

CHARGE OF THE FREEDOM BRIGADE

A GOLDEN AGE MUTANTS & MASTERMINDS ADVENTURE

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"Did I tell you about the time we stopped the Aryan Ape and his Storm-Gorillas from kidnapping Bob Hope at the big war-bond rally in Liberty Park back in March of '42? It all started on a typical day in Freedom City, not long after Pearl Harbor.

"I remember it all like it was yesterday: the scrap with the giant Nazi robot—sixty feet tall, it was—that almost flattened downtown. Didn't even see the Look magazine photographer who shot the famous picture of me leading the counterattack against them. Yeah, the one from all the recruiting posters: me flying and carrying the flag all unfurled...all 48 stars shining big and bright as nighttime.

"Not all of our missions are as well-known as that one, but I'm proud of everything the Liberty League did during its time. For instance, we didn't get a lot of press for shutting down the Crime League's counterfeit ration-coupon scheme, but I believe that wound up being a tremendous help for the war effort.

"Even after 60 years, it's all so easy to remember because everything we did—I mean everything—mattered in the utmost. Mankind was either gonna build a better world for himself once the war was over, or we were all going to have to live the next thousand years with a jackboot pressed against our necks. It was that simple."

— Excerpt from the *Freedom Ledger* interview with the Freedom Eagle, published as part of their special series "A Tribute to Heroes: The Story of the Liberty League's War Years."

OKAY AXIS, HERE WE COME!

Charge of the Freedom Brigade is designed for six to eight Golden Age *Mutants & Masterminds* heroes in the power level 8 to 10 range. It can accommodate a power level 12 hero as part of the group, but any more such powerful gooders are going to require the Gamemaster to ratchet up the opposition, either in numbers, power level, or both to provide a sufficient challenge to the heroes.

This adventure is set in Freedom City at the start of America's involvement in World War II (described in the *Golden Age* sourcebook from Green Ronin Publishing). It can, however, be used in the seaboard campaign city of the Gamemaster's choice simply by changing the proper names.

Although the *Golden Age* and *Freedom City* sourcebooks are recommended for running this adventure and capturing the feel of the era, they are not required. The adventure contains everything you need to run it using just the *Mutants & Masterminds* rulebook.

Players intending to play in this adventure should read no further. The rest of the text is for the *Gamemaster only!*

FROM THE BACK-ISSUE BIN

On December 8, 1941, the day *after* the "day that will live in infamy," a group of Freedom City-based heroes called the Freedom Brigade left their home metropolis bound for Tokyo on a mission of vengeance. They have not been seen or heard from since.

Unbeknownst to anyone stateside, the brave heroes did in fact reach their destination, but despite their valor found themselves overwhelmed by the might of the Imperial war machine. All six heroes were captured by a Japanese military deeply embarrassed that anyone, even superheroes, could successfully attack the home islands. Therefore, the Freedom Brigade's fate was kept a closely guarded secret, its members scheduled for beheading by samurai sword.

A call from the German embassy in Tokyo changed their fate, as interested parties in the Third Reich saw more potential use in live heroes than dead ones. Thus, at the request of their Nazi allies, the Japanese government secretly handed the Freedom Brigade over to German authorities, with the captured heroes reaching occupied Europe not long after Hitler's declaration of war on the United States.

Once inside the Reich, the Freedom Brigade found themselves prisoners of the nefarious Aryan Ape, who wanted to examine the sources of the team's superhuman capabilities for anything that might help him repair his wrecked time machine and return to his home parallel Earth. When this proved fruitless, the Ape decided to use the Freedom Brigade as test subjects in his ultimate "human see, human do" experiment.

The Ape's advanced brainwashing techniques transformed the Freedom Brigade into Axis sleeper agents, Trojan horses in his plan to score a major propaganda victory for the Reich inside America's own borders. At the same time, the Ape wants to test his latest invention and acquire some much-needed cash for further repairs on his time machine. That's what the player characters are up against, Gamemaster. Can they put a stop to the evil monkey scheme, for the sake of America and democracy?

THE FREEDOM WHO?

Readers of the *Golden Age* sourcebook for *M&M* will quickly realize: the Freedom Brigade is not a part of “official” *Freedom City* history: the only two Allied super-teams active during the WWII era of the World of Freedom were the Liberty League and the Allies of Freedom. This adventure therefore takes the form of an “alternate history” of the Freedom City setting. There may be any number of explanations for this, choose the one that best suits your game:

- The Freedom Brigade is a part of Freedom City history, but one that’s been largely forgotten by the present-day due to what happened to the Brigadiers during this adventure. It’s not difficult to image the Brigade fading into obscurity, considered “damaged goods” by many due to their brainwashing. After all, even if they *seem* to have overcome the Aryan Ape’s influence, who knows for sure?
- The adventure takes place on an alternate Earth (*Freedom City*, page 106-107); the 1940s of Erde (Dr. Tomorrow’s home timeline) is one possibility, but it could be a previously unknown parallel. In this case, the Freedom Brigade might replace the Liberty League in local history, and the player characters could replace or join the Brigade following the events of the adventure.
- The adventure is the result of some disturbance in the space-time continuum, causing the Freedom Brigade to exist where they did not before or, alternately, causing them to *cease* to exist once things have been put right. Freedom City’s Golden Age era already features meddling time-travelers in the form of Dr. Tomorrow and Dr. Geistmann; the Aryan Ape might be just one more such visitor from another world, tampering with the past in some fashion.
- If you want to run *Charge of the Freedom Brigade* as an alternate world story, the player characters could be accidentally catapulted into this world. They learn of unusual activity down at the docks, or of the disappearance of the Freedom Brigade, and the adventure begins! If you wish to run *A Date That Will Live in Infamy* from the *Golden Age* book, you can run this adventure as a follow-up where the heroes are sent to an alternate Earth and experience similar events. It explains the similarities between the two adventures as “parallel development” although the heroes have to be careful not to get caught up in their preconceptions, as many things are *not* the same! The Freedom Brigade can then help to send the otherworldly heroes home at the end of the adventure.
- For a fun change of pace, the player characters in this adventure can be simian heroes from Earth-Ape (*Freedom City*, page 107), either its present-day or its own Golden Age, come to bring the Aryan Ape back to their world to face justice. They not only have to thwart the villain’s schemes, but also stay out of sight or somehow disguise themselves as humans, since even in the world at war a group of super-powered gorillas is going to attract some attention!

