

THREAT REPORT: THE POWER CORPS

From: Peyton Ramos <PeytonRamos1@AEGIS.emerald.pac.net>
To: Lucas Meriwether <MeriwetherLucas1@AEGIS.emerald.pac.net>
Subject: Threat Report — The Power Corps

THE CONTENTS OF THIS EMAIL ARE CLASSIFIED AS YELLOW/Restricted

Sir,

I was originally assigned to pull and update the files on the Power Corps from District 1 as a preparatory measure, given Emerald City's increased profile in the criminal community. Turns out the assignment was right on time, since while I was working on the update, the Power Corps hit a shipment coming into Malory Bay, heisting a cargo container bound for MarsTech from a manufacturing facility in China. We're still getting details from MarsTech security and legal as to the container's contents and why someone would hire the Corps to take it, along with analyzing the limited footage from the container ship's security system, before the Corps wrecked it.

The Power Corps is one of the longest-active mercenary groups of its type. They're not motivated by conquest, acclaim, power, or any of the sheer craziness that drives a lot of the super-criminals we profile. They're motivated by one thing: profit, and their abilities are on sale to the highest bidder. The next question we're looking into is: who's hired them this time, and why? If we can figure that out, we've got a shot at nailing them the next time they show up, assuming they haven't already moved on to the next job somewhere else.

Agent Peyton Ramos
Senior Security Analyst/Field Operative
A.E.G.I.S. District 5



**MUTANTS &
MASTERMINDS**
THIRD EDITION

THE POWER CORPS

MEMBERS: Numbers 1 through 8

BASE OF OPERATIONS: Various safe houses worldwide

MOTIVATION: Profit

The Power Corps is a team of mercenaries originally recruited and trained by the supervillain Mastermind as his agents. He outfitted them with advanced suits of armor, powerful enough to make them a match for heroes like the Freedom League, or so they thought. The Power Corps worked for the Mastermind for a time, going up against the League individually and as a

group. Eventually, after the Mastermind suffered defeat at the hands of the League and was missing and presumed dead, the Power Corps decided to go it on their own. They recovered their armor and became super-mercenaries for hire.

Since then, the Power Corps have worked for anyone able to afford their services, which range from body-guarding to theft, intimidation to assassination, and even the overthrow of small governments. Their list of clients has included crime-lords, drug kingpins, would-be dictators, and, of course, various super-criminals in need of powerful henchmen. They have on at least one occasion fallen under the influence of their original boss, Mastermind. Since then, the Power Corps have adjusted the psionic circuitry Mastermind placed in their armor to telepathically control them. Instead, it now generates a psionic jamming frequency to help shield them against outside mental influence.

A portion of the Corps' fees goes toward maintaining their armor, and they've established safe-houses and supply caches in various places around the world. Occasionally, the team sees fit to replace a member lost in combat or who decides to leave the group, but for the most part they are fairly tight-knit, and few choose to leave the Power Corps.

Each Power Corps suit of armor has a number (1 through 8) on its chest-plate, and the armor's wearer is referred to by number while in the field: Number One, Number Two, and so forth. Number One is the team-leader while Number Two is his second-in-command.

MEMBERS

With eight suits of armor available, the Power Corps typically has eight active members at any given time. Not all of its members will necessarily be active on the same job, and Number One sometimes splits the team, sending another squad under Number Two's command to handle a separate job at the same time.

Apart from Numbers One and Two, who have remained consistent leaders of the Power Corps since its inception, other members have rotated through the team. The GM should feel free to add or subtract from this list as desired, putting new characters into the armor and into the Corps' mix.

