthy, with caches of gold in several hidden locations, as well as several international patents on pharmaceuticals derived from long-forgotten remedies. He has not been

content with mastering the single necromantic ritual, and has studied other magic as well.

Jahl is not entirely without conscience and gives lavishly to various charitable organizations through dummy corporations. He has even funded meta human groups. The bottom line is that although Jahl is thousands of years old, psychologically he is still that scared boy cringing from death. He will do anything to stay alive.

## COMBAT TACTICS

He can defend himself with an instantaneous mass confusion effect and has limited telekinetic abilities. His greatest weapon, though, is his influence.

Jahl is also accompanied at all times by up to three assassins from a remote aboriginal tribe in India that thinks him a god.

## STORY-ARCS FEATURING THE NECROMANCER

**No Good Deed Goes Unpunished:** While he may be able to stave off the effects of aging, the Necromancer is as vulnerable to physical injury as anybody, and for this reason, it is something he especially dreads. This is why the "young" man is in such terrible shock when his limousine crashes and rolls down the side of a cliff. Luckily for him, the Heroes are able to stop by and help save the car and its occupants, and Jahl survives with only a broken wrist.

Unluckily for them, Jahl becomes fixated on the heroes, both grateful for their rescue, and hungry for their life-force. He begins to contrive reasons to see them, offering to donate money for new crime fighting equipment, etc., but simultaneously gauging their defenses and looking for weaknesses. To this end, he offers to become a long-term benefactor of the hero group, but all the while, he is looking for a moment to strike: in a few years, perhaps. If anything, immortality has made him patient. They'll never see it coming. In the meantime, he'll play the role of the helpful, wealthy benefactor...

**The Larder:** Among the other amenities Jahl's R&D team provide to the Heroes for use in their base, the latest addition is an inescapable containment cell. This cell is actually a gateway to another pocket dimension, and can be used to keep super villains on ice until the authorities are ready to take custody of them.

But it seems as if the Heroes are not the only ones with access. At first, they believe that a villain managed to succeed in an escape attempt, but they eventually come to the realization that the pocket dimension could not have been opened from the inside; somebody else broke in. The Heroes keep monitoring the usual channels for any word on the escaped villain, but he seems to have vanished.

Meanwhile, Jahl Singh has siphoned the life energy out of the super criminal he helped "escape" from the pocket dimension. The corpse has been placed in another pocket dimension; he wouldn't want the Heroes to find out that their holding cell is actually his pantry, after all. Meanwhile, the Heroes will occasionally get leads on the villain's activities, only to discover they are red herrings.

**Checkmate:** Finally, at long last, after years of patience, the Necromancer is ready to feed off of the Heroes. Over time as their benefactor, Jahl has made a careful study of each of them, learning their weaknesses, fighting styles, security codes, and anything else of use he can about them. All at once, weaknesses are triggered, safeguards in the Heroes' base turn against them, and they are surrounded by cultist assassins who seem to know their every move before it is made. When the Heroes awaken, they find themselves in a containment field inside a pocket dimension, with Jahl eyeing them hungrily...

## THE NECROMANCER'S TUSSLES & TEAM-UPS

**Black Samson:** Black Samson has returned. Since he hasn't aged, the Necromancer thinks it's possible the hero has found the secret of eternal youth and lays a trap for him. When he discovers that Black Samson has only traveled through time, but the Necromancer decides to find a use for him in his experiments anyway.

**The Blue Raven:** There's trouble. Right here in Diesel City! And that starts with "T" and that rhymes with "Z" and that stands for zombies! Apparently, something went wrong when the Necromancer came to this city to "revitalize" himself, and has inadvertently passed some of his undying essence into some of his victims, and they in turn, have passed it onto theirs. Now this zombie plague has begun to take root in Diesel City, and with every new zombie, the Necromancer finds his own vitality fading. He has no choice but to do all he can to end this zombie plague, and brings in his vast resources and knowledge to come to the Blue Raven's aid in stopping it. He keeps the fact he was the cause of the problem to himself, however, pretending simply to be a concerned philanthropist. Although the

middle aged man who sought the Blue Raven's aid does seem to get younger as more zombies are defeated...

**Dark Matter:** Jahl has created a hospital in Dark Matter's town specifically to deal with the perils of living in a superhuman world. He offers revolutionary treatments for heroes whose powers have denied them a normal life (he'd rather they be out of the hero game after all) and if a few people happen to die in his emergency room... well people die in hospitals every day. Who knows a hero with a condition like Dark Matter's might take any risk to be normal again... and just how many years would a possible immortal be worth?

