

# Iron Cross



"THE THOUSAND-YEAR REICH LIVES WITH THE BIRTH OF THE THIRD GENERATION, AND THE THIRD GENERATION LIVES BY MY LEAVE."

**Power Level:** 17

**Concept:** Nazi Übermensch Overlord

**Name:** Unrevealed

**Base of Operations:** Berlin, 1943

**Group Affiliation:** Nazi Party, ODESSA

**Nationality:** German (Neu-Schwabenland)

**Age:** Unknown **Height:** 6'6"

**Weight:** 280 lbs. **Eyes:** Blue

**Hair:** Unknown

## BACKGROUND

While the Americans created their first superhumans through scientific experiment, Germany's Third Reich took a more cost-effective approach. In the early years of the war, Nazi scientists and secret agents skulked around the United States and Western Europe, kidnapping foreign superhumans for dissection and replication in German labs. This grisly craft gained its greatest success in 1943 when Everyman, the original American superhuman, vanished while flying a reconnaissance mission over Berlin. Months later, a demented Nazi trio called V3 appeared, boasting the powers of America's foremost champion. Later that year, another apparent Everyman offshoot took the field, a masked aristocratic übermensch who called himself Iron Cross.

Iron Cross (*Eisenkreuz*) clothed himself in the regalia of Nazism, his features concealed by an elaborate mechanical iron mask. He spread his fame thwarting crimes on the German homefront, casting rumors about his identity to every state of Germany. Popular legend considered him a top Luftwaffe flight leader disfigured in combat and granted fabulous power in remembrance of his brave sacrifice to the Reich. His legend soon reached the ear of Adolf Hitler, who made Iron Cross his personal bodyguard and special consultant in 1944.

With allied soldiers on Berlin's doorstep, the Führer struck out desperately at London itself, sending all of his superhumans to England with orders to destroy the British capital. The Nazi team encountered a well-prepared Victory Legion of American and European heroes, and the resulting battle soon became history's bloodiest superhuman conflict. A dozen combatants and hundreds of civilians lost their lives. Realizing a lost cause, Iron Cross quit the field, vanishing completely from public life.

For much of the next decade, he worked behind the scenes as the supreme commander of ODESSA, a secret society of German special agents who ensured the safe passage of Nazi war criminals and German artistic and scientific geniuses from occupied Germany to a secluded Antarctic refuge called Neu-Schwabenland. Iron Cross and his agents ferried their charges away from the public eye using "flying saucer" vessels developed too late to tilt the war against the Allies. Later, he came to the rescue of migrating Nazis in South America, giving birth to a cottage industry of Iron Cross sightings that saw the United States and Israel dispatch agent after fruitless agent in an impossible mission to catch him in the act, or even to confirm that he was still alive.

Confirmation arrived in full in 1958, when META-4 agents Gavin Pierce and Johnny Calhoun encountered Iron Cross and a cadre of Nazi goons on Easter Island. The Americans had come to Rapa Nui to investigate a mysterious chamber discovered by archeologists beneath one of the island's largest monoliths; the Nazis presumably came to destroy that chamber. Iron Cross made short work of Pierce and his allies, brutally dispatching them with stunning displays of super-strength. Before the Nazi supervillain could kill Johnny Calhoun, Pierce pried open the chamber's seals, releasing a powerful alien being named Aton, trapped on the island since his vessel crashed there centuries ago. Aton routed Iron Cross and went on to become the celebrated Ancient Astronaut. Iron Cross once again vanished from history, returning once again to the solitude of Neu-Schwabenland.

Connecting rumors of Nazi flying saucers to their apparent interest in the Ancient Astronaut revealed that the Antarctic Germans were interested in outer space and alien races, but couldn't hope to hint at the extent to which Neu-Schwabenland had become immersed in the world of the extra terrestrial. After finally reaching the Nazi compound, loyal Germans were informed that their government had, since the mid-1930s, received technological assistance from the Skoviak, a reptilian alien race who wished to see Germany dominate Earth. Caring nothing of human politics, the Skoviak valued only the Aryan genetic stock, which bonded easily with Skoviak DNA to create perfect "invisible" agents. Overtly aligned to Nazi ideals, these deep cover spies would insinuate themselves into human society, achieving positions of importance and awaiting the opportunity to turn the planet over to the Skoviak without shedding unnecessary blood or wasting natural resources in a violent invasion.

Immediately before his death at the end of the Second World War, Adolf Hitler predicted that the "Third Generation" of Nazis would rise once again and claim the world as its own. While angry militant twentysomethings throughout Europe follow the career of the Nazi rock diva Blitz, arrogantly thinking themselves fulfilling Hitler's prophecy, the true third generation of German/Skoviak crossbreeds are just being born in Neu-Schwabenland, already preparing for the day when they will join their parents and grandparents in the world beyond the Blizzard Doors. When three generations of Skoviak moles hold positions of influence in world governments and the boards of directors of multinational corporations the coup will be complete, and Adolf Hitler's final words will ring true from his unmarked pauper's grave.

## USING IRON CROSS

Don't fancy mixing your Nazis with your aliens, but like the idea of a World War II-era menace reaching forward from history to touch the lives of your heroes? Ditch the alien element and make Neu-Schwabenland a very terrestrial compound developed by ODESSA following the war. In this scenario, even the best Nazi engineering couldn't keep a community as large as New Berlin alive for so long without a healthy dose of obligatory comic book catastrophe. Some time in the 1950s, the subterranean city's Blizzard Doors collapsed, plunging the compound into deadly cold. Neu-Schwabenland's

citizens died within hours. Somehow, Iron Cross survived, although his body entered a cold-induced torpor he endures to this day.