NUMBER ONE

Randall "Rand" Trask earned his dishonorable discharge from the U.S. Army the old fashioned way: brawling and conduct unbecoming. He worked as a mercenary in a number of bush-wars in South and Central America, in-



THE POWER CORPS

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
9	1	1	1	5	0	1	0

POWERS

Power Corps Armor: Removable (–23 points)

Armor Defensive Systems: Enhanced Defenses 9 (Dodge 3, Fortitude 4, Parry 3); Impervious Protection 10 • 29 points

Boot Jets: Flight 7 (250 MPH) • 14 points

Gauntlet Blasters: Ranged Damage 9, Accurate 2 • 20 points

Psi-Scramblers: Enhanced Will 4, Limited to resisting Mental Powers; Immunity 10 (Mental effects, Limited to Half Effect) • 7 points

Sealed System: Immunity 10 (Life Support) • 10 points

Sensor Suite: Communication 3 (Radio); Enhanced Advantages 4 (Precise Attack (Ranged; Cover and Concealment), Set-up, Teamwork); Senses 4 (Direction Sense, Low-light Vision, Radio, Time Sense) • 20 points

Servos: Enhanced Strength 8 • 16 points

EQUIPMENT

HEADQUARTERS: SAFE HOUSE (SAMPLE) • 10 POINTS

Size: Small; **Tou:** 8; **Features:** Communications, Computer, Garage, Gym, Infirmary, Living Space, Secret, Security System, Workshop

SKILLS

Acrobatics 6 (+7), Athletics 6 (+15), Close Combat: Unarmed 6 (+11), Deception 4 (+4), Expertise: Mercenary 8 (+8), Insight 8 (+9), Intimidation 8 (+8), Perception 5 (+6), Ranged Combat: Blasters 6 (+7), Ranged Combat: Guns 6 (+7), Stealth 4 (+5), Technology 4 (+4), Treatment 3 (+3), Vehicles 4 (+5)

cluding a stint or two with SHADOW before drawing Mastermind's attention. Originally the loyal soldier, Trask saw an opportunity after Mastermind met his defeat and took the Power Corps off in its own direction, and has been leading it ever since. Number One has INT and PRE 1 and the Leadership advantage, as well as 3 more ranks in Expertise: Mercenary in addition to the listed traits.

NUMBER TWO

Margaret "Mags" Malinski was as good a soldier, if not better, than anyone in her unit, but because she was a woman, no one acknowledged it, and because she was a lesbian, she got kicked out. She made a name for herself as a mercenary. Trask recognized her skills early on and recruited her, making Mags his Number Two in the Corps and she has been his loyal right-hand. Anyone who crosses him has to answer to her. Number Two has AWE 2 and 2 more ranks in Expertise: Mercenary in addition to the listed traits.

NUMBER THREE

Dan Sullivan is the Corps' munitions specialist; the red-haired and bearded Sullivan likes blowing things up a little too much for anyone else's comfort. He has Expertise: Demolitions 10 (+10) in addition to the listed traits.

ADVANTAGES

Agile Feint, Assessment, Equipment 2 (Corps safe-houses), Improved Initiative, Power Attack, *Precise Attack (Ranged; Cover and Concealment)*, *Set-up, Teamwork*

OFFENSE

Initiative +5

Blasters +11 Ranged, Damage 9

Unarmed +11 Close, Damage 9

DEFENSE

DODGE 9 **FORTITUDE** 10

PARRY 9 **TOUGHNESS** 11

WILL 10* *Includes Enhanced Will, 6 versus interactions.

POWER POINTS

ABILITIES 20 **SKILLS** 36

POWERS 94 **DEFENSES** 16

ADVANTAGES 6 **TOTAL** 172

COMPLICATIONS

Mercenary: The members of the Power Corps work for whomever can pay them, largely regardless of the job. Once hired, they tend to remain loyal to their employer (having a professional reputation to maintain) but *could* be swayed by a better offer.

Not Made Here: The Power Corps uses stolen technology, some of it more advanced than they truly understand. They have run into problems in the past with repairing and maintaining their armor, along with it having some unexpected surprises installed.

