

# EMERALD CITY KNIGHTS



## CHAPTER 4: SEA CHANGE

**MUTANTS &  
MASTERMINDS**

THIRD EDITION

NGAW  
CHRIS



# SEA CHANGE

In this chapter of *Emerald City Knights* the action picks up. Not one, but two supervillain attacks point the heroes toward the mastermind behind this whole affair, the villainous Commander. First, the heroes confront mind-controlled stormers attacking Redshift Energies in attempt to steal nanite samples for the new villain, the Commander, who hopes to use them to build an army of super-powered slaves. Then they must travel out to sea to stop another attack on a marine research facility guarded by Brande Management, a private security firm with its own superhumans and advanced tech. Engaged in a three-way battle with Brande and the villains, the heroes

must deal with the collapse of the research station and the rise of the alien intelligence hidden below it. The alien, Tellax the Redeemer, warns the heroes to cease meddling in affairs they cannot understand and then teleports away.

This part of the adventure is basically a rolling brawl—big on action and story momentum but not so much with investigation. That doesn't mean there's no opportunities for secrets to be revealed and by the end of it the heroes certainly know more about the various forces involved. However, at its heart this is about the heroes getting to really showcase their powers, combat skills, in-fight banter, and the like. Embracing this and making it work for the group likely makes the whole thing much more fun.

The villainous stormers in this chapter are designed to be a tough fight for heroes in the PL10 range. They deliberately harken back to the various scary but somewhat dysfunctional villainous enforcers often used by mastermind villains of the late Bronze Age and Iron Age of comics. They are also designed to be used as a villain team even after the adventure is concluded if desired. Suggestions to help with this are included at the end of the chapter, though some details are left intentionally vague for GMs to tailor for their individual campaigns.

## HAVEN'T WE MET?

You may want to introduce some or all of the characters being used as villains in this adventure before they appear as mind-controlled zombies. This can give the whole encounter a sense of continuity akin to what you see in comics. It also could be used to set up interesting scenarios for rivalries, enemies, and even a star-crossed romance or two. There are two main ways to go about this: the "villains" can be encountered by the heroes before they receive their powers or after.

If encountered before, the stormers are normal folks in Emerald City with whom the heroes have interacted. Maybe Chain is a cute girl at the coffee shop who sells a hero his daily double espresso caramel soy mocha. Crux might have been busted by a hero for any number of petty crimes. Kid Singularity might even be an annoying sibling or cousin of a hero. GMs should feel free to adapt and develop these characters as needed for such roles. Tailor them so that when a heroes' ex-boyfriend shows up as a zombie, it has impact. In fact, that's one of the reasons no last names or complex descriptions are included for the villains in this chapter.

It is also possible the stormers have been encountered since gaining their powers. They could be additional villain recruits for the event in **Chapter 3: Power Play**. Chain may have gone on a rampage when her powers manifested and needed to be stopped. Ghostlight might have been mistaken for a real spirit at a local college and magic-based heroes were asked to investigate. Perhaps Tenfold or Kid Singularity tried to play hero, successfully or not. The same ideas for tailoring the villains to fit the heroes works here, though the encounters are likely to be more action packed and superheroic in nature.

Of course, that's all optional. You can also just have these stormers make their first appearance in this Chapter and decide what to do with them later. But GMs building a large part of their campaign around this adventure series might find some utility in such tactics.

The important thing to remember is that even though these characters are being used as "villains" in this chapter, it doesn't mean the character has to stay a villain... they're all being mind-controlled after all. Once the Commander is defeated, the villains go back to their normal personalities.

## PROLOGUE

Read the following aloud to the players. Note this assumes the group has played through the rest of the Emerald City Knights series to date. Adjust parts of this as needed if this is not the case.

*It's been a chaotic and exciting time for Emerald City's newest protectors. You've had to deal with a major crisis which spawned numerous superhumans. You've tussled with the Freedom League, founded a superteam sponsored by Maximillian Mars, and battled a mix of villains, old and new. After all this chaos, it seems like the calm after the Silver Storm might be approaching. It's been quiet for a day or two. Maybe it's finally over and the city can concentrating on cleaning up the mess and getting back to normal.*

*Then again...*

*As the citizens of Emerald City (including yourselves) are enjoy the brief respite, your newly minted team communicators buzz and light up. A message pops up on the screen saying:*

### **Redshift Energies. Stormers.**

*Almost on cue, a massive explosion shakes the ground and sends up a jet of flame from the direction of Redshift Energies. Sirens wail in the distance. Your communicators pop up another message:*

**Now would be good.**

*And it was looking to be such a nice day.*

In one of those odd comic book coincidences the heroes arrive on the scene at Redshift at approximately the same time. In any event, when the heroes arrive it's time to move on to the next scene.

## SCENE 1: REDSHIFT REDUX

**Scene Type:** Combat

Read the following aloud to the players before the battle begins.

*You arrive on the scene before most emergency services or law enforcement, and are able to take the first look at the carnage. A series of explosions in one of the research labs has thrown flaming debris across the compound, damaged the structural integrity of several buildings, and left several Redshift employees and other civilians trapped by fire or under rubble.*

*The cause of this damage is clear—a group of stormers can be seen tearing through the laboratory wing of the compound as if searching for something. Redshift security offers little resistance as the villains rip, break, and blast their way through the area.*

*It's all up to you.*

## PLAYING THE STORMERS

Though they won't be chatty about it, the stormers are seeking a large canister of nanites that has been consciously "lost" in the lab's storage facilities by the architect behind the Silver Storm. They attack anyone who gets between them and their objective. The stormers attacking

Redshift are:

- **Chain:** In combat, Chain uses her psychic chains to slash, grab, and fling objects at her foes. She is a flurry of motion and her chains are stronger than the rest of her. If retreat is called for she attempts to flee over nearby rooftops by using her chains to swing, climb, and run as if they were spider-like limbs.
- **Crux:** Crux usually opens with a barrage of thrown plasma blades. He then closes with any foes that seem ill-suited for melee combat and strikes those unaware from ambush. He is the classic amoral opportunist, using dirty tricks, hostages, surprise, and anything else to bring down his opponents. He also has a cruel streak, though that doesn't come through in this battle, because he's being mind-controlled.
- **Ghostlight:** Ghostlight uses her powers to frighten, harass, and incapacitate. She doesn't have much in the way of directly damaging abilities, but her capacity for causing panic and chaos is considerable. This makes her especially dangerous around large groups of civilians or normal humans. She is also very hard to harm in her ghost form and can use her powers while insubstantial... which gives her little reason to turn solid unless forced or fooled into doing so.
- **Kid Singularity:** Kid Singularity uses his abilities to wreak large amounts of havoc. Against single foes, he flings microscopic "black holes" capable of harming even powerful foes. Against groups of opponents he throws up a gravity well, dragging foes into its center to crush them with gravitational forces. He avoids melee combat at all costs. His powers are the strongest of the stormers, but he's also the most physically fragile if those are circumvented.
- **Tenfold:** Tenfold fights with agility and power, but little sophistication or training. The Silver Storm made him a talented combatant, but he lacks the Advantages that would allow him to capitalize fully on his raw physical abilities. Still, he shouldn't be underestimated, as he likely surpasses any foe he faces in at least one area and his heightened abilities allows him to use various improvised thrown and melee weapons effectively.

## SILENCE ISN'T ALWAYS GOLDEN

This adventure assumes the villains act zombie-like and don't speak for a few reasons. First it gives the heroes a good hint that someone is controlling them. The villains are being used as blunt instruments for the behind-the-scenes mastermind and the villains' unusual behavior helps establish that. Second, It also allows you to add or substitute other villains as you like without worrying "Wait, why would Tribal do this?" Third, silver-eyed speechless super zombies are creepy and it shows that as things progress the stakes are being raised. Fourth and finally, it allows you more latitude in the future to use these villains as you want without being forced to decide now if they are new villains, unwilling victims, or even potential new heroes.

But silver-eyed speechless super zombies aren't for everyone.

If your group thrives on banter and in combat interactions you might want to adjust this and instead have the villains speak, but in weird metallic tones that suggest their minds are not wholly their own. They might even mention how they are being directed to act by the villain controlling them. If you do this, try using the words like "command" a lot, as it suggests who's behind the whole thing. The villains might even call their master "the Commander" during a fight, but more on that in a bit.



- **Washout:** Washout mostly uses his powers to spray watery blasts at foes, create watery constructs, or drop tons of water on them. He can also draw water from a person, dehydrating them, or cause their lungs to flood with fluid, inducing drowning. If escape is called for, he creates fog to blanket a large section of the city.
- The attack has caused immense property damage and endangered civilian lives.

## ACTION

In this fight the heroes are taking on mind-controlled stormers. They're all simultaneously controlled by the same person, but are still capable combatants who exhibit mastery over their abilities. The intelligence driving them directs them to find and recover a canister from the grounds of Redshift Energies. Finding the canister is their main concern, but some of their number turn to fight while one or two others continue the search. Recovering the canister is far more important than beating on a bunch of heroes.

## SETUP

As described in the read-aloud text at the start of this scene, the stormers are in one of the research labs of Redshift Energies. They've spread out between some of the rooms and labs to look for their prize. Even though the stormers aren't necessarily in line of sight of each other, if one is attacked, the rest know of it because a single mind is controlling them all. If and when the heroes attack, all except one or two of the stormers come to the aid of their "teammate." The Commander (the person controlling the stormers) hopes to keep the heroes busy enough to allow one of the stormers who isn't in the fight to find the canister and escape.

The building itself is a four-story rectangular office building. Each floor is accessible by elevator or on foot via the stairway in the atrium-like reception area. The first and second floors are labs, while the upper two floors are offices. The stormers are on the two lower floors.

## KEY POINTS

- The villains in this scene are mind-controlled into stealing a item hidden in Redshift. They aren't concerned with battling heroes or endangering civilians beyond how it aids this goal. However, the Commander is more than willing to use them to do either if it suits her.
- Heroes automatically notice the villains appear to be moving... unnaturally, as if something is off. If a hero takes a move action and makes a Perception check (DC 15), he or she notices the stormers' eyes are glossed over with a silvery film. In addition, they do not speak or listen to reason. If a hero can detect emotions, there are none detectable, and if a hero has some kind of mental awareness, he or she can sense the presence of something overpowering the stormers.
- Stormers are mind controlled and work as a cohesive unit regardless of their normal personalities. Because of this outside control, they can all use the Set-Up and Teamwork advantages, even if they don't normally possess them.
- The villains' driving goal is to locate a canister of nanites hidden in the area and escape. They find the canister after 3 rounds of uninterrupted searching.