SCENE ONE: ON THE WATERFRONT

This adventure begins in late March 1942, with Freedom City and America as a whole still reeling from the Japanese attack on Pearl Harbor. Revenge is on many people’s minds, but it is accompanied by the grim realization the war is not going well.

The U.S. Army is months away from entering the fray in Europe, and in the meantime German U-boats sink Allied ships right off the U.S. coast, seemingly at will. In the Pacific, the “Battling Bastards of Bataan” have retreated to Corregidor Island, America’s last toehold in the Phillippines. Though no one wants to believe it, word is no help is on the way for them, and they are on the verge of surrender.

Though things look bleak overseas, the player characters have been busy winning the war on the home front against Axis infiltrators, spies, and saboteurs. Despite these successes, the enemy never rests, and rumor has it they’re up to something big.

GETTING THE HEROES INVOLVED

If the characters are all part of the same hero team (playing members of the Liberty League, for instance), their streetwise contacts have passed along enough information to convince them Axis subversives in Freedom City are about to do something subversive down at the Freedom City dockyards, and soon. This should be enough to get all the heroes in the right place at the right time, but if it isn’t, the local FBI office has heard the same scuttlebutt, and can officially request that any recalcitrant heroes look into the matter on behalf of their government. The characters are scheduled to attend a war-bond rally in Freedom City’s Liberty Park the next day, but there’s no reason they can’t do two patriotic things in the same 24-hour period.

Since this is an introductory adventure, it is entirely possible the heroes may not have met before. If this is the case, the Gamemaster can have their contacts (and the G-Men, if necessary) lead them all to the proper starting point. In fact, it may be the FBI who first brings the characters together, assembling them as a team to investigate rumors of an

Axis plot. When the team (hopefully) elects to stay together on a permanent basis after this adventure, the FBI can continue to serve as a patron and contact.

PIER-SIX BRAWL

The right place and time previously mentioned is the Freedom City dockyards, pier number six in particular, just after midnight. Once there, a casual glance from a safe distance reveals nothing out of the ordinary: just a ship being unloaded by longshoremen and its cargo being moved inside a nearby warehouse. That's about all distant observation reveals, as there are too many lead-painted walls for X-Ray Vision to see through, and any Mind Reading reveals nothing more than men thinking really hard about not wanting to drop any of the really heavy crates.

When the player characters finally decide to move in for a closer look, they can approach openly or stealthily. If they opt for the former, they know immediately something is afoot, as the "longshoremen" all start yelling in German and shooting at them. They all carry German-made weapons—another tip off for canny players.

There are two Nazi agents for every hero. Half are genuine German spies (use the Terrorist archetype on page 229 of *M&M*) and are armed with .32 Walther PPK holdout pistols and "potato masher" hand grenades (+2 ballistic damage and +5 explosion damage, respectively). The rest are just wannabe's (use the Thug archetype on page 228 of *M&M 2e*) armed with 9mm MP-40 "Schmeisser" light submachine guns (+3 ballistic autofire damage).

To successfully sneak up on the subversives, each player must make an opposed Stealth skill check against their (untrained) Notice skill (Sure, there are a lot of bad guys, but it's dark and they're busy, so it's a wash modifier-wise). The Gamemaster should of course reward or punish any especially brilliant or foolish plan for getting the drop on these suspicious characters, as appropriate.

If they roll well and act reasonably cleverly, the heroes can sneak right inside the warehouse where most of the activity is taking place. It's sufficiently full of stacks of crates and shadowy areas to hide the heroes almost indefinitely, but even close observation reveals nothing more than a busy pier.

Sooner or later, the players get antsy and make a move, and the fight can begin. Should they need a nudge in that direction, have them overhear the supposed longshoremen conversing in fluent German, or catch a glimpse of the Kraut-made guns they're packing. If the heroes get the drop on the fascists, they of course reap the benefits of surprise before combat.

In the fight, the Nazis are caught with their lederhosen down, and their plan of quickly unloading the cargo then getting back aboard ship and away from Freedom is pretty much history. Despite their obliviousness, the enemy agents are smart enough to take full advantage of the (Toughness 8) crates that are good for cover. The Nazis attempt a fighting retreat back to the freighter, and then try to make it to sea before the authorities can intercept them.

Of course, a sharp hero could make short work of that plan by smashing up the (Toughness 3) gangplank connecting the dock up to the ship's deck. A more powerful (or more dense) hero could also sink the freighter, but the government's bound to frown on such wanton destruction without good cause. *Somebody* will get stuck putting out the blazing hulk and then raising the wreck to unblock access to the dock, you know.

V FOR VICTORY

In the most likely outcome, the good guys win, and the bad guys are in FBI custody en route to the nearest military tribunal. Ambulances and doctors arrive for those who need them shortly thereafter.

The FBI allows the heroes to question any captured infiltrators, just so long as they don't maim or kill any of them, and a Special Agent is always present on the Bureau's behalf to listen for anything useful. Unfortunately for the good guys, the Nazi agents don't know all that much. The bad guys appropriated the freighter in South America, and secretly loaded some additional cargo during a mid-ocean rendezvous with a U-boat. Their orders were to leave the crates in this warehouse for "future operations" and then return to South America to await new assignments.

NO SUBSTITUTE FOR VICTORY

If the maybe-not-all-that-super superheroes manage to lose to the Nazis, the good news is they suffer no further harm other than extreme embarrassment. They wake up an hour or two after being knocked out, with almost everything of interest gone, including the Kraut agents, their mysterious cargo, and the ship they sailed in on. The humbled heroes probably want to look around a bit just to confirm these facts, which takes us to the next scene.

WE HAVE TOP MEN WORKING ON IT

Looking for the items the Nazis off-loaded (whether they're still there or not) is a needle-and-haystack deal. Any captured Krauts can be brow-beaten into helping, but they followed their orders to the letter and scattered the contraband crates amongst the legitimate cargos. Since neither they (or the ship's phoney manifest) are of any real assistance, the player characters are left with their Search skills, looking through one 5-foot area per check.

The heroes are bound to grab a cup o' joe before spending the rest of their night opening crate after crate.

However, before the player characters come across anything more useful a leg-shaped lamp (inside a crate bearing the Italian word "FRAGILE," of course), the piercing sound of air-raid sirens echoes through the night, giving them quite a start. Characters with any ranks in Knowledge (current events) know there was no drill scheduled for tonight, meaning enemy planes are about to bomb Freedom City!