The player characters become involved when contacts in the government or scientific community discover the entrance to Neu-Schwabenland while conducting a geological survey of Antarctica. Opening the damaged Blizzard Doors only to discover once-opulent swastika-embazoned hallways, the authorities decide to enlist superhuman help. Once discovered and thawed, Iron Cross attempts to escape, taking control of existing pro-Nazi subcultures (possibly with the help of Blitz, p. XX) to reignite the fires of the greatest war the world has ever known.

Whether you prefer him as noble scion of a new order of alien-infused Nazism or as a thawed-out throwback to a lost age of heroes and villains, Iron Cross' demeanor and mannerisms remain constant. A calculating, self-interested genius, Iron Cross cloaks himself in Nazi ideology but is most interested in maintaining and expanding his leadership role and life of privilege.

The Skoviak know their plan will fail if Earth develops meaningful space travel before the Third Generation achieves maturity, predicted about 2020. Accordingly, Iron Cross and his ODESSA agents work to thwart experiments into space travel and to hunt down and destroy all evidence of extra terrestrials in order to shepherd a skeptical populace. Characters from other planets or those who benefit from alien technology might encounter a surprise visit from Iron Cross, which could put the player characters on a trail that leads straight to high adventure in Neu-Schwabenland.

Iron Cross dislikes American and European superheroes, particularly those who clothe themselves in patriotic garb. He peppers battle banter with references to how current opponents could never cut it in the "golden age" of heroics. If one of your heroes maintains a legacy that goes back to the 1940s, Iron Cross presents an interesting opportunity to provide an alternate viewpoint of the player character's predecessor. Perhaps Iron Cross reveals something unflattering about the character, maintaining that the hero always ended a fight unconscious, or that he or she once confided in him that they agreed with Nazi sentiments. (Depending upon how darkly your campaign views the world, perhaps some of these insinuations are true).

## TACTICS

Iron Cross has been in the superhuman business since the 1940s, and he fights like a man who has benefited from decades of experience. He seldom puts himself in unnecessary danger, frequently shooting grounded opponents from the safety of the air. An arrogant braggart, he has trouble resisting a one-on-one fight with a similarly powerful character or a character who represents a legacy that goes back to the so-called Golden Age. In melee combat, he prefers to bash opponents with foreign objects such as cars, street signs, or steel girders. He occasionally peppers his fight commentary with bad puns and pithy quips in the tradition of other 1940s superhumans.

## GAME STATISTICS

**Iron Cross:** PL 17; Init +4 (Dex); Defense 29 (+15 base, +4 Dex); Spd 30 ft., fly 50 ft.; Atk +20 melee (+15S, punch), +19 ranged (+15L, blaster pistol); SV Dmg +4 (Protection +10), Fort +4, Ref +4, Will +2; Str 20, Dex 18, Con 18, Int 14, Wis 14, Cha 16.

**Skills:** Bluff +5+4cha, Language (French, German), Listen +2wis+10ss, Pilot +10+4dex, Search +2int+10ss, Spot +2wis+10ss.

**Feats:** Durability, Immunity (aging, cold, electricity, exhaustion, pressure, radiation, suffocation).

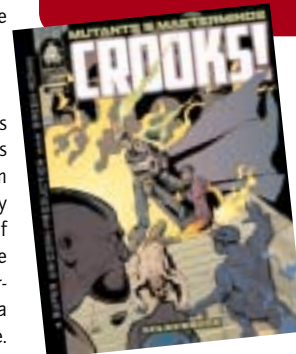
**Powers:** Flight +10 [Source: Mutation; Cost: 2 pp; Total: 20 pp], Super-Senses +10 [Source: Mutation; Cost: 2 pp; Total: 20 pp], Super-Strength +10 [Extra: Protection; Source: Mutation; Cost: 5 pp; Total: 50 pp].

**Equipment:** Blaster pistol (+15L), iron mask [Effect: Sensory Protection +10; Power Stunts: Radio Broadcast, Radio Hearing; Source: Super-Science; Cost: 1 pp; Total: 12 pp].

## CAPERS

**Seven Priceless Paintings!:** Recently, several previously unknown masterpieces by the World War II-era German painter Alfe Strasse have surfaced in international art circles. Shadowy agents of ODESSA are killing to get them back. An investigation into Strasse reveals that the master vanished at the end of World War II, and was presumed to have been killed during the Allied invasion of Berlin. All trails lead to a Chilean art dealer, who in turn leads the PCs to legends of Neu-Schwabenland, where Strasse and hundreds of other cultural figures were smuggled in the era of the Nuremberg Trials. A trip to Neu-Schwabenland, naturally, leads to a confrontation with Iron Cross.

**Goering's Diary:** Reichmaster Herman Goering, Adolf Hitler's hand-selected would-be successor, distastefully referred to Iron Cross as "the foreigner" in his diary, which refers to an "Antarctic mountain range" as the German superhuman's final destination. ODESSA badly wants Goering's diary, and is willing to kill whomever it needs in order to retrieve it. Why? What happens when the diary falls into the hands of the player characters?



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