## WHAT IF I'M A STORMER?

So all these stormers being turned into nano-powered zombies presents an obvious question: what if some of all of the PCs are stormers? Well, in this case the GM has a bit of decision making to do.

First, decide if any players of stormer PCs have *any* interest being mind-controlled and sent to attack their teammates. Some players will jump at the opportunity to play their hero as a mind-controlled “villain.” If they’re game, such a conflict can add tension and no small amount of extra action to a scene. Of course, other players are going to hate this sort of twist, feeling they’re being pushed into actions they don’t want to take.

If a player is open to this idea, let him go nuts. Treat the control attempt as an Affliction 12 (entranced, compelled, controlled) using Will to save. If desired, add Cumulative or Progressive to that attack. Controlled PCs attack teammates, endanger civilians and generally make a nuisance of themselves until they regain control or are put down. It’s highly recommended that controlled PCs are allowed to speak and act less zombie like than most controlled stormers. First, this is more fun for them. Second, it suggests the PC has a certain reserve of willpower and courage that allows him to retain more of his individual self. This can be confirmed by other PCs with an Insight roll (DC 15 and such revelation might allow a controlled stormer’s allies help talk him down (basically an Aid action to their future Will rolls to break control). This trick can also be used for stormer NPCs the PCs have a strong emotional connection with— nothing says “I love you” like talking someone down from a murderous alien technology-fueled haze.

If the players have no interest in this sort of plot twist, the GM can simply decide that the PC stormers are in some way immune to being controlled. Some options are:

- The control effect only works on those with a certain baseline level of villainous impulses. This means the heroes, being stalwart types who regularly risk their lives to help others don’t count. This also means that heroes with Complications that make them act less heroically or weaken their will might find themselves temporarily vulnerable.
- If only some of the players are against being controlled maybe something about their specific powers prevents the control. For example, perhaps a telepath’s increased neural activity blocks the control attempts.
- Perhaps the control process requires a proximity to the controller to establish, a special device, or something else the heroes just haven’t been exposed to. (Yet?)

In any event, stormer PCs falling under villain control should only be used if it’s going to be interesting and fun. If not? Skip it and just let them fight the bad guys.

## TACTICS

Assume any villain who is left alone by the heroes for 3 rounds in a row locates the nanite canister in a half-destroyed storage area. The canister is large, tough, and fairly heavy (Weight Rank 4, Toughness 12), so a weaker villain needs help from his allies to carry it off. Any villain who locates the canister and can flee with it does, leaving his companions to hold off any pursuers. If Kid Singularity is still active when this happens, he creates a wormhole with his powers to aid in the escape. Fleeing villains blast unstable buildings, wound civilians, take hostages, or do whatever is necessary to distract the heroes.

When the heroes arrive on the scene the stormers initially engage them one on one. Any leftover villains continue searching unless the heroes find some way to hinder them. Heroes who put down one of the stormers quickly are treated as a significant threat and are attacked by multiple foes.

If the battle starts to go badly for the villains, or the nanite canister is destroyed somehow, the remaining stormers try to flee. Their objective is to recover the canister and if they can’t do that they have no reason to stick around.

## ENVIRONMENTAL FEATURES

In addition to dealing with the villains hunt for the nanites there are also the matters of the endangered civilians and crumbling buildings. GMs wanting to give the heroes a

break might decide that as long as the PCs engage the stormers the authorities and Redshift security can evacuate civilians, put out fires, and otherwise handle damage control and rescue. If you want to spice up the fight with some good old-fashioned civilian peril might consider the following:

### IT’S “TAKE YOUR HOSTAGE TO WORK” DAY!

A tour group of schoolchildren ends up trapped between a wall of fiery debris and the entrance to the storage facility holding the nanites. The villains aren’t particularly interested in harming the children, their teacher, or their tour guide, but they mercilessly cut the poor innocents down to reach their objective. Unfortunately, the hero who spots the danger is currently engaged with another villain. The hero needs to find a way to break free and protect the civilians without leaving him- or herself open to attack, or perhaps alert a teammate who can lend a hand with one or both villains.

### RUBBLE, RUBBLE, TOIL AND TROUBLE

A research scientist yells for one of the heroes to assist him. The rest of his research team were trapped when part of their lab collapsed in the explosion caused when the villains first arrived. The scientist can hear at least one of his team still alive under the debris but he fears the whole area is going to collapse before the rescue workers can save them. Heroes seeking to destroy or remove the rubble must be careful not to collapse the whole area. A Perception or other appropriate Skill check (DC 20) allows



the hero(es) to find the workers. In order to break or blast their way through the rubble, the hero has to succeed at a challenge (see *Hero's Handbook*, page 185) that requires three or more degrees of success before three or more degrees of failure. The hero can use Move Object or any Damage effect (including Strength) to tear through the debris by making an Effect check (DC 20). Heroes with Insubstantial (or other powers) may be able to bypass this challenge at your discretion.

### FIRE BAD, EXPLOSION WORSE!

The fire is getting dangerously close to large tanks in one of the damaged labs marked with large biohazard and flammable symbols. The tanks are filled with a prototype bio-fuel which can explode at high temperatures and the stormer attacks have damaged the lab's containment measures. To avoid a second explosion at least as devastating as the first, the fires in that area must be extinguished, the tanks must be moved or protected from the flames. There are four tanks weighing 50 tons (weight rank 11) each and they explode in one minute (10 rounds) unless something is done. Exploding tanks are Burst Area 2 (60 foot radius) Damage 12.

Rescuing the scientist and preventing the tanks from exploding can take place after the fight has wound down. Assisting with rescue and clean up efforts greatly advances the heroes' reputations with the public and authorities. Heroes with the appropriate abilities might also help tend to the wounded or organize relief clean-up efforts. Try to aim these events towards heroes who have Complications that make things even more dynamic and

interesting. For example, a character vulnerable to heat might have to deal with a fire or a character who suffers from claustrophobia might have to squeeze under some rubble to rescue a trapped civilian.

### OUTCOME

The heroes have their work cut out for them. They are likely a bit outnumbered and must also contend with crumbling buildings and endangered civilians. While it is possible they can defeat all the stormers, put out the fires, and be home in time for dinner it's more likely they reduce the villains' numbers somewhat but be too busy saving lives to prevent them from escaping. That's fine. In fact, it's preferable since a rematch won't be long in coming.

Stormers who flee attempt to grab any fallen comrades before they run, but not if it appears too risky. They have been ordered to flee and flee they will. Captured stormers won't be much help to the heroes. In fact, captured stormers lapse into a coma-like state ("shut down" by the villains controlling them). They remain in that state unless an excellent opportunity to escape presents itself, but in truth their master isn't really concerned about them and expends little effort to free them.

Of course, the heroes could also get trounced. If this happens, the stormers grab the nanite canister and flee. That's fine too. The nanites are inactive and cannot be easily reactivated so even a loss here doesn't mean the heroes will be facing a massive army of nano-zombies. At least not right away. And a loss here likely motivates the heroes to track down the villains and take them out.

# REDSHIFT ENERGY OFFICES



CUBICLES

OFFICES



CONFERENCE ROOMS

BREAK ROOM



LABS



RECEPTION



## REWARDS

Heroes should be given hero points for saving scientists and other building staff as well as for dealing with the other hazards inside the building. If the group fails to keep the stormers from making off with the canister, give each of them a hero point for the trouble.

The following paragraphs deal with discovering more about the “zombie” stormers. If the heroes do some investigation into what’s affecting the stormers, award those heroes a hero point. They may not learn a lot, but the clues they find may help them later.

## HELPING ZOMBIE STORMERS

After a day (or so) in captivity, the mind-controlled stormers are freed from their control, but that doesn’t happen until after the next attack occurs. Super-genius PCs might have more luck, but they don’t have much

time to work on studying and reversing the control before things heat up again. Fear not, they’ll get their chance to use the stormers to track the mastermind behind the attack soon enough. That said, a quick examination of a controlled stormer may reveal useful information.

Heroes with Expertise: Science, the Technology skill, or some other skill you deem appropriate can learn the following depending on how well they succeed against a DC 15 check:

- *One Degree of Success:* The stormers are being controlled by something that uses the nanites in their bodies as a gateway to take control of their neural processes and motor functions.
- *Two Degrees of Success:* Without some sort of device or process to shield them, any stormer is theoretically at risk from being controlled in this fashion. However, it seems those with strong wills can resist the effects.
- *Three Degrees of Success:* There’s some element to the nanite transformation that enables the control. This isn’t standard mind-control but more like hacking a back door into a control mechanism that already exists.

## MESSAGE FROM MARS

Regardless of how the fight comes out, Maximillian Mars contacts the heroes shortly. He thanks them for their efforts, how enthusiastically depends on how they did. In any event he volunteers his resources to assist them further. What he offers depends a lot on what happened, but Mars realizes the heroes’ potential and tries to support it without being pushy. Mars also offers to keep the heroes informed of any sightings of the villains from the battle who escaped. He does this even if they have rejected his previous offers of patronage; Mars is protective of his city and sees these new villains and whoever is behind them as a dire threat.

## SO WHO’S BEHIND THIS?

The Silver Storm didn’t just give birth to a bunch of fledgling heroes and villains. It also created the mastermind behind these attacks and gave her the powers to control her fellow stormers. She is a new villain adopting the former alias of Emerald City’s own resident reformed mastermind....

## THE COMMANDER

The Commander is the mastermind behind the attack on Redshift Ener-





gies and the attack on Point Phorcys later in this chapter. Despite the name, this Commander is *not* Maximillian Mars nor is this villain tied to the former villain turned entrepreneur and superhero patron. It is unlikely the Commander is directly encountered during this chapter, but it's time to let you in on this new villain's background, origin, and purpose. (Compleat information on the Commander, including her stat block, is at the end of the chapter with the other NPCs.)

As the Commander, Beatrix tries *very* hard to operate behind the scenes. She prefers to use her mind-controlled stormers, intellect, and powers to operate from afar. She doesn't confront the heroes any sooner or more often than she must. To confront and defeat her, the team has to bring the fight to her. Unfortunately, tracking her down falls outside the scope of *Emerald City Knights*, but would make an excellent plot line for an adventure of your own creation. For now, the heroes have to deal with the zombie stomers...