SCENE TWO: LOOK! UP IN THE SKY!

A quick glance at the night sky seems to confirm this terrible hypothesis. Searchlights sweep the night sky from all directions, but even without their aid, the sight and sound of a large flaming object streaking across the night sky is readily apparent. For a moment, it looks like it will take the tops off the city's skyscrapers, but it passes safely over the city, headed towards the Wharton State Forest.

Succeeding at a DC 20 Notice check confirms the skies to be otherwise empty, though all the trappings of a full-blown air raid drill continue: searchlights, sirens, nervous white-helmeted air-raid marshals, and a city-wide blackout. Flying characters may wish to go aloft and confirm Freedom City is not about to be hit by Axis bombers, but lacking an IFF (Identification Friend or Foe) system, they are bound to draw some antiaircraft fire from trigger-happy ground crews. It's just for in-game effect, though, to remind the players of how panicky the city (and country) are at this bleak time; a DC 15 Stealth check sees them safely to the ground without further incident.

A huge flaming object crashing near their home city is all it takes to get most heroes to go investigating, especially if they recall the infamous radio dramatization of *The War of the Worlds* back in '38. It won't be long before the stern-faced G-Men (who've secured the warehouse) and the insistent air-raid marshals begin asking when exactly the costumed folks are going to check out the flaming maybe-a-bomb, maybe-a-Martian-invasion thing. When the players take the hint, events move on to **Sea Hawk Down**.

WHAT'S IN THE BOX?

But of course, some players won't believe you, Gamemaster, and they just *have* to see for themselves what's in the crates. After ten long hours of opening many, many boxes (or less time, if any hero has the Quickness power, becoming the team's most popular member as a result), the characters find themselves surrounded by a mountain of packing material, and a big metal mystery (Assuming of course the player characters defeated the Nazi agents; otherwise, they find zip).

What the Nazis smuggled in amounts to roughly 5 tons of machine parts. A successful Craft (mechanical) check against DC 15 confirms the components are intended for some sort of heavy lifting, rather like crane or bulldozer parts. Beating the DC by 5 yields an even more fascinating bit of information: the components resemble those used by Westinghouse to build the 1939 World's Fair Elektro robots, only much, much larger. Workaholic or obsessive-compulsive characters can try to put the thing together, but events progress to **Any Bonds Today?** long before they've done much more than connect the hip bone to the thigh bone.

Have each character involved in the Christmas morning-like box opening make a Search skill check against DC 20. Success turns up a box full of smaller, more delicate parts. A successful Craft (electronic) check against DC 15 correctly identifies the mass of vacuum tubes and other components as belonging to a radio transmitter of some kind. Putting it together (DC 20 check with Craft (electronic)) doesn't add anything beyond the fact it's a weird radio-type gadget sending out a weird signal to receivers unknown. At that point, Bulova Watch Time says the player characters are due to show up at the big war-bond rally, as described in **Any Bonds Today?**

The heroes' presence at the warehouse also prevents the Aryan Ape and his Storm-Gorillas from making their scheduled landfall. It's an inconvenience to him at most, but being the temperamental sort, he won't forgive them this slight when they encounter one another later in the adventure.

SEA HAWK DOWN

Curious heroes who rush off to find what all the outside commotion's about have no problem finding the crash site. Just heading in the same general direction as the object's descent reveals a large pillar of smoke rising from Wharton State Forest. The attached column of fire and downed treetops can lead them the rest of the way.

At first glance, it appears to be a crashed airliner or medium bomber, but it's hard to be sure with the flames all around. Extinguishing them is likely the characters' top priority, and heroes with the right powers (for instance, Weather Control, Water Control) have only to counter the rank 6 blaze to make that happen.

Otherwise, the heroes either must brave the flames to search inside for survivors (being charred by the fire each turn spent in or near the crashed vehicle), or run away like cowards before the fuel tanks explode. If the players opt for the latter, pimp-slap them, and have their characters proceed to **Any Bonds Today?** in disgrace once they're done watching an old-growth forest burn and fruitlessly searching the ashes for clues.

Once inside the wreck, the player characters discover the passenger compartment remarkably intact, and any character trained in the Pilot skill can tell instantly it's not configured like any sort of aircraft cockpit they know. Six

unconscious passengers are strapped into their seats. If the heroes aren't dodging flames (and it's a DC 15 test of their Notice skills if they are), they pick up on the fact the passengers are all wearing different superhero costumes. It's too dark to recognize anyone in particular inside the wrecked compartment (unless it's still on fire, but in that case, the impending fuel-tank explosion makes it advisable to save the positive IDs for later).

One of the passengers is cloaked from head to toe (it's the Invisible Agent, sooty and visible at the moment, but the heroes won't identify him until later), and the player character who attempts to rescue him gets to make a Notice skill check against DC 15. If the hero succeeds, he catches sight of an attaché case protruding from underneath the seat in front. Whatever's inside, the cloaked passenger's body positioning suggests he was reaching for the case (or had just lost his grip on it) when the crash occurred.

HEROES' WELCOME

If the heroes are acting heroically and urgently, the impending fuel-tank explosion is nothing more than a source of steadily growing tension for them. So unless they're being extremely stupid and lazy, the downed craft doesn't blow up until they get the last passenger out, just in the nick of time.

Once in a place of safety, the player characters can attempt a Knowledge (current events) skill check (DC 15) to recognize the passengers as the believed-dead Freedom Brigade, probably from one of their newspaper and newsreel appearances. Recalling details about any given member is a little trickier (DC 20), but success reminds a character of a particular Brigadier's hero-name and general capabilities. Any character recognizing Sea Hawk also recognizes the crashed vehicle as her trademark flying-submarine.

Anyone rendering first aid to the unconscious Brigadiers can revive each of them with a Medicine skill check against DC 15. For each successful attempt, the player character also takes note of the fact the Brigadiers should be a lot more injured than they actually are (but aren't thanks to the Aryan Ape's remote guidance of the crash).

Other characters may busy themselves checking out the recovered attaché case. It is neither locked nor booby-trapped (though feel free to ask the players to make some meaningless rolls to check, just to make them nervous). Its contents consist entirely of electronic parts, identical to the ones described in the last paragraph under **What's in the Box**. Said parts can be examined or assembled in a similar fashion, using the same skills and DCs.

A WHALE OF A TALE

At some point, the heroes should ask the Brigadiers about their seemingly miraculous return. Depending on the circumstances, the conversation can happen near the crash site (once the Brigadiers are successfully revived), over a cup of coffee before the war-bond rally, or both.