**Doc Hazard:** They met once during one of Hazard's early forays towards the fountain of youth, The Necromancer desperately trying to find anything to help stave off death. He is not at all pleased that Doc Hazard has since destroyed the fabled fountain. Now he wonders if the only way he can get to that once mystic water is through the good doctor's blood. He has the time to make a plan to get him, perhaps getting close to his granddaughter or even kidnapping his paramour Olga Morozova. He has the time to make sure whatever he does will be suitable vile.

**Empyrean:** Jahl attends one of his many charity fundraisers, dedicating a headquarters for a new super heroes team that Empyrean has worked with in the past. Although Jahl is letting one of his pet CEOs give the speech and the over-sized check and receive the accolades, he decided to attend the ceremony anyway, not only to bask in the possible benefit to the city, but also to plot. One of these heroes would provide him a great deal of energy, after all. It's at this moment that he meets Empyrean, who upon shaking his hand, sucker punches Jahl across the room. Other heroes and Jahl's own bodyguards are instantly between them, shocked that the super hero would punch a 15 year old boy like that. Still, Empyrean insists that he was in the right, saying "There's something... evil about that boy.". Nobody believes him, but Jahl has decided who his next meal is going to be...

**Empyrean & J-Burn:** Jahl has grown weary of the endless monotony of sacrifices that has sustained him for ages. He has long searched for the ultimate blood that would break the ritual cycle and keep him vital for centuries. He decides that this new celestial hero, who also claims to be immortal, is the key for which he has waited. He begins to lay plans to capture Empyrean!

When Jahl learns that Empyrean reportedly survived in the cold of deep space, he figures that a “hot-shot” like J-Burn could be an important part of his team. And to a man like J-Burn, The Necromancer’s immense wealth can be very persuasive.

**Golias:** Golias’ heart condition is getting worse, and the prospect of death or worse is haunting the diminutive hero. On hearing on the grapevine that millionaire Jahl Singh has sponsored various research grants on the matter of life extension, Golias goes to plead for the chance to overcome his deadly condition. What nefarious plans could the Necromancer have in store for the desperate superhero?

**J-Burn:** A number of superheroes are starting to get too interested in tracking The Necromancer down. Time to fight fire with fire. J-Burn and his gang might be the kind of muscle The Necromancer needs to keep the nosy heroes off of his back. Besides, the ten grand J-Burn is charging is barely a drop in the bucket.

**Shadow Iron:** Instant Karma Detective Agency, has been contacted by a terrified homeless man, several of his friends have gone missing after talking to someone in a limo. And he’s afraid he’s next. The police won’t do anything, there haven’t been any bodies, and the public doesn’t seem to care when a homeless person vanishes. Jahl thinks he’s committed the perfect crime, until Shadow Iron and Instant Karma decide to take the case pro-bono.

**White Devil:** Mister X, who ended up in jail thanks to White Devil, is found dead shortly after his release on bail. Now police suspect the vigilante is to blame, and there is a great deal of circumstantial evidence to support this. However, White Devil is surprised to find his hated enemy is not dead after all! Mister X has become a servant of the Necromancer, and in exchange has White Devil on the run from the police for his own death while at the same time now having unholy powers with which to get his revenge!



# Shadow Iron

## POWERS

**Attack Weak Point** 2pts

**Martial Arts Mastery 2** (Defensive, Grappling, Tricky) 2pts

Ki Focus: **Super Speed 3** <Only for Attacking> 2pts

Personal Force Field: **Armor 2** (x7 Soak) 2pts

**Flight 2** (10 SQ) 2pts

**Immunity 1** (Suffocation) 1pt

**Super Sense 1** [Variable] <Fragile Gadget: Helmet> 1pt

Targeting HUD: **Boost 2** (Agility, Only for attacks) <Fragile Gadget> 1pt

Gravitic Energy: **Special Attack 4** [Variable] <Tiring> 4pts

**BRAWN 5**  
**AGILITY 3**  
**MIND 3**

## WEAKNESSES

Damaging Weakness to Sonics

Damaging Weakness to Magnetic attacks

## MENTAL MALFUNCTION

Over-Confidence: Shadow Iron never backs down from a challenge.