## SCENE 2: THE CALM BETWEEN THE STORM

**Scene Type:** Intermission/Investigation

Give the heroes as much time as they need between the fight and Redshift and the next big scene to heal, help rebuild Redshift, assist the wounded, and other such actions. You don't want to wait too long to spring the next major plot point on them, but it's fine to give them some downtime. If the fight was especially grueling maybe even give them a few quiet days or easy encounters with some minor thugs to boost their confidence a bit.

Some heroes are no doubt going to want to try and investigate the villains. This is fine and not even all that difficult, but it won't yield much. Investigation checks (DC 10) on each of the villains reveals the following:

- *One Degree of Success:* Name and profession of stormers.
- *Two Degrees of Success:* General background info, such as Chain's mental problems or Crux's criminal record and gang ties.
- *Three Degrees of Success:* All the stormers disappeared shortly after the Silver Storm hit; within a 12 hour window. They have not been seen until they attacked Redshift. No signs of foul play or kidnapping were found in any disappearances the police investigated.

Any heroes seeking to find out why there was a canister of nanites lost in storage at Redshift might have a bit more luck. A few uninterrupted hours and a Technology or Expertise: Computers roll (DC 20, 10 if they can convince Redshift to grant them access to their files) shows that the canister was rerouted to the facility and lost due to a computer glitch. Paranoid or astute heroes are going to figure this was done on purpose, and they'd be right. Tracing the source of the "computer glitch" is nearly impossible for all but the best hackers (same skills as the last roll, DC 35). Success points

to a marine research facility up the coast from Emerald City, Point Phorcys. If a hero manages to discover this you can go immediately to the next scene, awarding them a hero point for managing to figure out where to go next without having to wait for the villains to strike.

## SCENE 3: BREAKING NEWS

**Scene Type:** Combat

Sometime after the attack on Redshift the controlled villains strike again. They hit Point Phorcys, a marine research facility guarded by Brande Management. Point Phorcys operates up the coast in international waters, conducting various trials and experiments without having to worry about US regulations and government supervision. The facility is protected by Brande's own private army of high-tech mercenaries led by Agent Mariner, the facility security chief and resident superhuman. The true owner and exact purpose of Point Phorcys is unknown, as the facility is funded through a number of shell corporations and few are aware of its existence.

The heroes can become aware of the attack on the facility in two ways. First, they can be alerted by the authorities that the stormers they battled earlier have been seen heading out to sea and head out to investigate. Alternatively, they can intercept a transmission from Brande forces on Point Phorcys requesting assistance. Do whatever makes the most sense given the groups resources and capabilities. Either way, they arrive on scene while the attack is in progress.

If the heroes don't have an easy way to reach Point Phorcys, their new patron Maximillian Mars can arrange the loan of a helicopter and if necessary a pilot. Upon arriving on scene read this to the players:

*A haze hangs in the air near Point Phorcys. From this distance you can barely make out the outline of the facility. It is a large complex raised above the ocean's surface on massive support columns, much like an oil rig. You can see flashes of weapons fire in the mists and the occasional shape moving quickly but little else.*

*As you approach you see the villains you faced at Redshift engaged in a battle with soldiers wearing the trademark black and silver body armor of Brande Management mercenaries. The engage the villains with disciplined precision, but are outgunned and outclassed in the face of truly superhuman opponents. Several Brande personnel have already fallen and motionless bodies litter the decks.*

*Leading the Brande forces is a man with close-cropped blonde hair and a skintight black and silver bodysuit sporting wavelike patterns. He yells orders to his men while blasting away at the villains. Upon seeing you appear from the fog he turns his weapon on you and fixes you with a wary gaze.*



## PLAYING THE VILLAINS

There are two forces potentially arrayed against the heroes at Point Phorcys, the mind-controlled stormers and the forces of Brande Management. If the heroes play their cards right, they should be able to team up with Brande's forces to deal with the stormers... then turn their attention to each other.

### STORMERS

Once the fight is set-up, it's time for the heroes to get in there and stop it. The villains fight much as they did before—taking on anyone who gets in their way but clearly looking for something at the same time and showing no concern for human life or wanton property damage. Some ideas for how to use the villains in battle are:

- **Chain** uses the struts, catwalks, and such of the facility give her plenty of places to swing from or climb. A battle between the villain and an acrobatic hero could be exciting and dynamic.
- **Crux** slashes support beams and other structures with his plasma blades, trying to drop them on Brande forces and heroes alike. He hides behind cover or strike from shadow if able. Heroes known to be weak close fighters are likely the target of an ambush or melee attack. Those lacking decent ranged powers are engaged from afar.
- **Ghostlight**, unhindered by her environment, uses her Afflictions and other powers to harass and hinder.

Unless a hero specifically comes after her, she spends much of the fight trying to lock down and disable the Brande forces.

- **Kid Singularity** blasts Brande soldiers with his area effect attacks and prefers to hit heroes with his single target higher damage ones. He stays in the air, avoiding any high points on the station an acrobatic but otherwise grounded hero could use to strike at him from ambush.
- **Tenfold** uses cover, concealment, and anything at hand to his advantage as even mind-controlled he has an instinctual understanding of personal combat. He is a real danger to Brande forces, able to easily take out many of them quickly with his powers.
- **Washout** continues to primarily attack with water blasts and constructs. He has an unlimited source of water to draw from and can function better underwater than most heroes. He and Agent Mariner (or an aquatic-themed PC) might find themselves battling in the waters below. He might also try to fling another PC into the waters below, hoping to finish them off more easily.

### BRANDE MANAGEMENT

- **Agent Mariner** is a no-nonsense soldier. He has no interest in adding another front to an ongoing battle, but he also has no interest in the heroes sticking their



## BRANDE MANAGEMENT

Brande Management is one of the foremost names in private security and superhuman military solutions. Founded in 1997, the company is still run by the brothers Isaac and Logan Brande, two former US military special forces operatives turned entrepreneurs. Using their military and intelligence community contacts, training, and experience the pair transformed a small private security firm into a private military contracting juggernaut.

Seeing firsthand even low-powered superhuman soldiers and high-tech weaponry can make on the modern battlefield, the Brande brothers made such methods their organizations' focus. After 14 years in operation Brande boasts countless contracts employs thousands worldwide. Brande operatives can be found assisting US forces in Iraq and Afghanistan as well as protecting corporate interests worldwide. They have special response teams trained to deal with anything from terrorists insurgents to alien bioweapon outbreaks.

Brande Management forces favor what its founders call the "T3": Training, Teamwork, and Tactics. High-powered operatives and equipment are valued, but only if they can effectively work with other Brande forces in the field. Brande Management has dismissed several superhuman operatives over the years whose unwillingness or inability to work with others harm Brande's bottom line. More than a few of these former operatives have later resurfaced as mercenaries, assassins, and henchmen in the employ of various criminal organizations. Brande is vocal in decrying the actions of such former employees. In many cases, has provided law enforcement agencies with properly redacted information of all such individuals.

Some typical Brande Management Operatives are detailed at the end of this chapter. Their gear and abilities represent the company standard along with some of the most common variations. However, this is by no means a comprehensive look at the company's resources and GMs are encouraged to add more advanced weaponry and specialized operatives to suit their needs. Most superhuman operatives for Brande have the title "Agent" in their name, such as Agent Mariner featured in this adventure.

noses in. He isn't friendly with the heroes and doesn't want them at the station, even if they do pitch in and help take on the stormers. In the battle, Mariner plays to his strengths and tries to knock, trip, or draw his opponents into the water.

- **Brande Management Operatives** are minions (see **Minions**, *Hero's Handbook*, page 193). There are two dozen men and women stationed on Point Phorcys but only 18 of them are left standing when the heroes arrive. The operatives are professional soldiers with years of experience, so they are capable and courageous under fire. They take commands from Agent Mariner (or any other Agent that shows up), but are perfectly capable of making intelligent tactical decisions on their own. Most of the Operatives are hard-cases and come across as such.

provide security as the station is remodeled and repurposed.

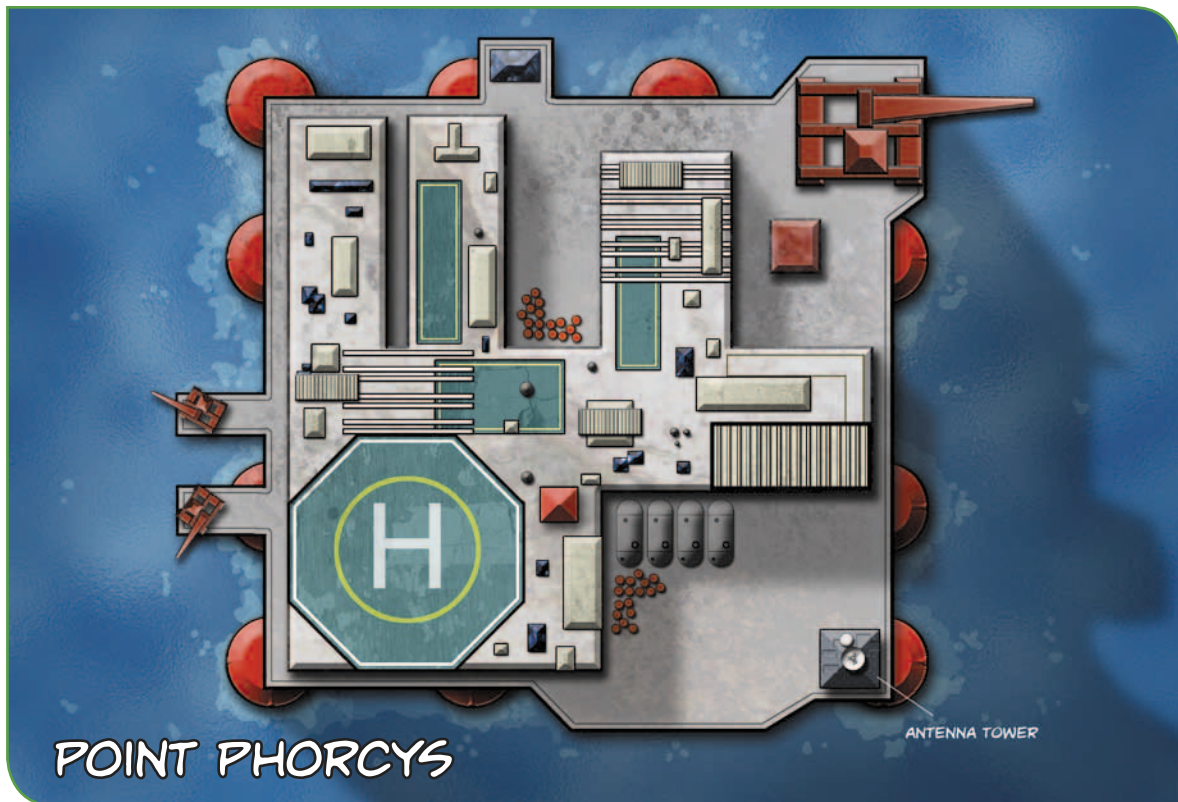
## ACTION

The battle on the Point Phorcys is the climax for this chapter. The Redshift attack was just a warm up for this three-way throwdown between the heroes, stormers, and Brande forces. Any villains not captured during the battle at Redshift are here. Brande forces are heavily armed and ready for a fight. However, how exactly this goes down depends a lot on what happened previously. The heroes should win this fight but it shouldn't be a cakewalk—meaning that the GM should tweak the specifics of the encounter to give them a challenge.