NUMBER FOUR

Aaron "A.K." Kendall is an African-American ex-Marine who got involved with the Power Corps so Mastermind's advanced technology could replace a foot he lost to a landmine as a mercenary working with Trask. A.K. has thought of leaving the Corps but is too deep in (wanted in numerous countries) and too loyal to Trask to make the decision.

NUMBER FIVE

Darren "Fastball" Larson started out in the minor leagues of baseball before enlisting in the army, where he could toss a grenade as well as a fastball. He was drummed out for an incident involving avoidable civilian casualties. Number Five has Ranged Combat: Throwing 8 (+9) in addition to the listed traits.

NUMBER SIX

Del Chambers is a brawny bruiser known for penchant for violence and making Number Two's life difficult by going off half-cocked and not respecting her authority. He's the most likely Corpsman to get replaced if he doesn't get in

line. Chambers has STR 2 (10 in the armor) but one less rank of Close Combat skill.

NUMBER SEVEN

Rosa Elzie is the Corps current techie. Her efforts help keep their armor in good operating condition, which is not always easy, nor is being the only other woman in the Corps. “Lucky Seven” has INT 2 and Technology 8 (+10) in addition to the listed traits.

NUMBER EIGHT

Raymond “Ray Blast” Blair was a military sniper, later a freelance assassin. He enjoys picking off his targets and the sheer power provided by his Corps armor. Number Eight has Improved Aim in addition to the listed Power Corps traits.

POWERS & ABILITIES

The members of the Power Corps are all trained soldiers, skilled in both combat and small unit tactics. Each wears a suit of metallic and ceramic-composite armor consisting of a clamshell cuirass that covers the torso, bulky boots, gauntlets and a helmet over a close-fitting black bodysuit. The boots contain turbofan rockets, allowing the Power Corps to fly, while the armor’s gauntlets contain blaster weapons. The suits have sealed life-support systems and the helmet has a reflective black faceplate that can display sensor information and readouts on the inside. The helmets also have special computer systems that help to coordinate the Corps’ tactical movements, allowing them to operate very efficiently as a unit.

TACTICS

The Power Corps know from hard experience that many superheroes outclass the capabilities of their armor. What they lack in sheer power, they work to make up for in teamwork. In particular, they take on foes in twos or threes, using team attacks (*Hero’s Handbook*, page 199) and their advantages: one Corpsman making an Acrobatics or Flight check (using Agile Feint) to render a foe vulnerable and using Set-up to grant the benefit to a teammate’s attack, for example.

Against ordinary foes the Power Corps is fairly fearless, especially if their armor’s Impervious Toughness is sufficient to protect them (as it is against small arms fire). They use their superior speed and maneuverability to deal with military and para-military assets: each member of the Corps is like a human fighter-plane, not quite as fast, but even more maneuverable.

The Corps fights to get the job done, rather than for glory or personal reasons, so they believe strongly in running away and living to fight another day, especially when they’re outclassed or there is nothing to be gained through fighting. They have no compunctions about endangering innocent lives to help cover their own withdrawal, and have been known to damage buildings or even shoot down aircraft in order to distract pursuing heroes.

HOOKS

The Power Corps are useful characters whenever some super-powered muscle is needed, from crime-lords looking to protect their operations from heroic interference to would-be world-conquerors in need of henchmen or the mad-scientist who needs that particular component or element for a new experiment. The Corps don’t ask a lot of questions and will take almost any job, if the money is right.

Bait & Switch: The Power Corps is after a heist target like an armored car or train shipment of valuable materials. When the heroes show up, the Corps attempts to make a hasty retreat, leading the good guys in a running battle, and liberally causing trouble (blasting highway overpasses or train bridges, for example) to slow them down. Turns out another villain hired the Corps to pull the job primarily as a distraction to keep the heroes busy; perhaps they notice one or two members of the team (such as Number Two and a hand-picked assistant) are missing, off taking care of their employer’s *real* objective. Or the entire Corps might be present, but their new boss has other minions taking care of things elsewhere.