Most of the team is grateful for the rescue and thus happy to talk to the player characters—all except for the Invisible Agent, who (no pun intended) disappears from the crash site at the first opportunity. The other Brigadiers are in no way surprised or alarmed by the Agent's vanishing, saying (truthfully) "He always does that."

When asked, the Brigadiers all tell the same story. Once they reached the Japanese-controlled areas of the Pacific, they found the Imperial Navy a much more formidable foe than anticipated, so much so they never got close to Tokyo. They did, however, pick up some valuable intelligence on the deployment of Japanese forces, and decided to return home with this information (which has now, alas, been lost in the fire and the explosion).

Due to the Japanese ships and planes on their tail they were forced to maintain radio silence and come home the long way, across the Indian Ocean and Africa. Still, a lucky shot from a German U-boat's deck gun brought them down just before they reached Freedom City.

The inevitable Sense Motive checks (DC 20) to evaluate the situation, if successful, indicate these accounts are a little too pat, a little too rehearsed. All the details hold up and there are no inconsistencies in their stories, but that just causes any character who made their skill roll to be all the more suspicious. They can't put their fingers on any specific falsehoods, but their gut instinct says the whole thing just doesn't ring true.

If the player characters escalate matters and use their Sense Motive skills to notice influence, all their attempts come up empty (since the Aryan Ape's brainwashing machine is a plot device). This could only heighten the tensions, because the players may then conclude the Freedom Brigade—the city's sainted heroes—are deliberately lying to cover something up!

The Brigadiers won't consent to any sort of superpowered scrutiny (like Mind Reading), and in fact resent it highly. Who are the stateside-bound heroes to question *their* motives and patriotism? Involuntary mental searches (in addition to being less than heroic) turn up nothing incriminating in any event.

If asked about the attaché case, the Brigadiers claim to know nothing about it. Some may speculate it contains yet another piece of enemy technology liberated by the Invisible Agent, but no one claims to have any real idea. Since it doesn't belong to them, none of the Brigadiers object to the player characters keeping the case and its contents, examining them, or whatever.

Before things get too heated between the hero groups (or the game starts to drag), the Freedom City Police and Fire Departments, freed from the now-cancelled air raid alert, arrive on the scene. If the characters couldn't, the

professionals see to the fire and the medical needs of the Freedom Brigade (as well as any injured rescuers). Once they realize who they've helped, the cops and firemen give a heroes' welcome to Freedom's bravest costumed champions who've now returned home to a city in need of some good news. The player characters suddenly get treated like chopped liver by comparison, and since the adulation pretty much halts any further interrogations, that's as good a time as any for them to exit, stage left.

BURNING DOWN THE HOUSE

The characters' most likely destinations are home to bed, or back to the warehouse to open more crates. The former gets them some much-needed rest, while the latter just leads to more trouble. Back at the pier, the player characters find the Fire Department there, just having failed to prevent the warehouse from burning to the ground.

Poking around the scene turns up an ambulance crew tending to a handful of battered but conscious G-Men. If questioned, the agents recount how they were left to watch over the crime scene while their colleagues whisked the German smugglers off to jail. Not long afterwards, they were all knocked out by unknown assailants, and awoke to find the warehouse ablaze.

There's not much else for the characters to do but wait until the firemen finish their work. Once that happens, there are still clues to be found. First, a Search check (DC 20) locates the source of the blaze, and an Investigate check (DC 26) confirms the fire was deliberately set by someone to whom arson was no idle hobby.

Second, if the characters failed to recover the attaché case from the crash site, a successful Search check (DC 20) locates the now-charred box of electronic parts described previously under **What's in the Box?** Said parts can be examined or assembled as described in that section once the soot's been cleaned off.

Though the players won't know it until later, the Aryan Ape and his Storm-Gorillas came ashore from a U-Boat during the confusion sewn by the Freedom Brigade's crash-landing (which the Ape orchestrated). Finding G-Men at the pier instead of the German agents they expected, the evil monkeys ambushed the Special Agents and then burned down the warehouse to keep their spare secret weapon from falling into enemy hands. A regrettable choice for the Ape, but it was also the only one time and circumstance allowed.

SCENE THREE: ANY BONDS TODAY?

After the characters' eventful night gives way to the morning after, they awake to find the newspapers and radio abuzz with news of the Freedom Brigade's amazing return. To their likely chagrin, the reports contain only sporadic, vague mentions of "other costumed heroes involved in the rescue." (If the characters elected to remain at the warehouse all night, the Gamemaster can assume the police and firemen managed to rescue the Brigadiers in time.)

The characters' spotlight is further diminished at the war-bond rally later that day, as they find themselves the opening act at an event they were supposed to co-headline, with the top spot now occupied by the newly returned Freedom Brigade. Unfortunately for the characters, the only thing that could make matters worse would be skipping the rally entirely, so despite any wounds to their pride, they are left with little choice but to put on a happy face and do their patriotic duty.

Once there, the characters find Liberty Park filled to capacity, as the whole city seems to have turned out for the gala event. The characters are the rally's curtain-jerkers, a role never to be envied. To make matters more difficult, they either have to come off as heroic in light of the Freedom Brigade's return, or seem charming and funny at an event headlined by Bob Hope, Frances Langford, and Jerry Colonna.

Still, players are players, and if the characters want to do more than just say "Buy Bonds!" and quickly get off-stage, let them try. On the Interaction Table, the crowd is Indifferent to the B-list heroes the player characters now seem to be. From that starting point the heroes can try to inspire the crowd with a patriotic speech (Diplomacy), tell a few jokes (Bluff), or show off their super-abilities (Perform). Based on the results, it may salve the heroes' bruised egos, or make them feel even more like also-rans.

They may feel that way regardless once the Freedom Brigade makes its grand entrance in the Sea Hawk's flying submarine (it's a spare she had stored, in case you're wondering). When the amazing craft sets down next to the stage and the team (seemingly minus the Invisible Agent—he's there, just invisible) disembarks, the crowd gives them a tumultuous welcome, almost drowning out announcer Bill Goodwin's introduction.

At that point, the player characters may be sorely tempted to slink off in embarrassment, but events soon take a turn for the interesting, as the Freedom Brigade reveals the hairy hitchhikers they picked up on the way to the rally. From out of the Sea Hawk's flying submarine comes a squad of gorillas in full Nazi SS regalia. To the shock and horror of the audience, the members of the Freedom Brigade greet them with a raised-arm salute and a hearty "Heil Hitler!"