If the heroes captured one or two stormers and the rest escaped, the fight can go pretty straight. The loss of a couple of villains should make it an even fight, with Brande forces providing some background, complicating matters a bit in dramatic ways, and maybe helping out an unlucky hero at an opportune time. If all the stormers got away last time and the heroes fared poorly against them, have Agent Mariner and his team have already taken out a few of the stormers to help even the odds. Don't make it the ones the team had the most trouble with necessarily, let them take those guys in the rematch. Just whittle down the numbers a bit to help them out. If the heroes completely dominated their foes before then consider having Brande decide they're going to take on *everyone* who's not authorized to be there, PCs included. If the heroes are remarkably effective, you might even consider adding a few extra villains. Previous chapters of *Emerald City Knights* and the *Threat Reports* are a good source of such extra bad guys. Remember that the heroes are supposed to win here, though, so don't throw an army of villains at them unless you're sure they can handle it.

## KEY POINTS

- The villains are searching for more nanites (which the Commander has detected in the area) but have not located their exact source.
- Brande Management forces will either be allies or enemies in this battle depending on how the heroes react to them when first encountered.
- After a time, the station begins to collapse and eventually falls into the sea. (See **When the Station's A Rockin'**, near the end of this scene.)
- Unknown to anyone (but important for the GM to know), Brande is present at Point Phorcys because of a contract set up by Tellax the Redeemer, the alien behind the Silver Storm. Brande forces know they were hired to defend the station, but don't know the real reasons why and believe they are to



## POINT PHORCYS

### SETUP

The leader of the Brande forces, Agent Mariner, won't start shooting the heroes immediately, but if they do anything to make him think they're more stormers arrived to aid in the attack he won't hesitate to order his men to open fire. Some quick talking or moving to engage the stormers convinces him that's not the case, but it's possible a trigger-happy or overly impulsive hero draws fire from Brande's forces. If the heroes trigger an attack, Brande forces target "soft targets" first, aiming at heroes with no visible armor or protections hoping for a quick kill to help even the odds.

The stormers are focused on the Brande forces so the heroes can land any transport they are using safely or otherwise arrive on the scene unmolested. However, once they are nearby the villains move to engage them as well.

### TACTICS

Unlike before, the villains are concerned with clearing out all their foes first and accomplishing their objective second. They do not break off to search structures or otherwise remove themselves temporarily from the active battle. Like last time, the stormers are considered to have the benefits of the Teamwork and Set-Up Advantages for as long as they are controlled.

### ENVIRONMENTAL FEATURES

Point Phorcys is a dynamic and fun place to have a big superhuman brawl, but it's not the safest place to do it.

There are a number of possible dangers and environmental hazards that can make things tricky. Smart heroes might even be able to use some of these to their own advantage.

### WATER WATER EVERYWHERE

Point Phorcys is in the middle of the Pacific Ocean. There's water everywhere and it's not like your neighbor's swimming pool. The waters below the facility are deep and powerful undertows and currents can be a danger. Heroes knocked, thrown, or jumping into the water must make an Athletics check (DC 15) or risk going under and drowning. Remember, without the proper equipment or Immunities heroes can only hold their breath for 10 rounds plus their Stamina rank.

### UNDERWATER WASTELAND

The waters beneath Point Phorcys are surprisingly devoid of life. Some thick plant life wraps around the station's support pillars and the occasional fish is seen but anyone with knowledge of marine life or the sea finds the area uncharacteristically quiet. This can be a real problem for heroes whose powers depend on proximity to animals, such as those with Animal Mimicry Limited to nearby animals or certain Summon effects. If a hero is hindered by this situation treat it as a Complication and award a hero point.

### SUDDEN STOP AT THE END

Point Phorcys main platform is about 50 feet (Distance Rank 1) from the surface of the ocean while the top of the



## RUBBLE DAMAGE

WEIGHT/SIZE OF RUBBLE	DAMAGE	AREA
Rain of Small Bits of Rubble (Rank 4, 200 lbs.)	3	30 foot radius
Large Chunk of a Pillar (Rank 5, 1600 lbs.)	7	30 foot radius
Whole section of Catwalk, Beam, or Pillar (Rank 7, 3 tons)	9	30 foot line

structure is around 200 feet above the ocean (Distance Rank 3). Not a long fall for most heroes, but potentially dangerous for those with low Toughness. Heroes hitting the water from a height can attempt to make an Acrobatics check (DC 15) to pull into a dive and avoid any damage. Failure means they hit the water wrong and treat it as landing on any other hard surface.

Also, even if the heroes are durable enough to survive falls from the station that doesn't mean a villain might not seriously injure Brande forces in this manner. The race to catch a falling victim before he splats is a classic superhero move and can spice up the fight.

### NOT UP TO CODE

Point Phorcys is not an active or well-maintained structure—facts that become abundantly clear at the end of the scene. Even before that, however, there can be serious problems caused by the villains, Brande, and the heroes flinging attacks around. Concrete and steel are durable, but sea water, time, and super-strength or plasma blasts can do a lot of damage. Most of the facility is Toughness 12, except for the upper platforms and catwalks which are Toughness 9 and the main struts and support columns, which are 15. It's unlikely the battle destroys the station directly, but large chunks of the station could be blasted free and fall on anyone unable to get out of the way. Treat such hazards as Burst Area Damage attack equal to the weight rank of the falling debris. The exact size of falling rubble varies based on the situation. A super-strength charge through a radio tower is more dangerous than shearing off part of a catwalk with a laser beam.

## IMPORTANT CHARACTERS

The stormers and all of the Brande Management agents are at the end of this chapter, including Agent Mariner, Agent Blazer, and the Brande Management Operatives.

## ABOUT POINT PHORCYS

The official cover story for Point Phorcys is that it originally was to be the first in a series of offshore oil rigs. Built in anticipation of a relaxing of offshore drilling treaties that never materialized, it was supposedly converted to a research station and then abandoned shortly afterwards during the Terminus Invasion. Because of this, the station greatly resembles an oil rig—albeit one without crew or drilling equipment.

This backstory is false. In fact, Point Phorcys was built by dummy corporations created by Tellax to shield the alien intelligence that lies beneath it from prying eyes,

satellite sweeps, and other attempts to detect it. Sensor masking technology on the station makes the waters below seem normal and ultrasonic projectors mounted around the base of the support struts keep most curious wildlife away.

Heroes with keen senses taking the time to examine the area around Point Phorcys despite the battle might notice these modifications (DC 20, but only if looking for strange or out of place technology). Heroes who can communicate with marine life find the area surprisingly vacant.

### UNDER THE SEA!

Like at Redshift, the villains are looking for nanites for the Commander. The Commander has detected a huge depository of nanites under Point Phorcys. Though the facility is shielded from most sensor sweeps, the Commander's own nanite-based abilities allow her to circumvent this and determine that a vast store of power-infusing nanites can be found in the waters under the station. She hopes to have more luck at this location for two reasons: the nanite concentration is much higher and there are no heroes about. She's half right, of course.

The nanites the Commander detected are not on the station itself, but below it. Directly under Point Phorcys is the source of the nanites and the architect behind the Silver Storm. It's fairly unlikely the heroes immediately notice this, but some aquatic-based hero might find himself under the waves while his teammates battle above. Even so, noticing anything out of the ordinary requires keen senses (Perception Check DC 25) and even then a character must get within a few feet to notice anything but a strange dark shape half-buried hundreds of feet below the station. Any hero who travels to the ocean floor hundreds of feet below (Distance Rank 5) comes face-to-face with an alien object. As the hero nears it the object, a massive construct of some kind, rises up out of the much and to the surface of the ocean. This triggers the events later in this chapter (see **When the Station's A Rockin'**).

### IF THIS IS A CONSULAR SHIP...

It's likely at least one hero wonders "Hey, if this is a scientific research facility, where are the scientists?" The answer is both simple and complex: There aren't any and there never were.

Supposedly, Point Phorcys was once an active research facility. Damaged during the Terminus Invasion, it was abandoned when rebuilding efforts were deemed too costly. Brande was recently brought into guard the facility under the premise that the facility would soon be rebuilt and repurposed. The contract was arranged by computer

contacts, a fact known to Agent Mariner. He won't bring it up himself, but he reveals this freely if the heroes ask and have helped him and his men.

In truth, the facility was never used for anything more than camouflage. No researchers have ever operated on the station, a fact kept secret by the creature that lay mostly dormant below for years, gathering its strength and planning its next move.

Now this is both good news and bad news for the heroes. The good news is that there are no scientists, technicians, and other staff to rescue from the villain attack. The bad news is, there's much more going on here than a random fight in the middle of the ocean. Things are about to get complicated and fast.

### WHEN THE STATION'S A ROCKIN'

At some point after the fight momentum begins to shift in the heroes' favor the station begins a shift of its own. Starting with a slight shaking that probably won't be detected while the fight's occurring (Perception DC 20, or DC 25 for heroes not touching the station). Each round after this the DC to detect the shaking reduces by 5. After 3 rounds everyone notices the motion as the struts buckle and Point Phorcys begins to shake itself apart. The station crumbles into the ocean 3 rounds after this.