Blood Money: When the Power Corps kidnaps a high-placed corporate exec (someone like Arwin Kessler from KessCorp in *Threat Report* #9–14) the heroes learn the Corps’ employer is someone who has incurable cancer as a result of the exec’s company’s negligence. Paid a substantial out-of-court settlement, the victim has chosen to spend some or all of the money getting revenge. The heroes have to rescue the exec and deal with the Power Corps as well as preventing their employer from coming to harm, perhaps finding a means to right the scales of justice along the way.

Bad to the Corps: A member of the Power Corps (Number Four is a good choice) covertly contacts the heroes and the authorities with an offer: turning state’s evidence against the rest of the squad and helping set up a sting to capture them in exchange for an immunity deal and a chance to get out of the mercenary life. Is the offer legit, and a fair chance at finally nailing the Power Corps and putting them away, or is it a setup intended to lure the heroes into a trap? What happens if the offer is for real, but Number One has figured out there is a traitor in the ranks?

Armor Wars: The Power Corps begins going after both heroes and villains who use advanced battlesuits and similar tech, characters like the Cerebrus Rex, the Cyber-tribe, the Mad Machinist, Steelhead, Trawler, Ultramarine, and others, including any player characters (see previous *Threat Reports* for the listed characters). They engage their targets in combat, but then break away. The Corps is using advanced scanning tech supplied by their current client to acquire information about their targets’ technology, and possibly tactics. The client could be any villain or even corporation (like Brande Management) interested in such information, and might plan on double-crossing the Corps once able to gather enough information on *their* armor to duplicate it.

CREDITS & LICENSE

MUTANTS & MASTERMINDS THREAT REPORT #31: POWER CORPS

Design and Writing: Steve Kenson

Editing and Development: Jon Leitheusser

Art Direction and Graphic Design: Hal Mangold

Interior Art: Ramon Perez

Publisher: Chris Pramas

Green Ronin Staff: Bill Bodden, Steve Kenson, Jon Leitheusser, Nicole Lindroos, Hal Mangold, Chris Pramas, Evan Sass, Marc Schmalz

Mutants & Masterminds Threat Report #31: Power Corps is ©2011 Green Ronin Publishing, LLC. All rights reserved. References to other copyrighted material in no way constitute a challenge to the respective copyright holders of

that material. Mutants & Masterminds, Super-powered by M&M, Green Ronin, and their associated logos are trademarks of Green Ronin Publishing, LLC.

The following is designated as Product Identity, in accordance with Section 1(e) of the Open Game License, Version 1.0a: hero points, power points. All characters and their associated images, descriptions, backgrounds, and related information are declared Product Identity.

The following text is Open Gaming Content: all game system rules and material not previously declared Product Identity.

Green Ronin Publishing

3815 S. Othello St., Suite 100 #304

Seattle, WA 98118

Email: custserv@greenronin.com

Web Sites: www.greenronin.com

www.mutantsandmasterminds.com



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document, Copyright 2000, Wizards of the Coast, Inc., Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document, Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicek, Jeff Grubb, Rich Red-man, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Mutants & Masterminds, Copyright 2002, Green Ronin Publishing; Author Steve Kenson.

Advanced Player's Manual, Copyright 2005, Green Ronin Publishing, LLC; Author Skip Williams.

Silver Age Sentinels d20, Copyright 2002, Guardians of Order, Inc.; Authors Stephen Kenson, Mark C. Mackinnon, Jeff Mackintosh, Jesse Scoble.

Mutants & Masterminds, Second Edition, Copyright 2005, Green Ronin Publishing, LLC; Author Steve Kenson.

DC Adventures Hero's Handbook, Copyright 2010, Green Ronin Publishing, LLC; Author Steve Kenson.

Mutants & Masterminds Hero's Handbook, Copyright 2011, Green Ronin Publishing, LLC; Author Steve Kenson.

Mutants & Masterminds Threat Report #31: Power Corps, Copyright 2011, Green Ronin Publishing, LLC; Author Steve Kenson.