THEY CAME TO ROB THE WAR-BOND RALLY!

In standard movie-Nazi idiom (dust off your worst stereotypical German accent, Gamemaster), the Aryan Ape informs the crowd he has come to America's own shores to show the superiority of the Third Reich. He then fires a few warning shots in the air to emphasize his point. With that, the crowd goes into a full-blown panic, blocking any additional help from arriving and putting the job of saving the day squarely on the previously snubbed heroes' shoulders.

The Ape's plan is a simple one. He wants to grab the big barrel of war-bond money off the stage, take it back aboard the flying submarine, and escape back to Germany with both the cash and a propaganda victory in paw. Of course, he doesn't really think it's going to be that easy, what with all the superheroes running around Freedom City, but that's what the brainwashed Freedom Brigade is there for.

Therefore, defeating the Nazis' plan means besting the Freedom Brigade, the Storm-Gorillas (there's one present for every player character), and the Aryan Ape himself. A tall order to be sure, but the characters do have an edge in that the brainwashed Freedom Brigade is incapable of using any sort of tactics or team coordination. There's no doubt from the Brigadiers' robotic mannerisms and zombie-like expressions that they are not of their own wills. They attack individually, directly and unimaginatively, and thus are far less formidable a team than usual.

The evil monkeys are all trained soldiers, and use cover, coordination, combined attacks, and any other tactical trick in the book. In addition, they are all well-versed in underhanded tactics, like taking hostages. Unfortunately for the heroes, the rally means there's no shortage of innocent bystanders for the hairy villains to endanger.

THE HINGE OF FATE

If things are going badly for the heroes, you can give them a chance to break through the Ape's brainwashing of the Freedom Brigade. Talking a Brigadier back to normal requires a Diplomacy skill check (DC 20). Alternatively, the Gamemaster can allow the use of Mind Control or a similar power, with the same DC.

Should the attempt succeed, the targeted Brigadier gets to make a Will save against DC 20 to return to his old All-American self. They've been fighting against the brainwashing for some time (and overcame it long enough to sneak the attaché case aboard the flying submarine), so anyone who escapes the Ape's control is ready to join the fight on the heroes' side.

In a pinch, the Gamemaster can have some on-leave soldiers in the crowd join the fray. They're not armed, but on numbers and chutzpah alone they can take out some of the Storm-Gorillas and even the odds at least that much.

GIANT NAZI ROBOT RAMPAGE!

If the battle seriously turns against the evil monkeys and their puppet allies, the Aryan Ape moves to phase two of his scheme, which involves testing his latest invention. Before the heroes move in to gang up on him, the Ape produces a paw-sized metal box with visible antennae and vacuum tubes protruding from it.

Any character who assembled the electronic parts (either the ones found in the warehouse or recovered from the crash site) immediately recognizes the Ape's device as a twin of the one they put together. A character who examined the dissembled parts but didn't actually put them together comes to the same conclusion if they can make a Craft (electronics) skill check against DC 15.

The Ape presses a large red button on the device (using his last effort before going unconscious, if necessary), which causes it to light up, whir, and spark dramatically. Shortly thereafter, a great commotion in the city becomes noticeable from the direction of the dockyards, the source of which soon becomes quite visible: a 60-foot-tall Giant Nazi Robot. The Aryan automaton is headed for Liberty Park, crushing parked cars and scaring the bejeezus out of hundreds of innocent bystanders as it goes.

Whether or not the Aryan Ape himself is conscious to direct it, the robot's actions are the same. It makes its way to the Park and tries to rescue the Ape, placing him inside a secure compartment in its torso. After that, it starts leveling as much of Freedom City as possible.

The Park is largely empty by the time the robot arrives, so the heroes can attack with much less concern about innocent bystanders. It's an edge they're going to need, as they soon find out the robot is made of tough stuff (use the Colossal Robot archetype on page 235 of *M&M*).

SCRAP METAL DRIVE

Defeating the clanking metal fascist is not easy, but it can be done using brains, brawn, or a combination of the two. The most difficult way is a frontal attack, because (even reinforced by members of the Freedom Brigade) the well-armored robot is not easily damaged.

Clever thinking on the players' parts and a lot of combined attacks just might be able to do the trick before the robot crushes them all. If the robot accumulates a -10 penalty (or more) to its Toughness saves, the Ape (if he's inside the thing) decides to run away and fight another day, attempting to walk north into the Wading River and then to the sea to rendezvous with a waiting U-boat.

The heroes can pursue the robot if they wish, but they've pretty much saved the city at that point. There are plenty of men, women, and children who need aid and comfort after the robot's rampage, so the heroes' proper place at this juncture is helping them. The heroes can also be grateful their actions at the warehouse the previous night kept the Ape from having *two* such robots at his command!

ON THE AIR

Clever player characters who have access to an electronic control device (either found at the warehouse, recovered from the crash site, or taken from the Aryan Ape) can attempt to take over the robot themselves. Some of the characters may have to race back to their base of operations to get the device, and may even have to put it together while the robot rampages, forcing their teammates to battle the iron menace until they get all the tubes and wires connected.

Once they've gotten their act (and the device) together, characters can attempt to seize control of the robot. If the Aryan Ape is not in control of the tin-can terror, it takes a successful Knowledge (physical sciences or technology) check against DC 25 to make the robot obey. The device must be in line of sight of the robot, but if the check succeeds the character can make the robot sit up, beg, roll over, or put the star atop the tallest Christmas tree—whatever the hero's heart desires. Otherwise, after any failed attempt to seize control of it, the robot focuses on crushing whoever's holding the device-holder. Lucky him.

If the Ape is pulling the levers himself, control is decided by an opposed check between the evil monkey and the player character, using Knowledge (physical sciences or technology) skills. The winner controls the robot for that round, and if it's the Ape, he focuses his efforts on eliminating the hero who has the competing device.

Merciful Gamemasters whose player characters are getting pulverized by the evil monkey and his giant robot can have a free-willed member of the Freedom Brigade mention the control device they smuggled out while temporarily resisting the Ape's brainwashing. If a device is still available to the heroes, they can act accordingly. Otherwise, they're going to have to build one from scratch, requiring a Craft (electronics) skill check against DC 20 and 12 hours' time (or, more likely, a DC 25 and 10 rounds' time when the heroes try to jury-rig one, see page 131 of *M&M*).