It's pretty obvious the station isn't going to hold together. Even if the heroes have the ability to hold roughly one million ton station (Weight Rank 25) up they'll soon find that the structure is coming apart as something rises from below. Clever heroes might be able to use their powers to weld beams and hold up crumbling sections but this buys them only seconds at best. Still, let them try and reward solid efforts with a few more precious rounds to act.

Perceptive heroes have more time to figure out how they're going to handle this but there's only one real option. They need to vacate the immediate area or risk being crush under tons of metal and stone. The real question is if they assist Brande forces and their stormer foes. The answer probably has a lot to do with the tone of your game and the attitude of the heroes but even gritty Iron Age types usually won't let security forces just doing their job or obviously mind-controlled foes die. Still, regardless of whether they help anyone else flee Point Phorcys, many Brande operatives and any conscious stormers survive. If the heroes actually stand callously by and watch this, feel free to describe some drowning or crushed foes. Maybe dangle a few Brande forces crying out for help.

### OUTCOME

After the station collapses and the heroes decide whether and how to assist any imperiled Brande agents and stormers they have almost no time before the next scene occurs. This is intentional, the mastermind behind the Silver Storm is about to reveal himself and he's not waiting for the heroes to recover from this fight.

## REWARDS

During the fight, you should be sure to hand out hero points to the characters that deserve them for appropriately heroic actions, like protecting others from pieces of the falling station.

## SCENE 4: THE RISE OF THE REDEEMER

### Scene Type: Conclusion

As Point Phorcys collapses into the sea, the heroes can see a massive silvery shape rise from the depths beneath it. It soon becomes clear the facility was built over something else, something that had been sleeping beneath the oceans depths for centuries. Something that has awakened, and is destroying Point Phorcys with its ascension.

This is the mastermind behind the Silver Storm. It's the being that built Point Phorcys to hide and shelter it while it repaired damage done to critical systems years ago. It is the same being that recently awakened and is now ready to complete a task it was assigned long ago.

Read the following to the players:

*As Point Phorcys lists and dips further into the ocean you can see what lay beneath it rise to the surface. A massive craft, clearly alien in origin, pushes from the beneath the waves and into the air. The space-ship seems to pulse with a life of its own. Its silver hull shifts and catches the light in strange ways. It's viewports seem more like lens on a gigantic mask than windows to the craft's inner workings. A mass of what looks like metallic scar tissue can be seen running across one whole side of the oblong craft as it pulls itself upright to float several hundred feet above the water. Strange tendrils grow before your eyes out of the ship's hull— scanning equipment, communication devices, or perhaps some sort of weapons system? You can't really say.*

*Before you can react a voice comes from the ship. It echoes through you on all levels of your being. You can hear it in your ears, feel its reverberation through your body, and sense it tickling at your brain. It sounds shrill, deep, chaotic, and musical all at once. It says:*

*"Attention, Lesser sentients! You are interfering in matters beyond your limited ability to comprehend. You will cease your interference immediately. You cannot stop what was set in motion millennia ago..*

*"Too long I waited to gather the forces I require. No longer distract me with your misguided attempts to control or hinder the army I have built! Continue,*



*and the consequences will be dire for both you and this planet. Cease these distractions and you may all yet survive.*

*"I now depart. Do not follow. Ignore this warning at your peril. There will be no others. So speaks Tellax, the Redeemer!"*

*With that, the ship begins to shake, energy from deep within building up to be released. Before you can react a wave of shining silver light issues forth, temporarily blinding you. In the moments it takes your eyes to readjust, Tellax has vanished. In the distance you can see several Brande Management aerial transports and gunships approaching.*

*This can't be good.*

Tellax's appearance, mysterious warning, and departure mark the end of this Chapter. All that's left is to turn over captured villains to the authorities and deal with Brande forces.

More about the arriving Brande forces is covered in the beginning of **Chapter 5: Rise of the Masterminds**, but if you don't have the next chapter or aren't running this scene as part of the *Emerald City Knights* series, you can use the following information to wrap up this scene.

## THE ARRIVING BRANDE MANAGEMENT OPERATIVES

Even if the heroes ended up fighting Brande forces along with the stormers at Point Phorcys, the Brande reinforcements do not want to continue the battle. Unless the heroes attack them directly they collect their people and go. They might give the heroes a ride back to Emerald City or emergency medical attention, but the agents make it clear the heroes owe them for such assistance. They don't offer this aid to *any* heroes who attacked their people. They won't push matters however; they have strict orders to resolve this situation with no further violence or destruction of property. The commander in charge of the arriving forces (use the Brand Management Operatives, found in the **Heroes & Villains** section at the end of this chapter, all of whom use the Sky-Jumpers option), an attrac-

tive young woman called Agent Blazer, is focused on rescuing their people, not drawing any undue attention, and then getting the hell out of there. Her attitude and those of the arriving forces are dependent largely on the heroes' behavior towards Brande but is at worst coolly professional.

Insight rolls or similar attempts to gain information from her confirm she and her men are just following orders here and don't want a fight. They also don't know much about Point Phorcys or their assignment, though Blazer might comment Brande was hired via internet contacts by an unknown employer if Agent Mariner hasn't already shared this information with them.

However the adventure continues. The Commander is still out there and now a new threat has appeared in the form of the alien Tellax the Redeemer. The heroes are no doubt going to want to track down both of these masterminds and deal with them. Fortunately, they won't have to wait very long...



## OPTIONAL SCENE: NEXT ON WHEN HEROES ATTACK...

### *Scene Type: Combat*

It's unlikely but possible that the heroes attack Agent Blazer and the Brande forces when they arrive. If they do, Blazer attempts to convince the heroes they are not enemies and even strategically retreats if necessary. However, Agent Blazer won't leave Brande personnel to drown or abandon anyone seriously wounded. Thus, she only withdraws if she is confident that her people will be well treated by the heroes.

Given that this fight is easily avoidable, feel free to give the heroes a hard time of it if they persist. Treat Brande Transports as Military Helicopters (See *Heroes Handbook*, pages 172-173), and give Brande forces any powerful weapons you see fit (rocket launchers are always popular). Agent Blazer is a solid threat herself and her statistics can be found at the end of this chapter.

While you can let this whole fight play out, you can also bring it to a premature close in a few ways. Maybe the beaten stormers recover and attack, forcing the heroes and Brande to again work together. Maybe Agent Blazer calls for help and other heroes show up to reign in the "reengage superheroes engaging in unlawful aggression against duly authorized private military operatives engaged in a rescue mission." However it goes, such an attack sours already tense relations between Brande and the heroes for a long time to come. It also might result in civil suits and criminal charges depending on how they handle it. Brande also leaks the whole affair to the media. Once it's out, anti-superhero politicians and media

pundits might use the incident to push for various legal restrictions, congressional investigations, and so on. In such cases, Maximillian Mars offers to supply them with top-notch legal counsel and public relations support, but he really won't be happy about it.

Note you can also bring in Agent Blazer and her men a bit early to assist the heroes if they just cannot catch a break. Again, this is unlikely, but it could happen. If you have to go this route to help the heroes squeak out a win try and have them just take out a villain or two. Let the heroes take down the final baddies on their own.

## EPILOGUE

While the hunt for Tellax and the Commander continues in the next chapter of *Emerald City Knights*, the heroes might want to explore the ruins of Point Phorcys, search the ocean floor for clues, and so on. If they wish to do this, feel free to let them. Sadly, there's not much to see. The only real revelation of note is that scientifically minded heroes exploring the ocean floor can find the place where Tellax crashed into the ocean and determine (with an Expertise: Science check (DC 15)) that the alien was buried in the ocean for several centuries or even longer.

The heroes' efforts on Point Phorcys won't be met with any publicity or media coverage. Brande Management keeps the whole thing under wraps, they have no interest in letting potential customers know they couldn't protect the facility.

The heroes may have also made an enemy of Brande Management. If the heroes aided Agent Mariner and his men they'll be seen as solid professionals or at least very competent amateurs, but they won't be particularly friendly. If they attacked Brande forces or were antagonistic and hostile they have made an enemy of the organization.

### WHAT'S NEXT FOR THE VILLAINS?

Once the stormers are freed from the Commander's control—or after she frees them, which happens shortly (see **Chapter 5: Rise of the Masterminds**)—the villains the heroes faced in this chapter are unlikely to go away. When selecting her puppets for her plan, the Commander selected stormers with mental problems. These issues made them easier to control, but it also increases the likelihood that even when they are no longer mind-controlled, this group of superhumans will likely be on the wrong side of the law.

It's possible the entire group stays together as a new villain team. Or they could break into smaller teams or resurface as solo villains. A few might even try to become heroes, though without some support and mentoring such efforts probably won't end well. Kid Singularity is the most likely to attempt such a path, and the most likely to fail spectacularly without proper guidance. Even if they wish to go straight, some of these stormers have several problems relating to their powers that must be dealt with lest they slip into instability and villainy.

If the group stays together in whole or part, one of the team likely surfaces as a leader or mastermind to help direct them. Tenfold is the most likely choice. Chain is the most likely to leave the group and go solo, though also the most likely to come back if she realizes no one else accepts them like their fellow "stormer freaks." This group adopts an "Iron Age" style team name that hints at their dysfunctional nature and dark outlook (like the Lunatic Fringe or Slaughterhouse Seven). Also, the team's "broken but dangerous" style would likely find some fans among angry teens and the online villain groupie set and they could easily become regular foils for more heroic and high-functioning superhumans such as the PC heroes.



# HEROES & VILLAINS

## BRANDE MANAGEMENT FORCES

The following agents working for Brande Management appear in this adventure.

### AGENT MARINER

Anthony Gibbs is a former member of a US Navy-backed program to create aquatic super-soldiers. Mariner was one of the only successful test subjects and the project was scrapped due to excessive cost. Resigning his commission, he joined Brande and has been working security at various facilities for the past three years. He is no-nonsense but with a dry sarcastic sense of humor. He expects total loyalty from those under his command and delivers the same in return. He has no aversion to working with superheroes if necessary, though he views most as untrained amateurs. Agent Mariner is a very fit man in his late 30s with blonde hair just starting to go gray. His Brande uniform is a black and silver combat wetsuit decorated with a wave pattern that helps with underwater camouflage (optional: +2 circumstance bonus for underwater Stealth rolls).