## ADVANTAGES

Appeal, Gadgeteer, Photographic Memory, Resources

## DISADVANTAGES

Arch-Enemy, Rogue's Gallery, In a Relationship, Ward

## SKILLS

Athletics/Acrobatcs, Performing Arts/(Singing, Dance), Stealth/Hiding, Investigation/Analysis, Science/Physics, Technology/Invent

## COMBAT

**Priority:** x3

**Move:** 9 SQ Run, 10 SQ Flight

**Soak:** x7

**Defense:** x3, x5 Hand to Hand

**Mental Defense:** x3



**Breakdown:** 22 Stats, 17 Powers, -4 Weakness = 35 Pts

# Shadow Iron

**Quote:** "One down. Who's in charge here now?"

## BACK-STORY

Amber Blackstone is the only daughter of Edward Blackstone, the head and founder of Blackstone Incorporated (a major corporation based in Megapolis focusing on technological research). Amber is fairly well known for being a genius in multiple fields including physics, biochemistry, and music. She rarely lacks in self-confidence and always demonstrates an incredible combination of talent and effort.

Amber originally became the super heroine Shadow Iron while testing a prototype suit she designed that altered gravity. Being a super heroine is now the single greatest challenge in Amber Blackstone's life and to Amber, challenges exist to be overcome. Shadow Iron also realizes how much of an impact she can have and enjoys patrolling Megapolis, looking for trouble. In any event, with all of the super villains in Megapolis, and the multiple threats to her father's life, Amber would rather confront enemies instead of waiting for others to save her.

Shadow Iron is highly adept at enraging super villains, this has earned her several arch-enemies and a growing rogue's gallery. As Amber Blackstone continues to enhance her power armor and undergo even more rigorous training, she acquires even more dangerous foes, such as Anathema, Superior and System Crash, and old enemies have begun working together against her. Her once nemesis, Blue Brawler, along with the Silent Shriek, Mallea, and the always "loveable" Miss Perfect round out Shadow Iron's Rogue's Gallery.

Amber Blackstone is a founding member of both the Instant Karma Detective Agency and the superhero team known as Blackout. When Instant Karma runs into trouble, or needs some super assistance, they often call in Blackout for help by switching into their super hero identities. At the same time, Instant Karma can be counted on to gather information that Blackout needs.

Spending the last year working with Fortune Incorporated to help foil HUSH's plans for world domination (see the original Megapolis sourcebook timeline), led to Shadow Iron becoming romantically involved with Masque, a duplicating master of disguise. Although, neither is quite sure where the relationship is heading and their personalities can easily clash, both will drop anything to help the

other. Masque, being able to assume multiple identities with ease, created a new persona to date Amber, allowing her to more easily preserve her secret identity.

**About Amber Blackstone:** Amber Blackstone is 6'1" and very attractive with a slender build. She has blue eyes and long red hair. While at work in her normal identity, Amber usually wears a black suit with a white lab coat. At social events, Amber prefers elegant dresses in red, black, or violet. As Shadow Iron, Amber dons her distinctive black power armor, and often wields a violet laser sword.

As Amber Blackstone, she is a relentless investigator, a musical savant, a brilliant scientist, and one hell of a tennis player. Amber is strangely humble for a person with her accomplishments, but often seems to intimidate those around her with her grace, intellect and absurd wealth. Currently dating a handsome (most of the time) fugitive, who can appear as anyone, she has left more than a few bachelors quite devastated. Amber has also recently taken Lauren Morozova, granddaughter of Doc Hazard, under her wing, they're both, young, wealthy and approaching master level martial artists, not surprisingly Amber sees a lot of herself in the younger woman.

## COMBAT TACTICS

Amber's Shadow Iron armor grants her flight, protective force fields, and the ability to more effectively apply their own strength. The suit grants little protection however to sonics and magnetism. With the suit's powers, combined with her martial arts training from Master Hiroshi, Amber found that Shadow Iron, could quickly overpower many criminals, and even one unfortunate aspiring super villain she left buried under a dumpster.

Aside from sonics and magnetism, over-confidence is Shadow Iron's greatest weakness. She often will try to take on more opponents than she ought to be able to handle, and is often too proud to ask for help, and might even shoo away allies saying "I can take him!"

