

THE STARBREED

MEMBERS: Erebus, Ironmonger, the Sisters-in-Scarlet, Skulk

BASE: Mobile

MOTIVATION: Power

Once upon a time, there was a world very much like Earth-Prime, an alternate timeline with only incremental differences from the world of Emerald City and Freedom City. There were some different cities and states, different superhuman heroes and villains, but all recognizable to the people of Earth-Prime. Among the most dangerous threats on this other Earth was a callous and depraved genius the public labeled "Professor Pandemonium." For decades, this warped, brilliant mind brought destruction and terror to a cowed public, barely kept in check by the planet's colorfully clad champions. Then he discovered he was dying, victim of a disease beyond even his power to cure.

Some men would have chosen this moment to seek redemption for a misspent life... but not Pandemonium.

Instead, the Professor railed against his fate and took steps to leave behind a legacy every bit as dangerous as he himself had been. He used genetic material he covertly collected from dozens of superhumans and alien species over the years. The result was the Starbreed, his "offspring," whose birth and first few days of accelerated growth he barely lived long enough to see.

Raised from "birth" by computers and robots that survived their creator, Erebus and his "siblings" were taught they were the true masters of mankind and the Earth and her people existed only for their use. Reaching physical and mental maturity only a couple of years into their existence, the Starbreed left their crèche and began their own reign of terror. Only their fractious arrogance, their inexperience, and the courage of their Earth's defenders stopped them time and again from achieving their "father's" goals of conquest. But their defeats came at a cost—Earth's defenders were distracted and already spent in their efforts to contain the Starbreed when Omega moved against them. Thanks to Ironmonger's technical genius and technology stolen from their enemies, the Starbreed



EREBUS

DRAKKO

IRONMONGER

managed to survive the destruction of their homeworld, transiting through the Terminus to another Earth.

They arrived on Earth-Prime with no resources except their powers, but undiminished in their arrogance and ambition. The end of their own Earth taught the Starbreed nothing apart from a change in slight strategy. Instead of attacking outright, they plan to learn the strengths and weaknesses of their new home's defenders, and once they built a new power base to operate from, they have every intention to once again embark on their plans of conquest. It's only a matter of time.

MOTIVATION AND GOALS

The members of the Starbreed were engineered to be conquerors. To a certain extent, these motivations are hardwired: They exult in their abilities, take what can be taken and destroy what can't. It isn't in them to consider changing their behavior. Their basic goal is world conquest, but they've never mastered the details. Patience and restraint do not come easily for any of them. If they were to succeed in their ambitions, they would grow bored, leaving behind them cinders and ruins while they went on to pursue new vistas to tear down and claim as their own. In many ways, the Starbreed are spoiled children—superhumanly powerful and sociopathic children.

Their current goals are to rebuild their resources while acting like heroes and learning about their future enemies. This deception was Warwitch's idea and it constantly grates on the Starbreed to act against their natural impulses, but they maintain the charade, for now.

The Starbreed were created as a "family" unit and designed for a degree of loyalty, but such qualities tend not to stack up in comparison to their selfish and egotistical natures. The simple truth is that the Starbreed cooperate because it is in their best interests to do so, and because they are used to working together, and know what they can accomplish if they do. However, if the right opportunity came along, any one of them would betray the others and—deep down—all of them know it.

TACTICS

The Starbreed trust in their powers, their own and their teammates, when they grudgingly use teamwork. With the exception of the "Warwitch" aspect of Sisters-in-Scarlet, the group simply isn't capable of coming up with carefully-considered tactics. They've never seen the need, even with their defeats suggesting otherwise. Their traditional method of operation is to find powerful technology and steal it to use against mankind, or take advantage of an ongoing crisis or disaster to move in and try to seize control.



SISTERS-IN-SCARLET

SKULK

In battle, Erebus takes point, grounding flyers or targeting an opposing group's "big guns" with his telekinetic attacks. At the same time, Sisters-in-Scarlet and Drakko move to engage available targets individually, while Ironmonger counteracts enemy tech or constructs his own to act on what he observes as the opposition's vulnerabilities. Skulk hides... until he is forced to use his nullifying field to weaken nearby opponents' abilities.

HEADQUARTERS AND RESOURCES

The Starbreed used to have extensive resources, an inheritance built up over many years by a world-conquering genius. They had headquarters hidden in many parts of the world and in orbit, advanced vehicles and arsenals of deadly weapons. All of those were destroyed when Omega consumed their homeworld within the burning power of the Doom Coil. On Earth-Prime, they have only each other and what they've managed to take or steal without Earth-Prime's heroes (or villains) noticing.