### BRANDE MANAGEMENT OPERATIVES

PL5 • MR6

STR 1 STA 1 AGL 1 DEX 2 FGT 6 INT 0 AWE 1 PRE 0

**Equipment:** **Body Armor** (Feature 2: Comm & Datalink, Impervious Protection 3, Senses 1 (Low-light Vision)), **Brande Blaster** (Ranged Damage 5), **Vibro-Bayonet** (Strength-based Damage 2, Penetrating 2, Improved Critical)

**Advantages** Equipment 5, Ranged Attack 3, Teamwork

**Skills** Athletics 4 (+5), Close Combat: Blades 1 (+7), Expertise: Military 4 (+4), Expertise: Tactics 4 (+4), Intimidation 3 (+3), Perception 3 (+4), Stealth 3 (+4), Vehicles 2 (+4)

**Offense** Initiative +1, Blaster +5 (Ranged, Damage 5), Unarmed +6 (Close, Damage 1), Vibro-Bayonet +7 (Close, Damage 3, Penetrating 2, Crit. 19-20)

**Defense** Dodge 6, Parry 6, Fortitude 5, Toughness 4, Will 5

**Totals** Abilities 24 + Powers 0 + Advantages 7 + Skills 12 + Defenses 13 = 56

**Options:** To represent specialized training, apply one of these packages (raises cost by 4 points):

- **Sky-Jumpers:** Flight 5 (Jet-packs; 60 MPH; Easily Fouled (counts as the Wings flaw), Removable)
- **Anti-Superhuman Phalanx (ASP):** Add Favored Foe (Superhumans), Set-Up, and Expertise: Superhumans 4 (+4)
- **Close Assault (PL6):** Add Close Attack 2, Quick Draw, and Improved Disarm
- **Covert Operations:** Add Skill Mastery (Stealth), Deception 4 (+4), and increase Stealth to 5 (+6).
- **Environmental Operations:** Add Favored Environment (Choose One), add Equipment 1 to apply Immunity 2 (Environmental Condition: Choose One, Suffocation: Choose One Condition), Movement 1 (Environmental Adaptation) to standard armor. Add Expertise: Survival 4 (+4)
- **Technical Operations:** Increase Intellect to 1, add Technology 3 (+4) and Treatment 1 (+2)

### AGENT MARINER

PL9 • 135 POINTS

STR 7 STA 7 AGL 3 DEX 2 FGT 8 INT 1 AWE 1 PRE 1

**Powers:** **Aquatic** (Immunity 3 (Cold, High Pressure, Suffocation (Drowning)), Senses 1 (Low-light Vision), Swimming 8 (120 MPH)); **Hardened Skin** (Impervious Toughness 4)

**Equipment:** Brande Blaster (Ranged Damage 7), Commlink

**Advantages:** All-out Attack, Chokehold, Defensive Roll, Favored Environment (Aquatic), Equipment 3, Improved Hold, Improved Trip, Move-by Action, Power Attack, Ranged Attack 5, Startle

**Skills:** Acrobatics 3 (+6), Athletics 5 (+12), Close Combat: Unarmed 3 (+11), Expertise: Military 5 (+6), Expertise: Tactics 5 (+6), Insight 4 (+5), Intimidation 7 (+8), Perception 6 (+7), Ranged Combat: Guns 3 (+5), Stealth 3 (+6), Vehicles 4 (+6)

**Offense:** Initiative +3, Blaster +11 (Ranged, Damage 7), Unarmed +11 (Close, Damage 7)

**Defense:** Dodge 10, Parry 10, Fortitude 10, Toughness 8/7\*, Will 7 \*Without Defensive Roll

**Totals:** Abilities 60 + Powers 16 + Advantages 17 + Skills 24 + Defenses 18 = 135

**Complications:** **No-Nonsense:** Agent Mariner isn't humorless, but he has little time for unprofessionalism, needless frivolity, and insubordination. **Motivation—Professional Pride:** Agent Mariner takes great pride in his work. He respects those who make his job easier and has no consideration or warm feelings for those who don't.

### AGENT BLAZER

PL9 • 132 POINTS

STR 1 STA 2 AGL 3 DEX 5 FGT 6 INT 1 AWE 1 PRE 2

**Powers** **Fireproof** (Immunity 10 (Fire), Limited—Must be aware of attack, Reflect); **Flame Generation** (Array (18 points) **Flame Blast:** Ranged Damage 9; **AE: Fire Breath:** Area Cone Damage 6, Secondary Effect; **AE: Firefist:** Damage 7, Secondary Effect, Feature 1 (Counts as Unarmed))

**Equipment** Commlink, Uniform (Protection 2)

**Advantages:** All-out Attack, Attractive, Connected, Defensive Roll 2, Equipment, Fascinate (Deception), Improved Trip, Languages 2 (Arabic, Russian), Precise Attack (Ranged; Cover),

**Skills:** Acrobatics 4 (+7), Athletics 2 (+3), Close Combat: Unarmed 5 (+11), Deception 5 (+7), Expertise: Intelligence 5 (+6), Insight 2 (+3), Intimidation 4 (+6), Investigation 2 (+3), Perception 4 (+5), Persuasion 4 (+6), Sleight of Hand 2 (+7), Stealth 5 (+8), Vehicles 2 (+7)

**Offense:** Initiative +3, Fire Breath (Close, Cone Area Damage 6), Firefist +11 (Close, Damage 7, Secondary Effect), Flame Blast +9 (Ranged, Damage 9), Unarmed +11 (Close, Damage 1)

**Defense:** Dodge 12, Parry 12, Fortitude 7, Toughness 6/4\*, Will 9 \*Without Defensive Roll.

**Totals:** Abilities 42 + Powers 30 + Advantages 11 + Skills 23 + Defenses 29 = 135

**Complications:** **Mysterious Past:** Most of Agent Blazer's covert operations are still classified and she won't talk about them, her reasons for leaving government service, or her childhood. **Motivation—Loyalty:** Agent Blazer repays loyalty with service. She pays her debts and as long as Brande treats her well she'll remain a good company girl.

## CHAIN

## PL10 • 142 POINTS

STR 4 STA 4 AGL 6 DEX 2 FGT 6 INT 0 AWE 1 PRE 2

**Powers:** **Psychic Chains:** Deflect 9; Elongation 3 (60 feet); Enhanced Strength 3, Quirk: Extra Limbs Only; Extra Limbs 4; **Chain Locomotion:** Movement 4 (Safe Fall, Swinging, Wall Crawling 2); **Superhuman Metabolism:** Immunity (Aging, Disease, Poison, Sleep), Limited: Half Effect; Regeneration 2

**Advantages:** All-out Attack, Attractive, Defensive Roll 2, Fast Grab, Improved Critical (Psychic Chains), Improved Disarm, Improved Grab, Improved Hold, Power Attack, Takedown

**Skills:** Acrobatics 2 (+8), Athletics 4 (+8), Close Combat: Psychic Chains 7 (+13), Deception 5 (+7), Expertise: Streetwise 4 (+4), Intimidation 6 (+8), Perception 4 (+5), Persuasion 4 (+6), Ranged Combat: Throwing 6 (+8), Stealth 2 (+8)

**Offense:** Initiative +6, Psychic Chains +13 (Close, Damage 7, Crit. 19-20), Unarmed +6 (Close, Damage 4)

**Defense:** Dodge 12, Parry 14, Fortitude 10, Toughness 6/4\*, Will 9 \*Without Defensive Roll

**Totals:** Abilities 50 + Powers 33 + Advantages 10 + Skills 22 + Defenses 27 = 142

**Complications:** **Motivation—Revenge:** When she's out of control, which is often, Chain lashes out at any who have wronged her or whom she believes have. When she has no specific target for this revenge she often blames society's failings for her problems. **Rage Disorder:** Chain suffers from mental disorder that causes stress and anger to build up to the point where she eventually suffers outbursts of violence and other extreme reactions. The condition was controllable with medication but since receiving her powers the drugs are working at diminished effect. **Traumatic Past:** She won't discuss the specifics, but Chain comes from an abusive background and has various physical and psychological scars to show for it.

## CRUX

## PL10 • 150 POINTS

STR 2 STA 3 AGL 4 DEX 4 FGT 8 INT 1 AWE 0 PRE 1

**Powers:** **Plasma Blades** (Array (28 points), **Throwing Blades** (Ranged Multiattack Damage 7, Penetrating 7), **AE: Blade Strike** (Strength-based Multiattack Damage 6, Penetrating 8)); **Power Immunity:** Immunity 1 (Own powers)

**Equipment:** **Leather Clothing** (Protection 1), **Hold-Out Pistol** (Ranged Damage 2)

**Advantages:** All-out Attack, Connected, Daze (Intimidation), Defensive Roll 2, Equipment, Improved Critical 2 (Plasma Blades), Ranged Attack 4, Takedown, Weapon Break

**Skills:** Acrobatics 5 (+9), Athletics 5 (+7), Close Combat: Blade Strike 4 (+12), Deception 4 (+5), Expertise: Criminal 6 (+7), Expertise: Streetwise 6 (+7), Intimidation 7 (+8), Perception 5 (+5), Persuasion 3 (+4), Ranged Combat: Throwing Blades 5 (+9), Sleight of Hand 3 (+7), Stealth 3 (+7), Vehicles 2 (+6)

**Offense:** Initiative +4, Blade Strike +12 (Close, Damage 8, Crit. 18-20), Throwing Blades +13 (Ranged, Damage 7, Crit. 18-20), Hold-Out Pistol (Ranged, Damage 2), Unarmed +8 (Close, Damage 2)

**Defense:** Dodge 14, Parry 14, Fortitude 9, Toughness 6/4\*, Will 9 \*Without Defensive Roll

**Totals:** Abilities 46 + Powers 30 + Advantages 14 + Skills 29 + Defenses 31 = 150

**Complications:** **Cruel Killer:** Crux enjoys seeing his victims suffer and often toys with opponents when he has the upper hand rather than finishing them off. **Dominance Issues:** Crux avoids fighting those who have bested him before, at least on equal terms. Even if a foe just "got lucky" he avoids conflict with them until he has superior position, numbers, or some other advantage. **Motivation—Greed:** Crux wants money and the power and respect he believes it buys.