Shadow Iron, is a pragmatist, while perhaps unable to accurately gauge her own strength, she is quick to realize how best to utilize the powers of others in her group, especially those with abilities she lacks. In combat Shadow Iron can most often be found trying to engage the most obvious threat, living by the simple logic each blow against her is one fewer

against her very often far more vulnerable allies. A view very often perpetuated by her teammate Dyne.

## STORY-ARCS FEATURING SHADOW IRON

**The Inside Man:** Blackstone Inc. has been the subject of industrial espionage before, but it's different this time, the thieves are a little too thorough, a little too aware of defenses, and how to bypass them. The work of a cyberkinetic? An insider? It's well known that Shadow Iron often shows up to help Blackstone, so is this really just a trap for her? Sonic Shriek has been in town... or is System Crash the culprit here...

**I Left My Super Powers In My Other Suit:** Amber Blackstone, has been captured by the MasterMind, he's trying to use her to get access to her father's company, he needs some rare components to build his Neural Amplifier- with it he'll be able to take over the WORLD!!! Without her power armor, Amber is still a very formidable lady; but will her smarts and training be enough to help her escape?

**Fancy Meeting You Here:** A simple bank heist turns into a giant three-way brawl as Shadow Iron catches Superior breaking into the Megapolis First National Bank only to run into System Crash on his way out. Neither willing to be out done, nor willing to leave peacefully... It's enough to bring down the house. Well there there's always the Second National Bank...

## SHADOW IRON'S TUSSLES & TEAM-UPS

**Black Samson:** While facing Dark Liege in Peru, Shadow Iron destroys the Infinity Hourglass in order to keep it out of Dark Liege's hands. Trapped in 1985, she is befriended by Black Samson. Shadow Iron is now trying to get back to the future, without damaging the timeline, which means that she can't use her power armor. Amber Blackstone is now going by the name Crystal Irons, and is donning a domino mask as Samson's sidekick, the Crimson Fury. And there is the mystery of Black Samson's disappearance in 1985, and Shadow Iron can't resist a good mystery.

**The Blue Raven:** Guy Carter's DNA has been found at several crime scenes. The Blue Raven claims that Guy Carter has been framed, but honestly who would possibly believe him in the face of the overwhelming evidence, and the fact that Guy Carter remains at large. Turning to the Instant Karma Detective Agency, the Blue Raven desperately tries to clear Carter's name and the clock is ticking.

**Dark Matter:** Amber Blackstone met with Dark Matter to study his unique gravitational state, the "dark matter" that seems to comprise his form has eddies and shifts creating and losing gravitation fields almost at will, this could advance her armor research by decades... and of course the perfect time for testing new equipment is when there is an attack.

**Doc Hazard:** Shadow Iron has learned that Anathema has been searching for a lost mystic artifact in the Amazon, with it who knows what she'll be capable of, and to find it first Amber will need a guide. Her friend Lauren and her grandfather are perfect for this, even if this does mean dealing with Lauren's brother, who has an obvious crush on Amber.

**Doc Hazard (2):** A cruise with Lauren goes awry as pirates, yes PIRATES, invade the vessel looking for treasure; too many movies too many rich people. It wouldn't have been a problem if they brought cutlasses, but they have sub machine guns. The armor is at home, and the few toys Amber managed to smuggle aboard might not be enough.

**Empyrean:** After declaring his purpose, Empyrean makes his first stop at the Megalopolis central bank... right as Blue Brawler is robbing it. Springing into action, the alien paragon, demanded his surrender. The long fight that ensued ended with Blue Brawler's successful escape, but Empyrean managed to thwart his ill-gotten gains. Now Blue Brawler is out for revenge, and hiring Mallea to help him get it. Faced with these two deadly foes perhaps a little help wouldn't be ill-advised... Shadow Iron has more than a little experience facing them both.

**Golias:** The mighty Golias saves Edward Blackstone. Now the pint sized carnie has a new best friend and he is living large on the Blackstone dime. One long night in a bar and the last thing Golias remembers is a beautiful women sliding under the door. Now Edward is missing and worse, Golias is embarrassed. Quick on the trail, Golias is off to rescue his friend, perhaps with the help of Blackout's own Shadow Iron.

**J-Burn:** Instant Karma Detective Agency, has been called to investigate a series of fires, the insurance company keeps saying there is foul play involved but neither they or the police can find any accelerants. But they didn't search for mutant radiation, and Shadow Iron has found traces...