EREBUS

PL15 • 337 POINTS

STR 14 **STA** 14 **AGL** 5 **DEX** 4 **FGT** 10 **INT** 4 **AWE** 4 **PRE** 6

Powers: **Mind Over Matter** (Immortality 6, Immunity 15 (Life Support, Telekinetic Effects), Impervious Will 16, Regeneration 5); **Telekinetic Mastery** (Array: **Titan's Grip** (Concentration Perception Range Affliction 10, Resisted by Fortitude (Dazed, Stunned, Incapacitated; Dynamic, Subtle), Linked to Concentration Perception Range Weaken Fortitude 6 (Dynamic, Subtle)), **AE: Crushing Will** (Damaging Move Object 20 (Dynamic, Indirect 3, Precise, Subtle)), **AE: Force of Will** (Selective Burst Area Move Object 15 (Dynamic, Precise, Subtle)), **AE: Godlike Will** (Selective Perception Area Move Object 15 (Distracting, Tiring; Subtle; Noticeable (cosmetic telekinetic side-effects throughout the surrounding area, such as small objects lifting into the air and moving around on non-existent breezes, lights flickering on and off, static electrical charges, and so on) Linked to Environment 9 (1 mile radius; Impede Movement 2, Light 1, Visibility 1, Quirk—Maximum of area limited by ability to perceive); **Telekinetic Shield** (Impervious Toughness 20, Protection 6), **Telekinetic Levitation** (Flight 12 (8,000 mph; Platform))

Advantages: Attractive, Close Attack 3, Extraordinary Effort, Fascinate (Persuasion), Fearless, Improved Defense, Improved Smash, Power Attack, Seize Initiative, Skill Mastery (Persuasion), Takedown 2

Skills: Deception 4 (+10), Expertise: Philosophy 8 (+12), Insight 8 (+12), Intimidation 8 (+14), Perception 8 (+12), Persuasion 9 (+15), Ranged Combat: Crushing Will Power 5 (+10), Technology 4 (+8)

Offense: Initiative +5, Crushing Will +10 (Ranged, Damage 20), Titan's Grip (Perception, Weaken Fortitude 6 and Affliction 10, DC 16/20 Fortitude), Unarmed +13 (Close, Damage 14)

Defense: Dodge 10, Parry 10, Fortitude 14, Toughness 20/14*, Will 16 *Without Telekinetic Shield bonus.

Totals: Abilities 122 + Powers 157 + Advantages 14 + Skills 27 + Defenses 17 = Total 337

Complications: **Motivation** - Megalomaniac. **Quirk: Timeline Unfamiliarity** - This isn't Erebus' home timeline and he is missing occasional basic knowledge. **Quirk: Arrogant and Overconfident** - Considers himself as a "god made flesh".

EREBUS

REAL NAME: Erebus

OCCUPATION: Conqueror

BASE: Mobile



Erebus was designed to be a leader and it informs his behavior. He is highly charismatic, extremely likable, and radiates almost overwhelming confidence. Unfortunately, he is also deeply megalomaniacal and views himself as a walking divinity. On a deep and unshakeable level, he views the world and all its people as his to do with as he wills. It would be tasteless and inappropriate to constantly have to state this or shove it into others faces, but his aggravation slowly boils over into violence when his superiority isn't recognized by those around him and he has the tendency to treat people as slow-witted children even before his temper snaps.

In addition to incredible superhuman durability, Erebus possesses monstrously powerful telekinetic abilities. His favorite power is to mentally crush an opponent's internal organs slowly, as he believes it demonstrates his superiority, but he can also unleash staggering telekinetic blows and lift astonishing amounts with his will alone. His mastery of telekinesis is such that he even reflexively disrupts the "frequency" of such powers used against him.

DRAKKO

REAL NAME: Drakko (DRAY-koh)

OCCUPATION: Conqueror and engine of destruction

BASE: Mobile



A consummate deceiver, Drakko likes to play head games, turning opponents against each other or generally making them question their beliefs and decisions. He plays the part of the dumb brute so long as it works to his advantage, but drops the pretense and shows his true colors when the act fails its purpose. Essentially, he's a complete sadist who enjoys inflicting pain—he prefers mental and emotional pain, but settles for physical when it's all he can get from his targets.

Drakko is a hulking reptilian powerhouse, massively strong and practically indestructible. He's aquatic and possesses a powerful tail and vicious claws. His senses are savagely sharp and he can spew a neurotoxin from his mouth; a cybernetic implant in his throat cavity can also ignite this spray whereupon it acts like napalm. While he likes to act like he's a dumb brute in order to make his opponents underestimate him, Drakko is actually quite intelligent.

IRONMONGER

REAL NAME: Ironmonger
OCCUPATION: Inventor and conqueror
BASE: Mobile

Ironmonger doesn't like people, even his "siblings." He would be much happier left alone to create and play in a self-created "Tim Burton meets H.R. Giger" wonderland inhabited only by him, his animated creations, and his art. Unfortunately, he knows the world will never leave him to do that, which makes him frustrated and angry. Aside from his "father's" inborn designs, he only really helps the other Starbreed because of his hope that one day everyone and everything will be forced to leave him alone.



He is never without his metal shell, and can't stand for anything else to touch his bare skin

Ironmonger can psionically mold metals and processed materials into any form he wishes, though he prefers working with metal. Brilliant beyond human measure with regards to technology, his constructions are usually quite complex. He can even create semi-autonomous robots, A.I.s and other animated mechanical extensions of his subconscious.