AFTERMATH: THANKS FOR THE MEMORIES

If the player characters save the city from destruction by pretty much any acceptable means, it counts as a major victory in the eyes of Freedom City's citizens. The heroes get all the public adulation they've earned, though it stops short of a ticker-tape parade (there is, after all, a war on). However, any hard feelings the players had about being slighted by the public should be more than assuaged by newspaper headlines, magazine covers, newsreel footage, and mentions on the radio.

In fact, if the heroes saved the day and kept both the innocent bystanders and contributions at the war-bond rally safe, they earn a real accolade: a favorable mention on *The Bob Hope Show* from the star himself. That sort of positive notoriety is truly a memory to be grateful for, even in the face of a war still to be won.

If the heroes are defeated, the Army Air Force shows up while all the costumed types are still in dreamland, and the P-40 fighters manage to drive the Giant Nazi Robot into the sea before too much of the city gets reduced to rubble. The mood in Freedom City is glum for weeks afterwards, with the citizens' mood not improving until news of the daring Doolittle Raid on Tokyo reaches them. The beaten heroes, on the other hand, keep a more realistic view of things after learning firsthand about the long, bitter struggle against formidable foes that lies ahead.

In any case, the heroes now have some allies they can call on for help. Grateful to the player characters for the rescue(s) and ashamed of their actions while under the Aryan Ape's control, the Freedom Brigade regards the characters as friends, and true heroes to be emulated—something the Brigadiers won't be shy in telling the press.

THE MAJOR AWARD

The players each get a power point for stopping the Giant Nazi Robot from destroying Freedom City, even if they technically did so by taking the villains down so fast it never had a chance to enter the fray.

FURTHER ADVENTURES

Depending on the outcome, there may be unresolved plot threads the Gamemaster can follow up on. Freedom City still has a major enemy-agent problem on its hands, as the two Giant Nazi Robots can attest to. There's also the question of where exactly the Aryan Ape was able to hide out awaiting the war-bond rally, and who in Freedom City helped him do so. Lastly, there's the Ape himself, who (if he escaped) will surely return to plague the heroes and their beloved home city.

THE FREEDOM BRIGADE

Formed in July 1941 to protect Lend-Lease shipments from Axis saboteurs, the Freedom Brigade became one of the earliest (if not best-known) teams of Freedom City's costumed heroes. Their most famous exploit was seemingly their last, when on December 8, 1941, the Brigade's outraged leader Commander USA publically declared the team was on its way to Tokyo to take revenge for the Pearl Harbor attack.

The Freedom Brigade departed the same day aboard the Sea Hawk's flying submarine to great fanfare, but the team was not heard from afterwards. At the start of this adventure, they remain missing and presumed dead, honored as the first of America's costumed heroes to give their lives in World War II.

COMMANDER USA

Power Level: 8

STR	DEX	CON	INT	WIS	CHA
+4	+4	+5	+1	+1	+5
18	18	20	12	12	20
TOUGHNESS		FORTITUDE		REFLEX	WILL
+5		+5		+4	+1

Skills: Bluff 6 (+11), Craft (chemical) 4 (+5), Diplomacy 6 (+11), Intimidate 6 (+11), Knowledge (physical sciences) 4 (+5), Notice 4 (+5), Profession (chemist) 4 (+5), Stealth 6 (+10)

Feats: All-out Attack, Attack Focus (melee) 4, Defensive Attack, Elusive Target, Fascinate (Diplomacy), Improved Block, Inspire, Leadership, Power Attack, Takedown Attack

Powers: Transform 8 (any inanimate object into any other, Continuous, Touch Range)

Combat: Attack +2, +8 (melee), Grapple +12, Damage +4 (unarmed), Defense +6, Knockback -2, Initiative +4

Abilities 40 + Skills 10 (40 ranks) + Feats 14 + Powers 40 + Combat 16 = 120

Right after boot camp, young Army draftee James Hendricks was assigned to guard duty at a top-secret government research lab. One night while making his rounds, Hendricks came upon a group of Nazi spies attempting to make off with an experimental chemical mixture. Caught by surprise and outnumbered, Hendricks did the only thing he could to keep the concoction out of enemy hands: he drank it.

The spies left the seemingly poisoned Hendricks for dead, and after he regained consciousness, he was honorably discharged for medical reasons. In time, however, he not only regained his former vigor, but found his body elevated to near the peak of human physical perfection. Even more incredibly, he found the experimental alchemical solution he'd swallowed had given him the power to transmute elements by touch.

Still angry at the enemy saboteurs hiding in his beloved country but unable to re-enlist, the patriotic Hendricks donned a red, white, and blue costume and dubbed himself Commander USA, leader of America's war against home front subversion. To that end, the charismatic Hendricks put together the Freedom Brigade, and serves as its leader when not pursuing his other career as a neophyte industrial chemist.

DOCTOR X

Power Level: 8

STR	DEX	CON	INT	WIS	CHA
+1	+1	+3	+7	+2	+1
12	12	16	24	14	12
TOUGHNESS		FORTITUDE		REFLEX	WILL
+4		+4		+4	+4

Skills: Concentration 8 (+10), Craft (electronic, mechanical) 8 (+15), Disable Device 8 (+15), Knowledge (physical sciences, technology) 8 (+15), Notice 8 (+10), Search 8 (+15)

Feats: Accurate Attack, Attack Focus (ranged) 6, Improvised Tools, Inventor, Master Plan, Power Attack, Precise Attack,

Ranged Disarm

Powers: Flight 8, Magnetic Control 8 (Dynamic Alternate Powers: Blast 8, Obscure 8 [radio], Nullify All Electronics 8)

Combat: Attack +2 (melee), +8 (ranged), Grapple +3, Damage +8 (blast), +1 (unarmed), Defense +6, Knockback -2, Initiative +1

Abilities 30 + Skills 16 (64 ranks) + Feats 13 + Powers 38 + Combat 16 + Saves 7 = 120

Freedom City University professor Dr. Jerry Xavier is one of the country's leading experts on electromagnetism, and was one of many researchers looking into ways of improving radar systems, vital to America's defense network. One late night, a power surge triggered an overload in Xavier's experimental cavity magnetron, bombarding him with powerful electromagnetic rays.

When he regained consciousness, Dr. Xavier discovered his body could generate those same rays, and he could manipulate the Earth's magnetic field and fly. At first, Xavier was unsure what to do with his newfound abilities, until he read of Commander USA's call for costumed heroes to join him in fighting enemy agents in Freedom City.