**The Necromancer:** Instant Karma Detective Agency, has been contacted by a terrified homeless man, several of his friends have gone missing after talking to someone in a limo. And he's afraid he's next. The police won't do anything, there haven't been any bodies, and the public doesn't seem to care when a homeless person vanishes. Jahl thinks he's committed the perfect crime, until Shadow Iron and Instant Karma decide to take the case pro-bono.

**White Devil:** White Devil learned during the trial of some of the gang members that had assaulted his girlfriend that it could have been on the part of a larger organization, not just random acts of violence. Desperate for retribution and well aware of his own limitations, White Devil turns to Instant Karma to find out the truth behind the attacks, offering to trade his assistance to Blackout on another case for their help.



MMXI

# WHITE

# DEVIL

## POWERS

Battlesuit: Armor 2 (Soak x4) 2pts

Heightened Agility 1pt

Martial Arts Mastery 2 (Grappling, Defensive, Tricky Styles) 2pts

Weapon Technique 2 (x3+3 Attack x3 Dmg Unarmed) 2pts

Bone Breaker: Attack Weak Point 2pts

Skillful 1 (2 Slots) 1pt

Teleportation 2 (20 SQ / Hundred Miles) 2pts

Defensive Blinking: Deflect 2 <Does not Reflect attacks> 1pt

Nightvision Goggles: Super Senses 1 1pt

**BRAWN** 2  
**AGILITY** 2+3  
**MIND** 2

## MENTAL MALFUNCTION

Brutality. Although he has taken an oath against killing, White Devil is still known to hospitalize criminals.

## ADVANTAGES

Frightening Presence, Mentor (Father Warinski)

## DISADVANTAGES

On the Run, Rogue's Gallery (Voodoo Assassins)

## SKILLS

Athletics/Acrobatcs, Stealth/Shadowing, Craftsman x3+3/Metal Work, Streetwise/Gather Information, Humanities/Religion

## COMBAT

Priority: x2+3

Move: 6 SQ. Run,

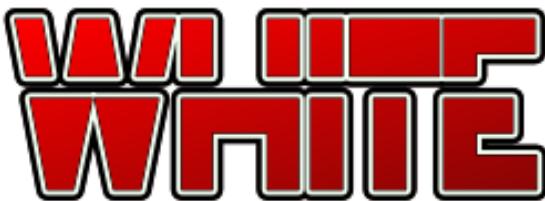
Soak: x4

Defense: x2+3, 4+3 Hand to Hand

Mental Defense: x2



**Breakdown:** 12 Stats, 14 Powers = 26 Points



**Quote:** "Greetings scum. You can surrender now and repent your sins, or you can persist on the path of iniquity and have penance forced upon you. The choice is yours alone..."

## BACK-STORY

Life was once very good for Alex Hughes. He had established himself as a promising sculptor in the Vibora Bay art scene, he was engaged to his high-school sweetheart Bethany Franks and had found a great Soho apartment. But Alex's peaceful life ended suddenly and tragically one Halloween night.

In an act of random violence, several members of the vicious Voodoo Assassins gang broke into Alex and Bethany's apartment. After subduing the couple, they injected Alex with some strange hallucinogenic drugs and forced him to watch as they brutalized Bethany. Hours later: when he finally regained enough of his senses to realize that he had not dreamed the entire hellish experience, Alex tried to go to Bethany, but he discovered that he was still firmly chained to the radiator.

After a moment of frantic struggle, something extraordinary happened; Alex somehow disappeared from his shackles and reappeared at her side. In a state of shock and too disoriented to realize what exactly had happened, Alex could only think of helping Bethany. But it was too late; she died in his arms almost as soon as they arrived at the hospital.

Weeks swam by in a haze of confusion, rage, and grief. One night, all of his pain and loss crystallized into thoughts of vengeance. At that moment, a tickling in the back of Alex's mind focused on the memory of his escape from the pillar. Through some fluke of biochemistry, the drugs he had been injected with had activated some genetic anomaly and granted him the power of teleportation: Alex had a tool with which to extract his revenge.

He turned his artistic abilities into crafting a suit of protective armor and began honing his powers, skills and tactics. A year later, Alex emerged from the ruins of his previous life with a mission. Alex began going out at night to torment the city's criminal element into providing information on the Voodoo Assassins. Eventually, this activity brought Alex into conflict with the racist supervillain known as Mister X.