## AGENT BLAZER

Abigail David is a mutant recruited and trained as an intelligence operative. She served faithfully for five years until a botched mission shook her faith in the chain of command. Joining Brande Management just last year, she became Agent Blazer. In her short time with company she has proven herself an excellent team player and likeable if somewhat secretive and guarded member. Blazer is a beautiful dark-skinned woman with short cropped black hair and dragon tattoo on her back and neck whose origin she refuses to discuss. Her uniform is a skintight combat jumpsuit in black with flame-like striping in red and yellow on the sleeves and pants. She is a remarkably well-trained infiltration expert, marksman, and hand-to-hand fighter.

## STORMERS

The following stormers appear in this adventure, under the influence of the Commander. If stormers from the previous adventures in this series (or from the *Threat Report* series) are at-large in your game, feel free to substitute some of them for the characters listed here.

## CHAIN

A young barista named Ally with a troubled past and anger control issues, Chain manifests psychic chain-like appendages that she uses for locomotion and to strike and grapple foes. She also possesses some regenerative abilities, which unfortunately counteract the psychoactive medications she takes to control her rage disorder. In her controlled state she does not suffer from such outbursts, but it could be a serious problem in the future.

Chain is an attractive redhead wearing low-slung leather pants and a tight red top. Her chains appear as tattoos on her body when they aren't in use. She always seems a bit distracted or nervous, except for those times when she loses her temper.

## CRUX

Jimi was a two-bit thug for hire until the Silver Storm hit. Unlike his fellow stormers his villain name comes from before received powers. The Storm has given him the power to manifest cross-shaped blades of superheated plasma which can cut through metal, flesh, and stone. He is immune to his own powers, allowing him to hold these weapons safely or throw them with great accuracy. Jimi is cold-blooded, greedy, and surprisingly aware of his own limitations.

Crux appears to be a well-built young man with a mix of Eastern European and Asian features. A tattoo of a cross down the left side of his face gives him his nickname and he wears tight-fitting black and orange clothing.

## GHOSTLIGHT

A waifish young "alternative culture" blogger, Donna has gained the ability to turn intangible and a variety of



powers often attributed to spirits and ghosts. Despite this, she is very much alive and her powers are non-magical in origin. She is normally a mix of biting sarcasm and morbid humor, but currently she's just as zombielike as the other stormers.

Ghostlight tends to wear dark clothing and makeup, favoring vintage clothing that contrasts with her several tattoos and piercings.. Her hair is usually dyed black with colored streaks. When she is using her powers she is surrounded by a ghostly aura and the air around her drops a few degrees in temperature.

## KID SINGULARITY

Chris is one of the youngest stormers yet to surface. A somewhat geeky young man in his mid-teens, he has gained the potent ability to create effects he calls "localized singularities" with a number of effects. He also possesses some additional gravity powers: flight and the ability to lessen damage the damage of any attack he's aware of. A bright but emotionally underdeveloped teen, he was just beginning to realize the opportunities his powers presented when his mind was taken over.

Kid Singularity is a young, thin, and somewhat sickly teen. He wears a dark blue and silver costume with a "black hole" insignia on the chest.

### GHOSTLIGHT

PL10 • 152 POINTS

STR 0 STA 3 AGL 1 DEX 1 FGT 3 INT 1 AWE 4 PRE 2

**Powers:** **Ghostly Form:** Activation (Move Action, -1 point); Concealment 2 (Sight), Partial; Flight 2 (8 MPH); Immunity 10 (Life Support); Insubstantial 4 (Incorporeal); **Spectral Powers** (Array (30 points), **Evil Eye** (Perception Range Affliction 10 (Resisted by Will; Fatigued and Hindered, Defenseless and Exhausted), Affects Corporeal 10, Extra Condition, Limited Degree, Sense Dependent (Sight)), **AE: Deathly Touch** (Cumulative Affliction 10 (Resisted by Will; Dazed, Stunned, Incapacitated), Affects Corporeal 10), **AE: Horrid Visions** (Perception Area Affliction 10 (Resisted by Will; Vulnerable, Disabled, Paralyzed), Affects Corporeal 10), **AE: Vanish** (Teleport 15 (120 miles)))

**Advantages:** Daze (Deception), Languages (French, Japanese), Taunt

**Skills:** Close Combat: Knives 2 (+5), Deception 6 (+8), Expertise: Journalism 3 (+4), Expertise: Occult 3 (+4), Insight 4 (+8), Intimidation 4 (+6), Perception 2 (+6), Persuasion 2 (+4), Ranged Combat: Spectral Powers 9 (+10), Stealth 4 (+5)

**Offense:** Initiative +1, Deathly Touch +10 (Close, Affliction 10, Resisted by Will (DC 20)), Unarmed +3 (Close, Damage 0, not when Insubstantial)

**Defense:** Dodge 12, Parry 12, Fortitude 8, Toughness 3, Will 10

**Totals:** Abilities 30 + Powers 68 + Advantages 4 + Skills 19 + Defenses 31 = 152

**Complications:** **Morbid:** Ghostlight is fascinated with death, ghosts, and similar subjects. This can distract her and cloud her judgment. **Motivation—Infamy:** Ghostlight loves to use her powers to frighten "normal" people and create chaos. She likes the idea of being a feared. **Power Loss:** She also suspects her powers actually killed her and she's a real ghost. Whether true or not, she is subject to rituals, powers, magic spells, and other things that are supposed to harm or contain spirits.

## TENFOLD

Eddie has been enhanced so that he is roughly ten times stronger, faster, smarter, and in all ways better than normal humans. He has no flashy superhuman powers but his abilities make him a well-rounded and dangerous. In fact, it could be argued that while under the control of another he's less capable as because he cannot fully use his heightened mental abilities.

Tenfold was transformed from a rather average-looking parking lot attendant into a dark-skinned, smoldering eyed Adonis in peak physical condition. Before succumbing to mind control, he'd decided to make himself a costume but had only gotten as far as some fashionable sportswear marked with a red "10."

## WASHOUT

Kurt, an unmotivated and rather narcissistic college dropout with potent aquakinetic abilities. The Silver Storm hasn't done anything for his personality or sense of motivation and even when he's free of being controlled by outside forces it's unlikely he's going to be fun to deal with.

Washout is a wiry-looking kid with longish dirty blonde hair. He favors thrift store chic clothing in blues, grays, and

### KID SINGULARITY

PL11 • 134 POINTS

STR -1 STA 2 AGL 1 DEX 3 FGT 1 INT 2 AWE 1 PRE 0

**Powers:** **Controlled Gravitic Thrust:** Flight 8 (500 MPH); **Gravity Field:** Enhanced Advantage (Defensive Roll 10); Enhanced Strength 6, Limited: Only for Lifting; Immunity 2 (Gravitic); Movement 2 (Environmental Adaptation—Zero-G); **Singularity Creation** (Array (33 points), **Black Hole Bomb** (Ranged Burst Area Damage 11), **AE: Gravity Well** (Burst Area Damaging Move Object 10, Limited Direction (Toward Center Point), Indirect 3 (any point away)), **AE: Microsingularity Creation** (Ranged Damage 13, Indirect 2, Penetrating 5), **AE: Wormhole Creation** (Teleport 6 (1,800 feet, 60 miles Extended), Extended, Portal))

**Advantages:** *Defensive Roll 10*, Improved Defense, Luck 2, Move-by Action

**Skills:** Expertise: Pop Culture 3 (+5), Expertise: Science 3 (+5), Perception 5 (+6), Ranged Combat: Singularity Creation 6 (+9), Technology 4 (+6)

**Offense:** Initiative +1, Black Hole Bomb — (Ranged, Burst Area Damage 11), Gravity Well — (Ranged, Burst Area Damaging Move Object 10, Indirect 3), Microsingularity Creation +9 (Ranged, Damage 13, Indirect 2, Penetrating 5)

**Defense:** Dodge 10, Parry 7, Fortitude 7, Toughness 12/2\*, Will 10 \*Without Gravity Field/Defensive Roll.

**Totals:** Abilities 18 + Powers 72 + Advantages 4 + Skills 11 + Defenses 29 = 134

**Complications:** **Angry Youth:** Being mocked, rejected, or bullied makes Kid Singularity want to lash out and destroy his tormentors. Conversely, those who praise and flatter him can easily manipulate him regardless of their true intentions.

**Crossroads:** A victim of bullying and social ostracism now possessing vast powers, Kid Singularity is torn between a desire for power and revenge and his childhood dream of becoming a hero. **Motivation—Thrills:** Kid Singularity wants to have fun with his powers and be admired for how cool he knows they make him.

## TENFOLD

PL10 • 170 POINTS

STR 5 STA 6 AGL 5 DEX 6 FGT 8 INT 5 AWE 5 PRE 6

**Powers:** **Strength of Ten Men** (Enhanced Strength 4; Leaping 4 (120 feet)); **Tenfold Endurance** (Enhanced Advantages 3 (Diehard, Extraordinary Effort, Great Endurance); Enhanced Stamina 4); **Tenfold Mind** (Enhanced Advantages 5 (Beginner's Luck, Eidetic Memory, Improvised Weapon, Jack-of-all-trades, Throwing Mastery); Enhanced Awareness 4; Enhanced Intellect 4; Enhanced Presence 4); **Tenfold Senses** (Senses 4 (Acute Olfactory, Low-light Vision, Tracking, Ultra-hearing)); **Ten Times As Fast** (Enhanced Advantages (Evasion, Improved Initiative 4, Takedown, Uncanny Dodge); Enhanced Agility 4; Enhanced Dexterity 4; Enhanced Fighting 4; Quickness 4; Speed 4 (30 MPH))

**Advantages:** Attractive, *Beginner's Luck*, Close Attack 2, Defensive Roll 2, *Diehard*, *Extraordinary Effort*, *Eidetic Memory*, *Evasion*, *Great Endurance*, *Improved Initiative 4*, *Improvised Weapon*, *Jack-of-all-trades*, Ranged Attack 2, *Takedown*, *Throwing Mastery*, *Uncanny Dodge*

**Skills:** Acrobatics 4 (+9), Athletics 4 (+9), Close Combat: Unarmed 4 (+12), Deception 4 (+10), Expertise: Music 3 (+8), Insight 4 (+9), Intimidation 2 (+8), Perception 4 (+9), Persuasion 2 (+8), Ranged Combat: Throwing 4 (+10), Stealth 4 (+9), Vehicles 1 (+7)

**Offense:** Initiative +21, Unarmed +14 (Close, Damage 5)

**Defense:** Dodge 12, Parry 12, Fortitude 10, Toughness 8/6\*, Will 10 \*Without Defensive Roll.

**Totals:** Abilities 28 + Powers 95 + Advantages 7 + Skills 20 + Defenses 20 = 170

**Complications:** **Fear:** Tenfold was thoroughly unremarkable before receiving his powers despite many efforts to the contrary. As such he is terrified of losing his powers, especially permanently, and does anything to avoid this. **Motivation—Fame:** Tenfold wants to be famous. He craves celebrity and wants everyone to know how great he is.

whites. When not a mind-controlled drone he's a smug little jerk who's only interested in what he can get for as little effort as possible.