Seeing an opportunity to continue his research and use his strange gifts for the greater good, Xavier created the identity of Doctor X, Master of Magnetism and became one of the founding members of the Freedom Brigade.

THE INVISIBLE AGENT

Power Level: 8

STR	DEX	CON	INT	WIS	CHA
+2	+2	+2	+7	+3	+3
14	14	14	24	16	16
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+6	+6	+6	+7		

Skills: Bluff 6 (+9), Craft (chemical) 6 (+13), Diplomacy 6 (+9), Disable Device 6 (+13), Drive 6 (+8), Escape Artist 6 (+8), Gather Information 6 (+9), Intimidate 6 (+9), Investigate 6 (+13), Knowledge (current events, physical science, technology) 6 (+13), Language 4 (German, Italian, Japanese, Russian), Notice 6 (+9), Search 6 (+13), Sense Motive 6 (+9), Stealth 6 (+8)

Feats: Attack Focus (melee) 2, Chokehold, Contacts, Distract, Equipment 3, Improved Critical (unarmed), Improved Disarm, Improved Throw, Improved Trip, Inventor, Power Attack, Sneak Attack, Takedown Attack, Well-Informed

Equipment: camera, flashlight, heavy pistol, knife

Powers: Device 2 (costume, hard to lose: Invisibility [total concealment])

Combat: Attack +6 (melee), +4 (ranged), Grapple +8, Damage +4 (heavy pistol), +3 (knife), +2 (unarmed), Defense +4, Knockback -3, Initiative +2

Abilities 38 + Skills 25 (100 ranks) + Feats 17 + Powers 8 + Combat 16 + Saves 16 = 120

Little is known about the man aptly known as the Invisible Agent. He claims his real name is Frank Raymond, and his transparency comes from a secret chemical formula only he possesses. The invisibility solution works on contact, and Raymond wears a hooded cloak, mask, gloves, and other items of clothing saturated in the mysterious concoction.

Raymond is rarely visible, even around his teammates, but his mission seems clear. The Invisible Agent is a true man of secrets, and that includes keeping America's confidential information safe at home and acquiring that of its enemies.

While the Freedom Brigade is never sure of his comings and goings, the Invisible Agent always seems to be around when he's most needed. It is speculated he spends at least some of his time overseas operating behind enemy lines, because much of the information he passes along to his teammates and the FBI could come from few other places.

THE MAGISTER

Power Level: 8

STR	DEX	CON	INT	WIS	CHA
+3	+3	+3	+3	+7	+4
16	16	16	16	24	18
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+6	+6	+6	+7		

Skills: Diplomacy 6 (+10), Drive 6 (+9), Gather Information 6 (+10), Intimidate 6 (+10), Investigate 6 (+9), Knowledge (civics, current events) 6 (+9), Notice 6 (+13), Profession (law) 6 (+13), Sense Motive 6 (+13), Search 6 (+9), Stealth 6 (+9)

Feats: All-out Attack, Connected, Contacts, Equipment 2, Fearsome Presence, Improved Block, Power Attack, Startle, Takedown Attack, Well-Informed

Equipment: roadster with caltrops, oil slick, and smokescreen features

Powers: **Device 2** (Gavel of Justice, easy to lose: **Deflect 5** [slow projectiles], **Strike 3** [Mighty, Thrown]), **Device 2** (Prison Bars, easy to lose: **Snare 5**)

Combat: Attack +6, Grapple +9, Damage +6 (Gavel of Justice), +3 (unarmed), Defense +6, Knockback -3, Initiative +3

Abilities 46 + Skills 18 (72 ranks) + Feats 11 + Powers 12 + Combat 24 + Saves 9 = 120

Assistant District Attorney James Carrott grew tired of watching Freedom City's most notorious mobsters beat the rap time and time again due to their illicit power and influence, and in time resolved to do something more about it. Driven by his thirst for justice, by night Carrott became the costumed vigilante known as the Magister, and he began to stalk the criminals the law could not touch.

In a short time, the lawless grew to fear the very sight of the Magister and his mighty Gavel of Justice. The police were soon busy finding once-untouchable criminals helpless in his Prison Bar snares, the evidence needed to convict them nearby. Eventually, the law became so grateful for his help they more or less stopped chasing the costumed vigilante's trademark jet-black 1940-model roadster.

With the mob on the run, the Magister began to dedicate his efforts towards rounding up enemy saboteurs and accepted the invitation to join the Freedom Brigade.

THE MYSTERIOUS MADAME RADIUM

Power Level: 8

STR	DEX	CON	INT	WIS	CHA
+0	+4	+4	+2	+3	+4
10	18	18	14	16	18
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+6	+6	+6	+3		

Skills: Bluff 5 (+9), Knowledge (current events) 5 (+7), Notice 5 (+8), Profession (secretary) 5 (+8)

Feats: Attack Focus (ranged) 5, Attractive, Beginner's Luck, Favored Environment (airborne), Move-by Action, Power Attack, Precise Shot, Taunt

Powers: **Environmental Control 8** (light, reduce concealment), **Flight 8**, **Immunity 1** (radiation), **Radiation Control 8** (Alternate Powers: **Dazzle 8** [visual], **Drain Constitution 4** [Disease, Ranged])

Combat: Attack +2 (melee), +7 (ranged), Grapple +2, Damage +8 (radiation blast), +0 (unarmed), Defense +8, Knockback -3, Initiative +2

Abilities 34 + Skills 5 (20 ranks) + Feats 12 + Powers 43 + Combat 20 + Saves 6 = 120

Samantha Luck had it all: looks, brains—everything but a rewarding career. Tired of her dead-end, thankless secretarial job, Samantha accompanied a group of friends on a longshot get-rich-quick hunt for radium deposits.

During the trip, a cave-in separated Samantha from her companions, and left her trapped inside a chamber full of radium uncovered by the collapse. By the time the land's rightful owners showed up and rescued her, she'd been exposed to the rays of the wonder-element for several hours, but showed no ill effects. It wasn't until she returned home to Freedom City she discovered she now possessed the power of radium itself!

Though still stuck in her boring secretarial job, Samantha drew upon the examples of Freedom's other costumed heroes and became the Mysterious Madame Radium, the atom-powered crime-fighter. Sure enough, the life of a costumed adventurer was just the tonic for her formerly dull life, and it was only natural for her to take the next step and join the Freedom Brigade. From then on, boredom became the least of her worries, and Samantha wouldn't have it any other way.