The ensuing fight ended with Mister X badly beaten. Alex forced him to reveal the location of the Voodoo

Assassin's hideout and in a parting insult hurled at his back, Mister X gave Alex the codename he would use to terrorize the underworld: "The White Devil."

Alex found the lair of the gang and began extracting his revenge. But he had barely started when the gang's leader managed to escape and hide in a nearby church. Alex followed him and easily beat him senseless.

As he was about to end the helpless thug's life, a priest interrupted, stepping between Alex and his victim. The priest, Father Warinski, convinced Alex that taking another human's life would only perpetuate the sin of Bethany's murder. It was a turning point for Alex. He allowed the priest to turn the gang leader in to the police and began an ongoing association with the Church and Father Warinski.

Alex has become an avid student of religion and a scourge to those who would harm the innocent. Nevertheless, Alex is still recovering from his traumatic origin. He is at odds with conflicting emotions but has started putting his life back together. His artistic outlets, his newly found religious beliefs and his ability to bring justice to the streets have aided his recovery. He is willing to deal with criminals very harshly, willing to use violence and fear as a tool for justice; but is resolved not to take another human life.

## COMBAT TACTICS

The White Devil is a skilled natural fighter who is willing to use unconventional techniques to overcome an opponent. He has heightened reactions and toughness well beyond human norms. He likes to use surprise, fear and intimidation to gain an edge on his foes: and his teleportation powers serve him well in this capacity. His self-designed and forged plate armor enhances his defensive capabilities.

## STORY-ARCS FEATURING WHITE DEVIL

**Oh Father, Where Art Thou?** Father Warinski, the priest who gave White Devil a second chance, is missing. While White Devil had a mask to protect his identity, Father Warinski (who turned the gang leader to the police) was known to the criminal element. But is this payback meant for Father Warinski, or is White Devil walking into a trap?

**The Nail That Stands Gets Hammered Down:** When a criminal mastermind finds White Devil costing him too much business, he decides to finish him off, once and for all. When White Devil launches his assault against a group of arms dealers, he finds himself caught in an ambush, as one of the criminals is a nearly invincible metahuman named "Sledge" (use the stats from the Brick archetype, but raise Mind to 3). Sledge turns out to be more than a match for White Devil, who is nearly killed before he manages to teleport away. He'll need time to recover. Meanwhile Sledge and his thugs are building their employer's empire unchecked... and scouring the city for White Devil's hiding place...

**Corner Window:** It is only a matter of time before Sledge stops taking orders, and decides to go into business for himself. After hurling his boss out of a window, the gangsters that fell in line were promoted. Those that didn't fall in line also fell out the window. Despite their growing empire, and a city in terror, Sledge and his army of thugs have failed to find White Devil recovering in a monastery where Father Warinski drove him that fateful night. After months of recovery and training, White Devil thinks he is ready to take on Sledge. And not a moment too soon: because Sledge plans to destroy half the city tonight!

## WHITE DEVIL'S TUSSLES & TEAM-UPS

**Black Samson:** White Devil might be a feared vigilante, but he is still fighting the good fight. Maybe Black Samson is the one who can mentor him and encourage White Devil to focus on justice instead of retribution.

**The Blue Raven:** The vicious vigilante White Devil has been accused of killing criminals in Diesel City. It's hard enough to convince the authorities to grant legal authority to costumed heroes normally, let alone when wild cards start executing people without trial. Or is the White Devil being framed as part of another nefarious plot by Dr. Condor?

**Dark Matter:** White Devil travels to Canada where he gets a lead that a major drug kingpin who has evaded him has gone into hiding, while continuing to call the shots from his remote hideaway. Once he arrives, he crosses paths with Dark Matter, who takes exception to American vigilantes coming into his country and flouting Canadian laws.

**Doc Hazard:** One of many assaults on various gangs leads White Devil into a Neo-Nazi stronghold; it seems this band of would be Nazis are trying to kidnap Doc Hazard to learn the location of the Spear of Destiny, planning to use it to raise Hitler and begin the Fourth Reich. An undead Nazi named Dark Liege seems to be the mastermind behind this and if there's anything White Devil can't stand more than gang members... it's Nazi gang members.