## THE COMMANDER

Only a few days ago, prior to the Silver Storm, the Commander was a young woman named Beatrix Battle. An US Army brat turned Army medic, Beatrix returned from a tour in Iraq with a Bronze Star for Valor and a desire to join the Emerald City Police Department. In her brief time with ECPD she served with distinction. She was a likeable, strong-willed young woman with an easy smile and plenty of friends on and off the force. This all changed with the Silver Storm.

Beatrix was off-duty when the Storm hit. She encountered the Storm while jogging and moved to help civilians injured in the initial explosion that released the nanites. Unfortunately she was enveloped by the nanite cloud herself. The cloud transformed Beatrix's body and mind, making her attuned to machines and heightening her mental abilities to incredible levels. Unfortunately, this process broke Beatrix's sanity and half-mad she stumbled away to fall catatonic for hours once she made it home.

As Beatrix lay there only partially aware of the chaotic aftermath of the Silver Storm her new powers warped

## WASHOUT

PL10 • 122 POINTS

STR 1 STA 3 AGL 2 DEX 2 FGT 3 INT 1 AWE 0 PRE 1

**Powers:** **Aquakinesis** (Array (22 points), **Move Water** (Move Object 11 (50 tons), Damaging, Limited: Water Only), **AE: Create Fog** (Concealment 2 (Sight), Area Cloud 9 (Half-mile radius), Ranged Attack (Resisted by Will), Partial), **AE: Dehydrate** (Ranged Affliction 11 (Resisted by Fortitude; Fatigued, Exhausted, Incapacitated)), **AE: Drown** (Ranged Affliction 11 (Resisted by Fortitude; Dazed, Stunned, Incapacitated)), **AE: Water Constructs** (Create 11, Limited: Requires Sufficient Water to Create, Movable), **AE: Wave Attack** (Ranged Multiattack Damage 7)); **Aquakinetic Movement** (Swimming 8 (120 MPH)); **Aquapathy** (Senses 5 (Accurate Acute Radius Detect Water)); **Aquatic** (Immunity 2 (High Pressure, Suffocation (Drowning)))

**Advantages:** All-out Attack, Defensive Roll 3, Favored Environment (Aquatic)

**Skills:** Close Combat: Unarmed 2 (+5), Deception 5 (+6), Expertise: Philosophy 2 (+3), Insight 3 (+3), Intimidation 2 (+3), Perception 4 (+4), Persuasion 3 (+4), Ranged Combat: Aquakinesis 7 (+9)

**Offense:** Initiative +2, Move Water +9 (Ranged, Damage 11), Wave Attack+9 (Ranged Multiattack Damage 7)

**Defense:** Dodge 13, Parry 12, Fortitude 10, Toughness 6/3\*, Will 8

\*Without Defensive Roll.

**Totals:** Abilities 26 + Powers 42 + Advantages 5 + Skills 14 + Defenses 35 = 122

**Complications:** **Motivation—Self-Interest:** Washout wants sex, drugs, fame, and anything else he decides is his due. He also doesn't want to have to work for it very hard. **Narcissistic:** Washout really doesn't care about anyone other than himself. He's vain, egotistical, and really only thinks of others in terms of what they can do for him or how they can make him look good.

her perspective. The hours she was incapacitated seemed more like months and as her intellect increased exponentially her sanity faded. Her mind reached out and absorbed data from countless machines across the country. Everything from news reports to state secrets to social networking site profiles washed over her. When she regained control of herself she had formed a new, twisted worldview based around her remaining core belief in a strong authority and the need for order. Everything else that was once Beatrix Battle, veteran and police officer, was dead.

Beatrix quickly formulated a multi-part strategy designed to place the most able person in charge of restructuring and restoring order to society: herself. She used her new powers to cobble together a headquarters and advanced arsenal of weaponry within days. (The write-up presented at the end of this chapter presents the Commander and her various resources in their final form, after she's had time to refine them.) Using her now-enhanced mind, she examined the alien nanites she could feel in her body and learned that, for her, they were all connected...all of them, everywhere. She discovered one of their functions was to control their host—she disabled that function in her own—and then set to work on creating a device designed to control other stormers. She successfully dominated a handful of stormers and transformed them into her own personal army of enforcers, agents, and foot soldiers.



THE COMMANDER

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
9	2	2	4	5	12	7	2

POWERS

**Exoshell:** Device (79 points), Removable (–20 points)

**Anti-Gravity Field:** Enhanced Strength 2 , Limited: Only for Lifting; Flight 8 (500 MPH) • 18 points

**Armor:** Impervious Protection 10 • 20 points

**Chameleon Circuit:** Feature (can change into normal clothes) • 1 point

**Energy Blaster:** Ranged Damage 12, Accurate 2 • 26 points

**Sealed Systems:** Immunity 10 (Life Support) • 10 points

**Sensor Suite:** Senses 8 (Analytical Vision, Analytical Hearing, Infravision, Low-light Vision, Microscopic Vision, Ultra-Hearing • 1 points

**Strength Augmentation:** Enhanced Strength 8 • 16 points

**Hyper-Cognitive Functions:** Enhanced Awareness 5; Enhanced Intellect 10; Enhanced Advantages (Assessment, Eidetic Memory, Inventor, Redirect, Skill Mastery 2 (Tactics and Technology), Trance, Well-informed); Senses 3 (Direction Sense, Distance Sense, Time Sense) • 41 points

**Hyper-Information Processing:** Comprehend 3 (Understand, Speak, and Read All Languages); Enhanced Advantage (Improved Initiative 2); Quickness 10, Mental Tasks Only • 13 points

**Technology Control:** Array (24 points)

- **System Shutdown:** Nullify 8 (Technology; Resisted by Will), Broad, Simultaneous • 24 points
- **Technology Domination:** Cumulative Burst Area Affliction 12 (Resisted by Will; Entranced, Compelled, Controlled), Limited: Machines Only • 1 point

**Technopathy:** Communication 3 (Small Nation; Radio), Area, Rapid 2 (100 times normal speech), Limited: Machines Only; Comprehend 2 (machines) • 18 points

EQUIPMENT

**HEADQUARTERS: COMMAND CENTER • 30 POINTS**

**Size:** Guargantuan **Tou:** 14 **Features:** Communications, Computer, Concealed 3, Death traps, Fire Prevention System, Hangar, Holding Cells, Infirmary, Laboratory, Library, Living Space, Power System, Sealed, Secret 3, Security System 3, Workshop

Beatrix soon found seeking out suitable stormer agents to control was effective, but far less efficient than making and designing her own super-army. She decided to find any remaining nanites she could find for this very purpose—her powers allow her to sense them ever so slightly—and she’s sending her forces out to acquire them. Though she is trying to remain behind the scenes and undetected she has already decided to adopt an alter ego in case she is discovered. Attracted to the authoritative sound of her new name and hoping using an old villain’s name might confuse people looking in the wrong places, Beatrix Battle is now the new Commander. She is not above playing up the nonexistent connection between her and the old bearer of that name to gain a tactical advantage. Discovering Beatrix’s true identity is incredibly difficult as she has left her old life and wiped most records of her existence.

ADVANTAGES

Assessment, Benefit 2 (Cipher), Benefit 5 (Billionaire), *Eidetic Memory*, Equipment 6 (Headquarters), Improved Disarm, Improved Grab, *Improved Initiative* 2, Improvised Tools, *Inventor*, Leadership, Ranged Attack 4, *Redirect*, *Skill Mastery* 2 (*Tactics* and *Technology*), Teamwork, Trance, *Well-informed*

SKILLS

Athletics 4 (+13), Close Combat: Unarmed 7 (+12), Deception 6 (+9), Expertise: Law Enforcement 5 (+17), Expertise: Military 5 (+17), Expertise: Science 5 (+17), Expertise: Tactics 5 (+17), Insight 5 (+12), Intimidation 6 (+8), Investigation 4 (+16), Perception 6 (+13), Persuasion 4 (+7), Technology 8 (+20), Treatment 5 (+17), Vehicles 5 (+9)

OFFENSE

INITIATIVE +10	
Energy Blaster +12	Ranged, Damage 12
Unarmed +12	Close, Damage 9

DEFENSE

<b>Dodge</b>	12	<b>Fortitude</b>	9
<b>Parry</b>	12	<b>Toughness</b>	12
<b>Will</b>	14		

POWER POINTS

<b>Abilities</b>	40	<b>Skills</b>	40
<b>Powers</b>	176	<b>Defenses</b>	31
<b>Advantages</b>	22	<b>Total</b>	309

COMPLICATIONS

**Control Freak:** The Commander is obsessed with remaking society as an orderly and efficient place under her rule. She isn’t necessarily opposed to concepts like individual thought and personal freedom as long as they mirror her own choices and desires, but is otherwise intolerant of them.

**Motivation—Power Lust:** The Commander wants to be in charge of everyone and everything.

**True Identity:** The Commander realizes she can more safely engage in her mission if no one knows her true identity and background. She lies, cheats, and even kills to protect her identity. In fact, confronting her with her old life as ECPD officer Beatrix Battle causes her considerable emotional distress.

**Note:** The Commander cannot control stormers without a device that allows her to use her technological control powers on them but she can communicate with stormers through their nanites by using her Technopathy Power.

The Commander is an attractive, leggy black-haired young woman with an athletic build and piercing silver eyes. She is rarely without her exoshell, a close-fitting suit of body armor that provides her with various superhuman abilities. When necessary, the exoshell appears as normal clothing, usually a business suit or an elegant evening dress. If she appears publicly or deals with anyone who might recognize her from her old life she wears a full helmet to hide her features and mask her voice.

# EMERALD CITY KNIGHTS - CHAPTER 4: SEA CHANGE

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