THE SEA HAWK

Power Level: 8

STR	DEX	CON	INT	WIS	CHA
+0	+2	+2	+7	+4	+2
10	14	14	24	18	14
TOUGHNESS		FORTITUDE		REFLEX	
+4		+4		+4	
			WILL		
			+6		

Skills: Bluff 5 (+7), Craft (electronic, mechanical) 5 (+12), Disable Device 5 (+12), Drive 5 (+7), Knowledge (current events, physical sciences, technology) 5 (+12), Notice 5 (+9), Pilot 5 (+7), Search 5 (+12), Swim 9 (+9)

Feats: Attack Focus (ranged) 6, Attractive, Equipment 14, Improvised Tools, Inventor, Precise Shot, Taunt

Equipment: Flying Submarine: Strength 40, Speed 5 (air & water), Defense 6, Toughness 11 (Impervious 2), Size: Gargantuan, Features: hidden compartments, navigation system, remote control, **Blast 8** (torpedo bombs, Explosion), **Blast 6** (light machine guns, Autofire), **Immunity 5** (cold, heat, no need to breathe, high pressure)

Powers: **Device 4** (ray gun, easy to lose: **Blast 8** [Improved Range, Split Attack 2, Subtle]), **Device 1** (cape, hard to lose: **Flight 4** [Gliding]), **Device 1** (flight suit, hard to lose: **Immunity 5** [cold, heat, pressure, suffocation])

Combat: Attack +2 (melee), +8 (ranged), Grapple +2, Damage +8 (ray gun), +0 (unarmed), Defense +6, Knockback -2, Initiative +2

Abilities 34 + Skills 16 (64 ranks) + Feats 26 + Powers 20 + Combat 16 + Saves 8 = 120

When Katherine Cline inherited her family's shipyards, she gained the financial security to do as she pleased. Running a boardroom didn't appeal to Katherine, who was a thinker and a builder by nature, so she left the day-to-day business deals to some trusted subordinates and went back to building her advanced prototype gadgets.

Watching German U-boats "accidentally" sink the ships she'd so carefully and lovingly designed—not to mention the loss of innocent lives—angered her, and she vowed to use her great resources and technical gifts to put a stop to their cowardly acts of wanton murder and destruction. So she secretly donned her distinctive protective garb and boarded her experimental flying submarine, with the aim of making the marauding Nazi wolf packs the hunted.

Dubbed "the Sea Hawk" by the press, Katherine's costumed alter ego became the toast of Freedom City, hailed as a hero unafraid to take the fight to the Nazis lurking just off of America's shores. Despite all the positive ink, Katherine soon realized she'd taken on quite a responsibility, and welcomed joining the Freedom Brigade for its much-needed assistance.

THE ARYAN APE

Power Level: 10

STR	DEX	CON	INT	WIS	CHA
+5	+2	+2	+7	+4	+3
20	14	14	24	18	16
TOUGHNESS		FORTITUDE		REFLEX	WILL
+6		+7		+7	+8

Skills: Acrobatics 5 (+7), Climb 8 (+13), Craft (electronic, mechanical) 8 (+15), Intimidate 8 (+11), Knowledge (physical sciences, technology) 8 (+15), Language 4 (English, French, Italian, Japanese), Notice 8 (+12), Sense Motive 7 (+11)

Feats: Acrobatic Bluff, Improved Pin, Inventor, Power Attack, Stunning Attack, Takedown Attack

Powers: **Device 9** (auto-cannon, easy to lose), **Blast 10** [Autofire, Penetrating, Accurate 2, Improved Range 2]), **Growth 4** (Large, Permanent, Innate), **Super-Senses 2** (low-light vision, scent)

Combat: Attack +6 (includes -1 due to size), +10 (auto-cannon), Grapple +15, Damage +10 (auto-cannon), +5 (unarmed), Defense +10, Knockback -3, Initiative +2

Abilities 34 + Skills 18 (72 ranks) + Feats 6 + Powers 38 + Combat 36 + Saves 18 = 150

Oberst Julius was one of the greatest scientific and military minds in Nazi Gibbony, a totalitarian country on the parallel world of Earth-Ape. On December 8, 1941, he prepared to win his world's ongoing global war by using his newly built time machine to journey into the past and sabotage the enemy's war capabilities before they were ever put to use.

However, while making his way through space and time, Julius' machine collided with that of another extra-dimensional traveler, severely damaging both their conveyances and stranding them all on Earth-Prime. The man he collided with hailed from a parallel Earth known as Erde, but soon found a home on Earth-Prime as the costumed hero Dr. Tomorrow. In a similar fashion, Julius was made welcome in Nazi Germany, and after affirming his loyalty to this Earth's *Führer*, became known as the Aryan Ape, the perfect simian Nazi.

In his heart of hearts, Julius most wants to repair his time machine and return to his Earth. His present position offers the best chance for that to happen, since he enjoys both the Nazis' patronage and the chance to steal scientific secrets from the Allied powers. Regardless of what Earth he's on, the Ape remains a crafty and ruthless foe.

THE STORM GORILLAS

Power Level: 4

Str 20 Dex 14 Con 14 Int 12 Wis 13 Cha 10

Skills: Acrobatics 5 (+7), Climb 8 (+13), Intimidate 3 (+3), Knowledge (tactics) 2 (+3), Notice 2 (+3), Profession (soldier) 6 (+7), Stealth 3 (+5), Survival 3 (+4)

Feats: Equipment 6

Equipment: camo clothing, gas mask, knife, steel helmet (+1 Toughness), service rifle, hand grenades

Powers: **Growth 4** (Large, Permanent, Innate), **Super-Senses 2** (low-light vision, scent)

Combat: Attack +4 (includes -1 due to size), Grapple +12, Damage +6 (service rifle or knife), +5 (hand grenade or unarmed), Defense +4 (includes -1 due to size), Knockback -2 (-1 without helmet), Initiative +2

Saving Throws: Toughness +4 (+3 without helmet), Fortitude +4, Reflex +4, Will +2

Abilities 11 + Skills 8 (32 ranks) + Feats 6 + Powers 9 + Combat 20 + Saves 6 = 60

The Storm-Gorillas are fanatically loyal Nazi primates who accompanied the Aryan Ape on his journey through time and now find themselves stranded along with him. Since Julius is their only hope of ever getting home, they obey his orders without question.

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