DRAKKO

PL13 · 256 POINTS

STR 18 **STA** 14 **AGL** 1 **DEX** -1 **FGT** 8 **INT** 3 **AWE** 5 **PRE** 3

Powers: **Venom Spray** (Cone Area Dazzle 8, Linked to Cone Area Weaken Stamina 8; **AE:** **Napalm Breath** (Cone Area Contagious Continuous Damage 8)); **Claws** (Penetrating 6 on Strength Damage); **Reptilian** (Extra Limbs (Tail), Feature (Internal Storage Sac), Growth 2 (Permanent), Immunity 5 (Breath Underwater, Cold, Disease, Poison, Pressure; Poison and Disease are limited to half-strength), Senses 3 (Infravision, Olfactory Tracking, Ultra-Hearing), Speed 4 (30 MPH), Swimming 6 (30 MPH)); **Scales** (Impervious Toughness 18, Protection 4)

Advantages: All-out Attack, Assessment, Chokehold, Daze (Deception), Diehard, Fast Grab, *Improved Grab*, Improved Hold, Improved Initiative 2, Power Attack, Startle, Takedown 2, Taunt, Weapon Break

Skills: Acrobatics 4 (+5), Athletics 4 (+22), Deception 10 (+13), Insight 10 (+15), Intimidation 14 (+18), Perception 10 (+15), Stealth 4 (+3), Technology 6 (+9)

Offense: Initiative +9, Claws +8 (Close, Damage 18, Penetrating 6), Napalm Breath (Close Cone Area, Continuous and Contagious Damage 8), Unarmed +8 (Close, Damage 18), Venom Spray (Close Cone Area, Weaken Stamina 8, Linked Dazzle 8)

Defense: Dodge 8, Parry 8, Fortitude 16, Toughness 18, Will 10

Totals: Abilities 94 + Powers 100 + Advantages 15 + Skills 31 + Defenses 16 = Total 256

Complications **Motivation** – Power-hungry, sadistic brute. **Prejudice** – Strange Appearance. **Quirk:** **Timeline Unfamiliarity** – This isn't Drakko's home timeline and he is missing occasional basic knowledge.

He wears a suit of sophisticated powered-armor with a cosmetically archaic motif that he never removes when outside his tightly controlled artificial environment (all of his creations have this distinctive motif). His armor has numerous offensive systems already integrated, but he can modify any part of it on-the-fly as needed.

SISTERS-IN-SCARLET

REAL NAME: Crimson Queen, Reaper Red, Warwitch, or Widowmaker, depending on which personality is in control
OCCUPATION: Conqueror
BASE: Mobile

The Sisters-in-Scarlet are a complex multiple-personality case. Four distinct personalities, each aware of the others, co-habit the same body. As Warwitch, she is a haughty valkyrie, reveling in battle and in search of a worthy opponent. Reaper Red is a bubbly and unstable coquette, equally happy to flirt with an opponent as she is to kill one. Widowmaker is a cold-blooded killer with a sniper's ethos and a gunslinger mentality in regards to other ranged combatants, while Crimson Queen is imperious, displaying a megalomania to match Erebus at his most arrogant.

She can switch between personalities apparently at will, either on a whim or in response to external stimuli. While one personality is dominant, the others are still aware,

IRONMONGER

PL13 · 284 POINTS

STR 6 **STA** 6 **AGL** 3 **DEX** 4 **FGT** 6 **INT** 10 **AWE** 3 **PRE** 1

Powers: **Armor** (Enhanced Fortitude 4, Enhanced Parry 4, Enhanced Strength 6, Enhanced Will 6 (Impervious), Flight 6 (120 MPH), Immunity 10 (Life Support), Impervious Protection 10, Ranged Damage 16 (Accurate 3), Senses 4 (Direction Sense, Distance Sense, Infravision, Time Sense); Removable); **Technomorphic Mastery** (Senses 4 (Analytical Detect Technology (Ranged, Extended)); **Transform Tech** (Perception Range Transform 13 (Any metal or processed material into tech); Continuous); **AE:** **Summon Tech Constructs** (Summon 8 (as Robot or Giant Robot from *Hero's Handbook*, page 181, or any of the animal archetypes from *Hero's Handbook*, page 218 with Immunity 30 (Fortitude) added; Controlled, Horde, Multiple Minions 3 (8 minions))))

Advantages: Eidetic Memory, Inventor, Skill Mastery (Technology)

Skills Expertise: Science 10 (+20), Expertise: Sculptor 4 (+14), Investigation 4 (+14), Perception 4 (+7), Technology 10 (+20), Vehicles 6 (+10)

Offense: Initiative +3, Blaster +10 (Ranged, Damage 16), Unarmed +6 (Close, Damage 6)

Defense: Dodge 6, Parry 10, Fortitude 13, Toughness 16, Will 13

Totals: Abilities 66 + Powers 186 + Advantages 3 + Skills 19 + Defenses 10 = Total 284

Complications: **Motivation** – Control of his environment and "family" loyalty. **Quirk** – Pathological aversion to anything touching his bare skin other than his mentally-controlled metal. **Quirk:** **Timeline Unfamiliarity** – This isn't Ironmonger's home timeline and he is missing occasional basic knowledge. **Quirk** – Views his animated constructs as alive and his friends.