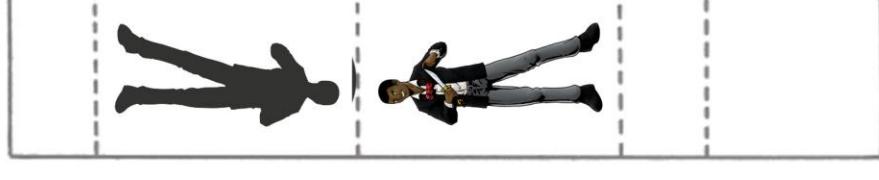
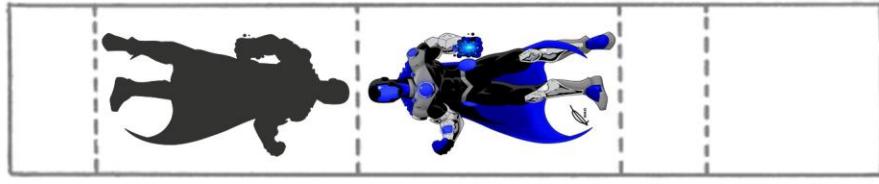
**Empyrean:** This White Devil is a true terror, striking fear in the hearts of so many; he must be a villain. All of the heroes and police seem powerless to stop the White Devil. Fortunately, the cosmic defender Empyrean is up to the challenge.

**Golias:** If these two were cops, we'd have a great summer movie. Their clashing personalities seem to be source of constant frustration to both, and yet when they are forced to work together to bring down a gun smuggling operation based out of a phony Russian circus, these clashing styles seem to work in perfect harmony. Now if only they can get the bad guy without putting each other through a wall!

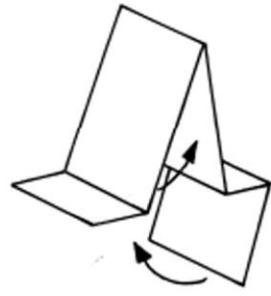
**J-Burn:** The White Devil has traced a former Voodoo Assassin to the membership of the Dangos (probably hoping to avoid this hero's retribution). The White Devil is surprised to discover that J-Burn is there and willing to protect the fellow gang member with his flame powers.

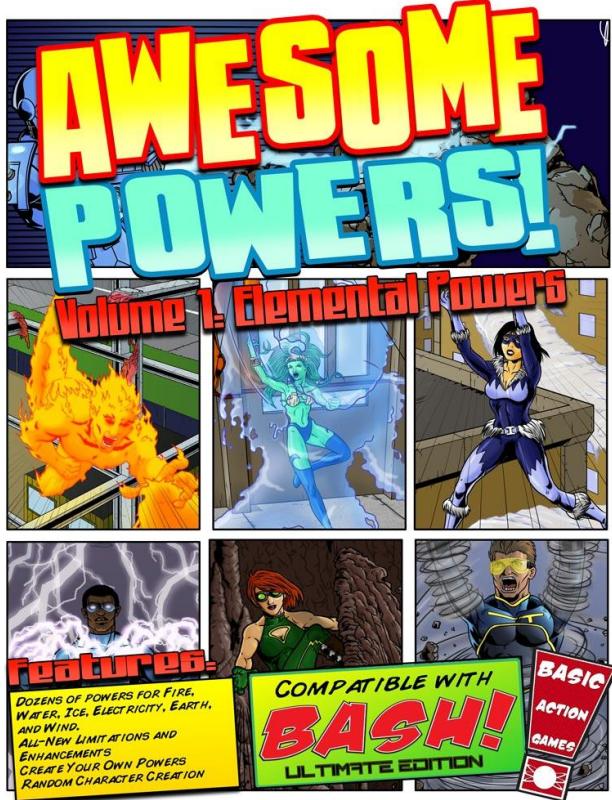
**The Necromancer:** Mister X, who ended up in jail thanks to White Devil, is found dead shortly after his release on bail. Now police suspect the vigilante is to blame, and there is a great deal of circumstantial evidence to support this. However, White Devil is surprised to find his hated enemy is not dead after all! Mister X has become a servant of the Necromancer, and in exchange has White Devil on the run from the police for his own death while at the same time now having unholy powers with which to get his revenge!

**Shadow Iron:** White Devil learned during the trial of some of the gang members that had assaulted his girlfriend that it could have been on the part of a larger organization, not just random acts of violence. Desperate for retribution and well aware of his own limitations, White Devil turns to Instant Karma to find out the truth behind the attacks, offering to trade his assistance to Blackout on another case for their help.



FOLD-UP  
INSTRUCTIONS





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